

KÖNNEN

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CONTENTS

11-2-2008 : Welcome travellers	6
11-30-2008 :	22
12-7-2008 :	34
12-14-2008 :	45
12-21-2008 :	54
1-4-2009 :	72
1-11-2009 :	92
1-18-2009:	112
1-25-2009:	134
2-08-2009:	148
2-22-2009:	166
3-1-2009:	186
3-8-2009:	199
3-22-2009:	212
3-29-2009:	260
4-5-2009:	285
4-19-2009:	308
4-26-2009:	331
5-3-2009:	348
5-10-2009:	361
5-17-2009:	383
6-7-2009:	401
7-12-2009:	418
7-19-2009:	439
7-26-2009:	447
8-23-2009:	467
8-30-2009:	488
9-13-2009:	516
CAMPAIGN BREAK	541
6-27-2010: Campaign Resumed.....	542
7-18-2010:	572
7-25-2010:	599

8-1-2010:	615
8-8-2010: The Cell of dunne	636
8-15-2010: The Cistern, and the elf named fox	647
8-22-2010: of falls and worms	663
8-29-2010: Of dice and crawler slaughter	680
9-12-2010: here gnome gnome gnome	698
9-19-2010: RETREAT!	719
9-26-2010: The Gnome Returns	738
10-10-2010: Return to the mountain top	748
10-17-2010: Oh Rats!	756
10-24-2010: Hall of Kings	768
10-31-2010: The Oracle	776
11-7-2010: The Wagon and Gozah	785
11-14-2010: Stop Thief!	794
11-28-2010: Bar Room Brawl.....	804
12-5-2010: Bolward	813
12-12-2010: Along the River and through the Woods.....	826
12-19-2010: To Kragg or not to Kragg.....	829
1-2-2011: Recovery of the Boy	840
1-9-2011: Introducing Zahira	857
1-16-2011: Journeying North.....	864
1-23-2011: Attacked!	879
1-30-2011: Warsand and Zombies.....	899
2-13-2011: Battle!.....	914
2-20-2011: Skulls and Crossbones	933
2-27-2011: Temple Troubles.....	949
3-6-2011: Temple Continuation.....	963
3-13-2011: Können and the temple of doom	981
3-20-2011: uNTITLED	997
3-27-2011: sLAP YOUR mUMMY	1010
4-3-2011: dEATH TO YOUR mUMMY	1025
4-10-2011: cONCLUSIONS OF THE tEMPLE.....	1047
4-17-2011: cONCLUSIONS (IASt sESSION PRIOR TO BREAK #2)	1063
4-17-2011: cONCLUSIONS – rESUMPTION nOTES.....	1081

1-15-2012: oF bEASTS AND mEN	1082
1-22-2012: iNTO tIBRIS	1094
1-29-2012: gHOSTS OF tIBRIS	1102
2-5-2012: iNFORMATION.....	1113
2-12-2012: bAND OF bREAD	1120
2-19-2012: Whens Ghosts Attack	1127
2-26-2012: Untitled	1137
3-4-2012: Untitled	1147
3-11-2012: Of Tombs and Seals.....	1158
3-25-2012: Bug Begone!	1170
4-1-2012: Ghastly Deeds done dirt Cheap.....	1182
4-8-2012: A Hobbit's Disagreement	1192
4-15-2012: Were-Things	1204
4-22-2012: Once Bitten	1211
4-29-2012: The Sickness	1227
5-6-2012: The Sickness Part 2.....	1232
5-13-2012: Princess in Prison	1240
5-20-2012: A Battle of Wills.....	1252
6-10-2012: She who Steals & SHe who Taunts	1261
6-17-2012: Birds of a Feather	1267
6-24-2012: Feathers and Axes	1276
7-1-2012: You Shall Not Pass!.....	1283
7-8-2012: Creepy Crawlies.....	1297
7-22-2012: Discovery	1311
7-29-2012: The Dwarven Kingdom within Medigo.....	1319
8-5-2012: Lets go Shopping!.....	1328
8-12-2012: The Return of Zahira, and the Trail	1333
8-19-2012: To Crate or not to Crate	1342
8-26-2012: Crated Away	1348
9-2-2012: Dwarves, Gnomes, and Spears.. Oh My!.....	1358
9-9-2012: Tripped up in Traps	1369
9-16-2012: Gnomish Conflict	1387
9-23-2012: 3 Crits and a little Gnome.....	1396
9-30-2012: Well Hung Halfthings.....	1407

10-7-2012: Of Sticky Halflings and sleepy Adventurers.....	1424
10-14-2012: City Dragon Hunters 101.....	1435
10-21-2012: the goblins go Poof.....	1452
10-28-2012: Gnomes do it Best.....	1462
11-4-2012: The Elusive Master D.....	1470
11-11-2012: Cell of Surprises.....	1482
11-25-2012: The Low Blows of a Gnomish Fight.....	1500
12-2-2012: Dee-Day.....	1513
12-9-2012: Dee-Day Part 2.....	1533
12-16-2012: Dee-Day Part 3: The Downfall of Dee.....	1547
12-23-2012: The end of a Journey... Or is it?.....	1559
-Game Break-.....	1570

[19:38] <Tolman_the_DM> *** Können Game Starting ***

[19:39] <Tolman_the_DM> When we last left the campaign, the group of Shalanda, Lucius, Blake and Azrael made their way down over the ridge into the canyon below to reach to pool of water, after a pack of hyenas and a giant came and went.

[19:40] <Tolman_the_DM> Drinking their fill, the group searched the ground and Shalanda discovered a cloth strip wrapped on a branch of a bush beside the water. It had a K written on it in chalk.

[19:41] <Tolman_the_DM> This discovery you surmised to be a sign that Kaiser and the others did pass through this way the day before.

[19:42] <Tolman_the_DM> As some of you preoccupy yourself with searching about, taking your time, finding it hard to pull away from the water's edge, you hear a growl and a screech and see a shape flying into the air.

[19:42] <Tolman_the_DM> A hyena lands atop Lucius Marbrand, knocking him down to the ground as two more hyenas bring up the rear...

[19:43] <Tolman_the_DM> (Battle Grid at <https://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[19:44] <Tolman_the_DM> (or with out the s:
<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[19:44] * Lucius_Marbrand roll s to get the hyena off of him while attempted to reach a weapon

[19:45] <Shalanda> (init order?)

[19:45] <Tolman_the_DM> `Init please

[19:45] <TolBot> Please make an initiative roll (1d20+modifier).

[19:46] <Shalanda> 1d20+1

[19:46] <TolBot> Shalanda's 1d20+1: 12

[19:46] <Blake``> (rollig)

[19:46] <Tolman_the_DM> 1d20+5 for Hyenas

[19:46] <TolBot> Tolman_the_DM's 1d20+5 for Hyenas: 21

[19:46] <Blake``> 1d20+2

[19:46] <TolBot> Blake``'s 1d20+2: 22 (That's awesome.)

[19:47] <Tolman_the_DM> (Lucius, roll please)

[19:49] <Tolman_the_DM> 1d20 for Lucius

[19:49] <TolBot> Tolman_the_DM's 1d20 for Lucius: 2

[19:49] <Tolman_the_DM> `init report

[19:49] <TolBot> Initiative Order: Blake``, 22, Hyenas, 21, Shalanda, 12, Lucius, 2

[19:49] <Tolman_the_DM> As the hyena rolls off of Lucius, Blake gets a jump on the action.

[19:50] <Lucius_Marbrand> 1d20

[19:50] <TolBot> Lucius_Marbrand's 1d20: 19

[19:50] <Lucius_Marbrand> (sorry about that got a call)

[19:50] <Lucius_Marbrand> (thanks)

[19:50] * Blake`` starts to throw his armor on as fast as possible (can I use an action point?)

[19:50] <Tolman_the_DM> (Let's call it a move action, so can do that and an attack)

[19:51] <Tolman_the_DM> (Not realistic, but rule details are less fun... that's the 4e approach it seems to me)

[19:51] <Blake``> (there has to be something about it)

[19:51] <Blake``> (how long is a move action?)

[19:51] <Tolman_the_DM> (I don't think there's a donning armor section anywhere)

[19:51] <Shalanda> (I looked)

[19:52] <Tolman_the_DM> (on a turn, you get a move action and a standard action)

[19:52] <Blake``> (k)

[19:52] * Blake`` makes an attack on the Hyena that is after Lucius

[19:52] <Blake``> 1d20+5

[19:53] <TolBot> Blake``'s 1d20+5: 21

[19:53] <Tolman_the_DM> (vs AC 16)

[19:53] <Blake``> 1d8+2

[19:53] <TolBot> Blake``'s 1d8+2: 7

[19:54] <Tolman_the_DM> (what was the attack? a power?)

[19:54] <Blake``> (like at will power?)

[19:55] <Tolman_the_DM> (yep)

[19:55] <Tolman_the_DM> (or, can use up an encounter power)

[19:55] <Blake``> (non, i need a shield for my at will power, the other is a shout)

[19:55] <Tolman_the_DM> (in 4e, one often will make more than a normal attack... just swing sword, etc.)

[19:56] <Tolman_the_DM> (ok... but you never even told me the weapon, hehe)

[19:56] <Blake``> (longsword)

[19:56] <Blake``> (sorry, its just all so new still)

[19:56] <Tolman_the_DM> Blake sees the Hyena roll off of Lucius and adjacent to him as he throws on his armor and gets a shot off into the flesh of the beast with his sword.

[19:57] <Tolman_the_DM> The Hyena counters.

[19:57] <Tolman_the_DM> 2#1d20+7

[19:57] <TolBot> Tolman_the_DM's 2#1d20+7: 26, 11

[19:58] <Tolman_the_DM> The hyena turns from Lucius and takes a bite out of Blake.

[19:58] <Tolman_the_DM> 1d6+3

[19:58] <TolBot> Tolman_the_DM's 1d6+3: 8

[19:58] <Tolman_the_DM> A second hyena moves past a bush and snaps at Shalana, missing her.

[19:59] <Lucius_Marbrand> (whose turn is it?)

[19:59] <Tolman_the_DM> Shalanda moves from the bite and turns to act herself.

[19:59] <Lucius_Marbrand> (sorry i keep getting calls)

[19:59] * Shalanda picks up her scythe off the ground and concentrates on the hyena attacking her.

[19:59] <Blake``> (stop being so popular)

[19:59] <Shalanda> 1d20+2
[19:59] <TolBot> Shalanda's 1d20+2: 21
[19:59] <Shalanda> 2d4+2
[19:59] <TolBot> Shalanda's 2d4+2: 8
[20:00] <Tolman_the_DM> Shalanda delivers an equal blow to the hyena nipping at her heels as Lucius gets up to one knee and prepares to act.
[20:00] <Lucius_Marbrand> 1d20
[20:00] <TolBot> Lucius_Marbrand's 1d20: 15
[20:01] <Tolman_the_DM> (what power? no bonus?)
[20:01] <Lucius_Marbrand> (+3)
[20:01] <Tolman_the_DM> (what are you doing?)
[20:01] <Lucius_Marbrand> i didn't want to hold you up so i rolled then looked at bonus)
[20:01] <Tolman_the_DM> (Please state action and power used before rolling)
[20:01] <Tolman_the_DM> (understand)
[20:01] <Blake``> (yeah)
[20:02] * Lucius_Marbrand swings his sword at the creature
[20:03] <Tolman_the_DM> `power dazing
[20:03] <Lucius_Marbrand> (smg?)
[20:03] <Lucius_Marbrand> (dmg?)
[20:03] <Tolman_the_DM> (Hit)
[20:04] <Lucius_Marbrand> 1d10+3
[20:04] <TolBot> Lucius_Marbrand's 1d10+3: 12
[20:04] <Ryu> (*goes about making a new ringtone for his phone*)
[20:04] <Tolman_the_DM> (you can attack the one that rolle on you and that Blake attacked, or the one nipping at Shalanda...)
[20:05] <Lucius_Marbrand> (the one nipping at shalanda)
[20:05] <Tolman_the_DM> Lucius rising to his feet and swirls his blade, planting it into the wolf-like creature.
[20:06] <Tolman_the_DM> Azrael moves in with a small blade, stabbing.
[20:06] * Lucius_Marbrand kicks the creature off the end of his sword and readies to attack the next closest Hyena
[20:07] <Tolman_the_DM> 1d20+5 for Azrael
[20:07] <TolBot> Tolman_the_DM's 1d20+5 for Azrael: 16
[20:07] <Tolman_the_DM> 1d8+4
[20:07] <TolBot> Tolman_the_DM's 1d8+4: 5
[20:08] <Tolman_the_DM> The creature teamed up on by 3 of you now looks dazed.
[20:08] <Tolman_the_DM> `init report
[20:08] <TolBot> Initiative Order: Blake``, 22, Hyenas, 21, Shalanda, 12, Lucius, 2
[20:08] * Blake`` continues his assult on the Hyena using (Hammer and Anvil) (if I can, its str vs reflex)
[20:08] <Tolman_the_DM> (k)

[20:09] * Tolman_the_DM is now known as DM_Tolman
[20:09] <Blake``> (roll my str?)
[20:09] <DM_Tolman> (yes, that means a d20+Str mod)
[20:09] <Blake``> 1d20+2
[20:09] <TolBot> Blake``'s 1d20+2: 10
[20:09] <DM_Tolman> Blake tries his fancy move but the hyena proves too quick as it counters.
[20:10] <DM_Tolman> 1d20+7
[20:10] <TolBot> DM_Tolman's 1d20+7: 16
[20:10] <DM_Tolman> (AC blake?)
[20:10] <Blake``> (16)
[20:10] * Kronus-Beld (Zero@f4c8a153.hsd1.in.5aa6454b.net.hmsk) has joined #grovewood
[20:10] * Kronus-Beld hops in)
[20:10] <Shalanda> (Hello)
[20:10] <DM_Tolman> (hello, kronus)
[20:10] <DM_Tolman> The hyena barely makes contact, reaching Blake's flesh.
[20:11] <Kronus-Beld> I've played 3.5e...so if i ask something bear with me)
[20:11] <Ryu> (I asked him to Come. . ^^;; _
[20:11] <DM_Tolman> 1d6+3
[20:11] <TolBot> DM_Tolman's 1d6+3: 9
[20:11] <DM_Tolman> Blake reels in pain.
[20:11] <DM_Tolman> (Kronus, at this point, you'll have to observe. We roll up characters and have a process for entering the flow of the game.)
[20:12] * Kronus-Beld nods)
[20:13] <DM_Tolman> The second hyena remains dazed and loses an opportunity to act as Shalanda prepares.
[20:14] * Shalanda moves to strike the hyena closest to her.
[20:14] <Shalanda> 1d20+2
[20:14] <TolBot> Shalanda's 1d20+2: 17
[20:14] <Shalanda> 2d4+2
[20:14] <TolBot> Shalanda's 2d4+2: 7
[20:14] <DM_Tolman> (don't neglect your at-will and encounter powers, people)
[20:15] <DM_Tolman> (Please help me out by mentioning what your attack is... scythe I take it?)
[20:15] <DM_Tolman> Shalanda plants her scythe into the [same?] hyena.
[20:16] <Shalanda> (Yes scythe. I can't use sacred flame, and didn't want to use Righteous brand)
[20:16] <Shalanda> (yes)
[20:16] <DM_Tolman> It squeals as Lucius prepares to act.
[20:16] <Lucius_Marbrand> 1d20+3
[20:16] <TolBot> Lucius_Marbrand's 1d20+3: 6

[20:16] <Lucius_Marbrand> (swing and a miss)

[20:17] <DM_Tolman> As Shalanda pulls her scythe from the beast, it falls dead as another hyena takes its place from around the bush.

[20:18] <DM_Tolman> As that hyena advanced on Shalandra, Azrael made his way around the bush to flank.

[20:18] <DM_Tolman> 1d20+6

[20:18] <TolBot> DM_Tolman's 1d20+6: 17

[20:18] <DM_Tolman> `power sneak att

[20:19] <Lucius_Marbrand> `power fearsome smith

[20:19] <Lucius_Marbrand> `power fearsome smite

[20:20] <Lucius_Marbrand> (dont understand how that works)

[20:20] <DM_Tolman> (which are you gonna use, fearsome smith or fearsome smite, hehe)

[20:20] <DM_Tolman> (here's a tutorial: Fearsome smite's attack roll is: Attack: Charisma vs. AC)

[20:21] <DM_Tolman> (That means you attack using a d20+CHA mod, and it is against the opponents AC)

[20:21] <DM_Tolman> (Then, the damage upon a hit is: 2[W] + Charisma modifier damage.)

[20:21] <Lucius_Marbrand> (ahh.. gotcha so I would attack for that round at 1d20+6)

[20:22] <DM_Tolman> (That means you roll the weapon's normal damage twice + your CHA mod)

[20:22] <Lucius_Marbrand> (ahh.. nice)

[20:22] <DM_Tolman> (Take a little to get used to the "2[W] + Charisma modi" notation they use)

[20:23] <DM_Tolman> Azrael successfully sneaks up behind the Hyena, gaining combat advantage.

[20:23] <DM_Tolman> 1d8+4

[20:23] <TolBot> DM_Tolman's 1d8+4: 6

[20:23] <DM_Tolman> 2d6

[20:23] <TolBot> DM_Tolman's 2d6: 6

[20:24] <DM_Tolman> Azrael manages extra damage from his advanced position as Blake prepares to act.

[20:24] * Blake`` looks really hurt and calls out a Commander's Strike inspiring Shalanda to attack the Hyena (basic dmg +2 if you hit)

[20:24] <Lucius_Marbrand> (thats a frightening amount of damage for a level 1 character to be able to do.. 2(1d10+3)+6 ..)

[20:25] <DM_Tolman> (It's an ecounter power, Marr, so can only use it once per encounter... and yes... it's way cool. Don't forget to use it)

[20:25] <Blake``> (So Shal gets a free attack right now)

[20:26] <Shalanda> (oh cool)

[20:26] <Shalanda> 1d20+2 with scythe

[20:26] <TolBot> Shalanda's 1d20+2 with scythe: 16

[20:26] <Shalanda> 2d4+4

[20:26] <TolBot> Shalanda's 2d4+4: 7

[20:26] <Blake``> (if you hit you do basic dmg +2, whatever that means)

[20:26] <Blake``> (+2 is from my Int bonus)

[20:27] <DM_Tolman> (Shalanda is not adjacent to your hyena, Blake. I'm guessing she doesn't get a move and attack option)

[20:27] <DM_Tolman> (you might have to use it with Lucius)

[20:27] <DM_Tolman> `power commander

[20:28] <DM_Tolman> (Hmm, power desc doesn't specify)

[20:28] <DM_Tolman> (I'll allow the two squares of movement)

[20:28] <Blake``> (doesnt say adjacent)

[20:28] <DM_Tolman> (agree)

[20:28] <Blake``> (just says I get to pick a sly of my choice, but your call)

[20:29] <DM_Tolman> (I'm ok with move action, but Shal's gonna have to move herself on the grid)

[20:29] <Blake``> (i'll keep that in mind though, i thought we had it surrounded)

[20:29] <DM_Tolman> (that's why I have the grid)

[20:29] <Lucius_Marbrand> (so whose up?)

[20:30] <DM_Tolman> Shalanda moves and attack the hyena that's after Blake. It yelps and then turns on her.

[20:30] <DM_Tolman> 2#1d20+7

[20:30] <TolBot> DM_Tolman's 2#1d20+7: 26, 15

[20:30] <Shalanda> (eep)

[20:30] <DM_Tolman> 1d6+3

[20:30] <TolBot> DM_Tolman's 1d6+3: 5

[20:31] <DM_Tolman> Hyena1 bites Shalanda as Hyena3 one takes a snap at Azrael and misses.

[20:31] <DM_Tolman> Shalanda prepares to act.

[20:31] <DM_Tolman> (Shal... I'm gonna move you on teh grid.)

[20:32] <DM_Tolman> (but it'd be great if you moved yourself in future)

[20:32] <Shalanda> (Sure)

[20:33] * Shalanda engages the hyena(1) that she previously attacked.

[20:33] <Shalanda> 1d20+2

[20:33] <TolBot> Shalanda's 1d20+2: 4

[20:33] <Lucius_Marbrand> (i can attack anything adjacent to me?)

[20:33] <DM_Tolman> (you can of course move full number of squares any round's action)

[20:33] <DM_Tolman> (YOu can move 5 squares and then attack if you want. I think your movement is 5)

[20:34] <DM_Tolman> Shalanda attacks and misses as Lucius prepares to act.

[20:34] * Lucius_Marbrand makes a fearsome smite upon hyena(3) this round

[20:34] <Lucius_Marbrand> (it's adjacent to me so I can make that attack right?)

[20:35] <DM_Tolman> (yep)

[20:35] <Lucius_Marbrand> 1d20+3

[20:35] <TolBot> Lucius_Marbrand's 1d20+3: 5

[20:35] <Lucius_Marbrand> (les sigh)

[20:36] <DM_Tolman> (it's really powerful, IF YOU HIT, hehe)

[20:36] <Blake``> (common Marr!!)

[20:37] <DM_Tolman> 1d20+4

[20:37] <TolBot> DM_Tolman's 1d20+4: 10

[20:37] <DM_Tolman> Azrael also swings and misses in turn right after Lucius' impressive but impotent move.

[20:37] <DM_Tolman> Blake readies to act.

[20:37] * Blake`` gathers himself and attacks the nearest Hyena`` with a Furious Smash (Str vs Fort)

[20:37] <Blake``> 1d20+2

[20:37] <TolBot> Blake``'s 1d20+2: 7

[20:39] <Blake``> (i think its safe to say i the hyena shrugs it off)

[20:40] <DM_Tolman> Blake follows suit in bad luck as the hyenas attack with renewed force.

[20:40] <DM_Tolman> 2#1d20+7

[20:40] <TolBot> DM_Tolman's 2#1d20+7: 14, 16

[20:40] <DM_Tolman> (AC Shalanda ?)

[20:41] <DM_Tolman> The hyena nips at Azrael and barely misses once more as Shalanda bares gets caught.

[20:41] <DM_Tolman> 1d6+3

[20:41] <TolBot> DM_Tolman's 1d6+3: 5

[20:42] <Shalanda> (No armor on at the moment so 10, normal 16)

[20:42] <DM_Tolman> Shalanda feels the tear in her flesh (5 hps) and readies to act.

[20:42] <Shalanda> OW!

[20:42] <DM_Tolman> (I let Blake don as a move action)

[20:43] * Shalanda turns on the one that bites her and uses her scythe and righteous brand (str vs ac)

[20:43] <Shalanda> 1d20+2

[20:43] <TolBot> Shalanda's 1d20+2: 15

[20:44] <Shalanda> 2d4+2 (Plus +2 attack for Lucius against this target)

[20:44] <TolBot> Shalanda's 2d4+2 (Plus +2 attack for Lucius against this target): 9

[20:44] <DM_Tolman> (miss)

[20:44] <Shalanda> (darn)

[20:45] <DM_Tolman> (since the hyena3 is attacking lucius, if you stepped behind it you'd have +2 combat advantage)

[20:46] <DM_Tolman> (and a hit)

[20:47] <Shalanda> (Something to remember for next time)

[20:48] <DM_Tolman> (Mage? Since the hyena has already attacked this round and face Lucius, you can move one square, flank it, and have combat advantage. I'll allow for this attack... we're still learning system here.)

[20:48] <Shalanda> (Ok then, I've already rolled damage and got a 9)

[20:49] <DM_Tolman> (Feel free to move up and over a square on the grid.)

[20:49] <Lucius_Marbrand> (am I up?)

[20:49] <DM_Tolman> Shalanda hacks at a hyena from behind as Lucius attacks with a bonus.

[20:49] <Shalanda> (Already did)

[20:50] <DM_Tolman> (yes, Lucius, you have a +2 on attack)

[20:50] <Lucius_Marbrand> (kk)

[20:50] <Lucius_Marbrand> 1d20+6

[20:50] <TolBot> Lucius_Marbrand's 1d20+6: 23

[20:51] <DM_Tolman> (power or standard attack?)

[20:51] <DM_Tolman> Lucius hits. (roll damage)

[20:52] <DM_Tolman> (I keep almost typing "Lucinda")

[20:52] <Lucius_Marbrand> (lol)

[20:52] <Lucius_Marbrand> 1d20_3

[20:52] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[20:52] <Lucius_Marbrand> 1d20+3

[20:52] <TolBot> Lucius_Marbrand's 1d20+3: 12

[20:53] <Lucius_Marbrand> (err)

[20:53] <Shalanda> (Somebody check him for fangs)

[20:53] <Lucius_Marbrand> 1d10+3

[20:53] <TolBot> Lucius_Marbrand's 1d10+3: 5

[20:53] <Lucius_Marbrand> (thats better)

[20:53] <DM_Tolman> The Hyena yelps as Azrael flanks and attacks.

[20:53] <DM_Tolman> 1d20+4

[20:53] <TolBot> DM_Tolman's 1d20+4: 23

[20:54] <DM_Tolman> 1d8+4

[20:54] <TolBot> DM_Tolman's 1d8+4: 5

[20:54] <DM_Tolman> With the pierce of his blade, the hyena falls, leaving only the one beside Lucius and Blake.

[20:54] <DM_Tolman> `init report

[20:54] <TolBot> Initiative Order: Blake``, 22, Hyenas, 21, Shalanda, 12, Lucius, 2

[20:55] * Blake`` attempts another Furious Smash on the Hyena (Str vs Fort)

[20:55] <Blake``> 1d20+2

[20:55] <TolBot> Blake``'s 1d20+2: 17

[20:55] <DM_Tolman> Black smashes the hyena.

[20:55] <DM_Tolman> (Fort 14)

[20:55] <Blake``> (if I hit Marr gets a +3 bonus to attack and dmg)

[20:55] <Blake``> (has to use it this turn)

[20:55] <DM_Tolman> (noted)

[20:56] <Blake``> (also does 2dmg to the creature)

[20:56] <DM_Tolman> (so roll weapon damage with mod twice)

[20:56] <DM_Tolman> `power furious

[20:56] <Blake``> (no only does str bonus dmg)

[20:57] <Blake``> (but lets me give Lucius those bonuses)

[20:57] <DM_Tolman> (ah, I read it now)

[20:57] <DM_Tolman> Blake deals a small amount of damage as he smashes into the hyena, leaving it vulnerable to an attack from Lucius.

[20:57] <DM_Tolman> 1d20+7

[20:57] <TolBot> DM_Tolman's 1d20+7: 12

[20:58] <DM_Tolman> The hyena snaps at Blake after the smash but misses and Shalanda readies to act.

[20:59] <Shalanda> 1d20+2 with scythe

[20:59] <TolBot> Shalanda's 1d20+2 with scythe: 15

[20:59] <DM_Tolman> (any chance you're going to move 3 squares to flank?)

[21:00] <Shalanda> (The map updated after I attacked, otherwise I would)

[21:01] <DM_Tolman> Shalanda hits with her scythe.

[21:01] <Shalanda> 2d4+2

[21:01] <TolBot> Shalanda's 2d4+2: 6

[21:02] <DM_Tolman> The Hyena growls from the flanking blow as Lucius prepares to attack (Adding Blake's CHA +3 mod to your attack)

[21:02] <Lucius_Marbrand> (hmm..)

[21:03] <Lucius_Marbrand> (lets try a reaping strike)

[21:03] <Lucius_Marbrand> (which is ... 1d20+4+3+3 ?)

[21:04] <DM_Tolman> `power reaping

[21:04] <Lucius_Marbrand> `power reaping strike

[21:04] <DM_Tolman> (Shalanda, just to note, you'd have to be one more square up since it attacked Blake, to flank you have to be exactly opposit.)

[21:05] <Lucius_Marbrand> 1d20+7

[21:05] <TolBot> Lucius_Marbrand's 1d20+7: 14

[21:05] <DM_Tolman> (your attack roll for reaping strike is just d20 + str mod)

[21:05] <DM_Tolman> (isn't it?)

[21:06] <Lucius_Marbrand> (Base Charisma Attack:

[21:06] <Lucius_Marbrand>

[21:06] <Lucius_Marbrand> 1d20 +4

[21:06] <Lucius_Marbrand>

[21:06] <Lucius_Marbrand> = + 4 [charisma]

[21:06] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[21:06] <DM_Tolman> (oh, the extra bonus, I get it)

[21:06] <Lucius_Marbrand> (let me try posting that again)

[21:06] <Lucius_Marbrand> (right)

[21:08] <Lucius_Marbrand> (I'm ready for my damage roll Mr. Deville)

[21:08] <DM_Tolman> (Lucius, you have reaping strike? it's a fighter power)

[21:08] <DM_Tolman> (anyhow, you missed)

[21:09] <DM_Tolman> Azrael steps up.

[21:09] <Lucius_Marbrand> (the generator I used let me take it)

[21:09] <DM_Tolman> (I don't get that... you're a paladin)

[21:09] <Blake``> (you a half elf?)

[21:10] <Lucius_Marbrand> (yes)

[21:10] <Blake``> (thats why)

[21:10] <DM_Tolman> (oh)

[21:10] <DM_Tolman> 1d20+4

[21:10] <TolBot> DM_Tolman's 1d20+4: 20

[21:11] <DM_Tolman> Azrael sinks a blade into the hyena.

[21:11] <DM_Tolman> 1d8+3

[21:11] <TolBot> DM_Tolman's 1d8+3: 4

[21:11] <DM_Tolman> (Blake, you're up)

[21:12] * Blake`` uses some Inspiring words to regain help himself recover (spending a healing surge for 1d6)

[21:12] <Blake``> (Inspiring words)

[21:12] <Blake``> 1d6

[21:12] <TolBot> Blake``'s 1d6: 5

[21:13] <DM_Tolman> 1d20+7

[21:13] <TolBot> DM_Tolman's 1d20+7: 20

[21:13] <DM_Tolman> 1d3

[21:13] <TolBot> DM_Tolman's 1d3: 2

[21:13] <DM_Tolman> 1d6+3

[21:13] <TolBot> DM_Tolman's 1d6+3: 4

[21:14] <DM_Tolman> The Hyena turns and bites into Azrael who most recently hit it.

[21:14] <DM_Tolman> (Shalanda's up)

[21:14] <DM_Tolman> (:) nice move)

[21:14] * Tolman (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:14] * Shalanda moves to behind the Hynea and strikes with her scythe again.

[21:14] <Shalanda> 1d20+4

[21:14] <TolBot> Shalanda's 1d20+4: 6

[21:14] <Shalanda> (And misses)

[21:14] <DM_Tolman> (uhm, how did I just join the channel?)

[21:14] * Tolman is now known as Nonick-D26E0

[21:14] <DM_Tolman> (oh, the wife woke up the MacBook downstairs)

[21:15] <DM_Tolman> (Lucius)

[21:15] <Blake``> (lol)

[21:15] <Lucius_Marbrand> (i'm up?)

[21:16] <DM_Tolman> (yes, hehe *bonk*)

[21:16] <Lucius_Marbrand> (do I still have that extra cha bonus?)

[21:16] <DM_Tolman> (No, I just like the sound of your name... er as I type it.)

[21:16] <DM_Tolman> (no bonus)

[21:16] <Lucius_Marbrand> 1d20+4

[21:16] <TolBot> Lucius_Marbrand's 1d20+4: 22

[21:16] <DM_Tolman> (PLEASE state what you're doing before rolling)

[21:16] <Lucius_Marbrand> (i'm gonna go out on a limb and say I hit)

[21:17] <Lucius_Marbrand> (hyena1)

[21:17] * Lucius_Marbrand strikes Hyena1

[21:17] <DM_Tolman> Lucius hits the hyena [with something]

[21:17] * Lucius_Marbrand strikes Hyena1 with his sword

[21:18] <DM_Tolman> (roll dam)

[21:18] <DM_Tolman> (or... roll the damn dam)

[21:18] <Lucius_Marbrand> 1d10+3

[21:18] <TolBot> Lucius_Marbrand's 1d10+3: 10

[21:19] <DM_Tolman> The hyena, facing Lucius, take the blunt of his attack and looks very bloodied as Azrael moves in.

[21:19] <DM_Tolman> Azrael initiates a Positioning strike, slipping around and past Shalanda to get in a flanking strike.

[21:20] <DM_Tolman> (Shalanda, this power will move you one square over, do you resist?)

[21:20] <Shalanda> (If the hyena is facing Luc, there should be no problem as I won't be in the same square)

[21:20] <Shalanda> (But I don't resist in any case)

[21:21] <DM_Tolman> (Azrael moved to the square beside you, but then initiates this power which cause him and an ally to switch squares as part of the attack... this allows him to also make a flanking attack iwht combat advantage.)

[21:21] <DM_Tolman> 1d20+6

[21:21] <TolBot> DM_Tolman's 1d20+6: 20

[21:22] <Shalanda> (ah)

[21:22] <DM_Tolman> 2d8+4

[21:22] <TolBot> DM_Tolman's 2d8+4: 14

[21:23] <DM_Tolman> With the deft move, the blade pierces the spine of the hyena, which falls down dead.

[21:23] <DM_Tolman> With that blow, the encounter ends as you each take a deep breath and turn your attention to your wounds.

[21:23] <DM_Tolman> (** 5 minute game break **)

[21:24] <Blake``> (be right back then)

[21:24] <Blake``> (btw, grid is awesome)

[21:25] <Blake``> (also I am gonna start a dice rolling practice sessions a half hour before the game on sundays if anyone wants in :))

[21:25] <Shalanda> lol

[21:25] <Blake``> brb

[21:25] <Lucius_Marbrand> lol

[21:25] <Kronus-Beld> if i remeber this))

[21:26] <DM_Tolman> that was fun

[21:27] <DM_Tolman> eh, kronos?

[21:28] <Kronus-Beld> sunday night session)

[21:29] <DM_Tolman> gotcha

[21:29] <DM_Tolman> guys, lemme know when you're back?

[21:29] <Blake``> back

[21:29] <Shalanda> Still here

[21:30] <DM_Tolman> Mage has a bladder 'o steel and never left

[21:30] * Shalanda flexes

[21:31] <Lucius_Marbrand> i went tinkle

[21:31] <DM_Tolman> ok, that was our best real 4e battle to date

[21:31] <Lucius_Marbrand> Tinkle Tinkle Tinkle I made you out of Tea. Tinkle Tinkle Tinkle with you I shall ..

[21:31] <DM_Tolman> any reflections before we resume?

[21:32] <DM_Tolman> I agree with you, warb... having the grid allows you to use the rules

[21:33] <Blake``> (ok lets heal up and send in another pack)

[21:33] <Blake``> (:))

[21:34] <Lucius_Marbrand> i like the grid

[21:34] <Lucius_Marbrand> i wonder if the official thing words the same

[21:35] <DM_Tolman> fancier looking so my prep time would be alot higher

[21:35] <DM_Tolman> ok, we ready?

[21:35] <Blake``> yup

[21:35] <DM_Tolman> (** Game resuming **)

[21:36] * Blake`` drops his sword and rests near it "well fought eveyone"

[21:37] <DM_Tolman> As the three hyena corpses lie still, your mind drifts to the dozen you saw at the watering hole when you first encountered the pool. Your eyes note teh cliff and the climb back up to relative safety.

[21:37] <DM_Tolman> (This is called a "short rest" so do state in channel what healing surges you're using, etc.)

[21:37] * Shalanda feels the rush of combat start to fade and begins to notice her wounds existance, and seethes in pain.

[21:38] * Lucius_Marbrand cleans his sword

[21:38] * Blake`` joins the others and takes a short rest

[21:39] <Lucius_Marbrand> (what healing surges can I use.. let me see)

[21:39] * Shalanda checks the injuries of the others.

[21:39] <DM_Tolman> (basically, at a short rest, you can use as many available healing surges as you want, i think)

[21:39] * Blake`` isnt bloodied but looks rather torn up

[21:40] <Blake``> (yeah)

[21:40] <Blake``> (up to your max that you have available, then you need an extended rest to get them back)

[21:40] * Shalanda uses a healing word on herself first.

[21:40] <Shalanda> 1d6+8

[21:40] <TolBot> Shalanda's 1d6+8: 11

[21:41] * Shalanda then focuses her second healing world on Blake.

[21:41] <DM_Tolman> (gotcha, Shal... using the encouner power as part of that encounter. Makes sense)

[21:41] <Shalanda> 1d6+3 (Add your healing surge to the result)

[21:41] <TolBot> Shalanda's 1d6+3 (Add your healing surge to the result): 8

[21:42] * Blake`` uses a healing surge along with Shalanda's help (14 total then?)

[21:42] <DM_Tolman> (Blake, did you alread roll your healing surge?)

[21:43] <Blake``> (i thought they had a value?)

[21:43] <DM_Tolman> (not a roll but a value, isn't it?)

[21:43] <DM_Tolman> (one ofourth)

[21:43] <DM_Tolman> (Isn't that right?)

[21:43] <Blake``> (yeah so i get 6 + the 8 right?)

[21:43] <DM_Tolman> (yep)

[21:43] <Blake``> (in combat though, for example inpiring word, gives me 1d6 roll and uses a surge)

[21:44] <DM_Tolman> (nods)

[21:44] * Blake`` feels warm inside and seems rejunvinated "Thanks Shalandra"

[21:44] <DM_Tolman> After tending to one another's wounds for a time, you remain on teh bank of the water.

[21:45] * Shalanda washes the blood out of her clothes the best as she can.

[21:45] <Blake``> (time ect pls)

[21:46] <DM_Tolman> Shalanda, as you wash and taint the water, you notice how refreshed it maintains. It doesn't run from the pond to any stream that you can see away from this place, but the water seems to "turn over" and avoid getting stagnant.

[21:46] <DM_Tolman> The late afternoon sun can not be seen from down on the canyon floor.

[21:48] <Lucius_Marbrand> "So what now?"

[21:48] * Shalanda scratches her head at the way the pool water flows.

[21:48] <DM_Tolman> Azrael dunks his head, drink a tummy full, refills his skin and stands waiting.

[21:50] * Shalanda snaps out of her stare.

[21:50] <Shalanda> "We need to leave here and find shelter.

[21:50] * Blake`` takes some time to clean up with the others and says with some sarcasm "I suppose no one wishes to camp here tonight"

[21:50] * Blake`` nods at Shalandra

[21:50] <Blake``> "I am ready when you are"

[21:51] <DM_Tolman> 1d100

[21:51] <TolBot> DM_Tolman's 1d100: 19

[21:51] <Shalanda> "This place attracts animals, and they will be feeding on these corpses tonight."

[21:52] * Lucius_Marbrand readies to leave

[21:54] <Blake``> "lets go back up there then"

[21:54] * Lucius_Marbrand follows Blak

[21:54] * Blake`` points to the edge they followed "what were the istructions after the watering hole?"

[21:54] * Shalanda rises. "We need to follow the ridge west."

[21:54] * Blake`` nods

[21:55] <DM_Tolman> You make your way to the cliff and prepare to climb.

[21:55] * Blake`` takes a minute to remove his armor

[21:56] <DM_Tolman> Azrael heads up the 50'

[21:56] * Shalanda heads up the cliff path.

[21:57] <DM_Tolman> 1d20+1

[21:57] <TolBot> DM_Tolman's 1d20+1: 20

[21:57] <DM_Tolman> Azrael makes it up the animal path that ascend to the ridge.

[21:58] <DM_Tolman> (Does take a climb check... athletics)

[21:58] <Lucius_Marbrand> "Uhhh"

[21:58] <Blake``> 1d20+2

[21:58] <TolBot> Blake``'s 1d20+2: 18

[21:58] <Lucius_Marbrand> "Do you want to try a rope?"

[21:59] <Shalanda> 1d20+2

[21:59] <TolBot> Shalanda's 1d20+2: 17

[21:59] <DM_Tolman> Azrael looks down at you.

[21:59] <DM_Tolman> Blake and Shalanda also make it up.

[21:59] * Lucius_Marbrand tosses the rope up

[22:00] <DM_Tolman> Azrael drops a rope for Lucius.

[22:01] * Lucius_Marbrand climbs up the rop

[22:01] <Lucius_Marbrand> (whats the bonus the rope gives?)

[22:01] <DM_Tolman> Lucius climbs up with no risk.

[22:01] <DM_Tolman> (+10, hence auto success)

[22:01] <Lucius_Marbrand> (cool)

[22:02] <DM_Tolman> Azrael stows the rops and sighs, staring west.

[22:03] <Blake``> "well Hyenas zero, us three, lets get moving"

[22:03] * Shalanda resumes following the ridge, something that feels like she last did weeks ago.

[22:04] * Lucius_Marbrand follows the ridge

[22:04] * Lucius_Marbrand humms

[22:04] * Blake`` travels as well

[22:06] <DM_Tolman> The hard ground greets you along the top of the ridge. It winds off to the west and east. You move along westward to continue the journey.

[22:06] <Blake``> "How many days travel was it from the waterhole, was it two days to Jalem?"

[22:06] <Shalanda> I think more then that.

[22:08] <Blake``> "lets hope when we do arrive there is a little more to it then Urma"

[22:09] <DM_Tolman> The words of the Charge in Urma ring in your ear as Azrael recounts them, "He said 2 days after you leave the ridge behind to make it out of the desert, through dangerous, hot, and difficult sand dunes."

[22:10] * Blake`` groans and continues on

[22:11] * Shalanda just travels on quietly, watching for something that will work as a shelter.

[22:13] <DM_Tolman> You move along the ridge. The canyon floor below on the right in time gets further and further down.

[22:13] <DM_Tolman> Surpassing 100 ft drop once more, as the shadows of the day grow long, it becomes difficult to make out the terrain below.

[22:13] <DM_Tolman> The sun begins to set.

[22:14] * Shalanda looks up into the sky to gauge how much light the night sheds on the land this eve.

[22:14] <Blake``> "I imagine we are in for another cold night"

[22:15] <Lucius_Marbrand> "indeed"

[22:16] <Shalanda> (trying to determine if we can see by night with nightvision)

[22:17] <DM_Tolman> (If no moons adding significant light, then the atmosphere is darkness)

[22:17] <DM_Tolman> YOu see no lunar light this evening.

[22:18] * Shalanda looks for a suitable place to make some sort of makeshift camp before the last of the light is gone.

[22:18] * Blake`` keeps his eyes open as well

[22:19] <Blake``> "there has to be something around here, other then the hard ground"

[22:19] <DM_Tolman> You see no shelter save from a rise in the ground of 2 to 3 feet.

[22:20] * Shalanda selects the rise in the ground, no suspecting she'll find better.

[22:20] <DM_Tolman> The group settles in best they can.

[22:21] <Blake``> "Not to be awkward, but lets sleep near each other tonight, might help us stay warm"

[22:22] <Shalanda> "That's why I have a bedroll... so I don't have to cuddle."

[22:23] * Shalanda says rather coldly.

[22:23] * Blake`` nods "as do I, but it is still cold, was simply a thought"

[22:24] <DM_Tolman> As the tensions rise and fall, the sun quickly falls. Azrael wraps up as if bracing for a long night.

[22:24] <DM_Tolman> (Keeping watches?)

[22:24] * Shalanda takes some time to pray to the Raven Queen before rest.

[22:25] * Lucius_Marbrand takes the first watch

[22:25] * Blake`` tucks in "Wake me up after you Lucius"

[22:26] <DM_Tolman> As the night drifts on, sleep comes as a welcome companion. The cold air and loud wind woke you periodically, but other than that disturbance, the night passes uneventful. Light breaks and morning comes and your toes are numb.

[22:27] <Shalanda> "I grow tired of the harsh nature of this place."

[22:28] * Blake`` gathers his things "you and me both, but for now we are stuck in the middle of it"

[22:29] <Blake``> "i've never crossed a sand dune before, let alone seen one, and I can't say it really want to either"

[22:29] * Lucius_Marbrand shrugs

[22:29] <Lucius_Marbrand> "Not like theres a choice at this point"

[22:30] <Shalanda> "Just like fate... no choice."

[22:30] <Lucius_Marbrand> "You could always close your eyes?"

[22:31] <Shalanda> "I like to see my fate coming. Feels..."

[22:31] * Shalanda pauses to think.

[22:31] <Shalanda> "More interactive, I suppose."

[22:32] <Blake``> "well lets go cross some sand dunes, I think when we finally get to Jalem, first thing I am doing is eating"

[22:32] <Shalanda> "With what coin?"

[22:32] <DM_Tolman> (He's going to trick out you three)

[22:33] <Blake``> "I am sure we will scrung up something"

[22:33] * Shalanda eats a little, as Blake dreams of food.

[22:34] <DM_Tolman> The group girds up their belongings and sets out. After a couple hours of travel, the cool air has disappeared and heat is now once again felt. Over the last hour, the ridge on the right has grown shallower and shallower until now the terrain has all blended to one level once more.

[22:35] <DM_Tolman> The group below your feet has become softer and the horizon ahead has grown hazier.

[22:36] <DM_Tolman> As another hour of travel passes, the hard and rocky surface below your feet has completely given way to sand. You look out ahead of you and see sand upon sand... a sea of sand, with mounds as far as the eye can see, mounds of sand rising and falling.

[22:36] <DM_Tolman> **** As this session of Können Land campaign comes to a close ****

<<Note: Some of this log seems to be missing!>>

[20:09] * Blake`` empties the sand from his shoes as they fill up

[20:10] <Shalanda> "Stop wasting time on a futile task, you are slowing us down."

[20:10] <DM_Tolman> As another hour of travel passes, the hard and rocky surface below your feet has completely given way to sand. You look out ahead of you and see sand upon sand... a sea of sand, with mounds as far as the eye can see, mounds of sand rising and falling.

[20:10] <DM_Tolman> Having left behind the hidden pool on the canyon floor, the rocky desert terrain seems a distant memory as you now struggle to lift your feet in the sinking ground below you.

[20:10] <DM_Tolman> You see not a sign of wild life, of any life. Not a bird in the air or a lizard upon the mound. The rolling dunes before you seem unwelcome and offer no direction other than your determined destination of "true west"

[20:10] <DM_Tolman> The sun has past midday and the heat bares down.

[20:11] <Blake``> "you don't need to wait"

[20:12] <Shalanda> "Safety comes in numbers. The weakest member of the pack is the one killed by the hunter."

[20:12] * Lucius_Marbrand raises an eyebrow

[20:12] <Blake``> "yeah it looks so dangerous around here, plus I wouldn't let you guys to get far ahead, your doing a little overboard is all I am saying"

[20:13] <Blake``> (doing =- going)

[20:14] <Shalanda> "If that is your opinion on the matter, then I shall let it drop."

[20:14] * Shalanda says a bit cooly for the weather.

[20:15] * Blake`` continues along, "fine, but do you see that figure on the dune ahead as well?"

[20:15] * Shalanda looks ahead in the direction indicated.

[20:16] <DM_Tolman> As Blake draws your attention, you all see a figure through the sand a half mile to the west.

[20:17] <Blake``> "maybe we are close?"

[20:17] <Shalanda> "I do. One of ours though I can not deterime. "I would advise caution."

[20:18] <DM_Tolman> You move down into a the bottom of a dune as the figure drops out of sight.

[20:19] * Blake`` nods in agreement

[20:19] * Shalanda alters her course slightly to intercept the figure.

[20:20] <DM_Tolman> You make your way up the dune.

[20:20] * Blake`` looks for any tracks as they approach the dune

[20:21] <DM_Tolman> No tracks can be seen, though as you ascend, you now can see Kaiser Trintin peering down at you.

[20:21] * Blake`` waves in relief "Kaiser!"

[20:21] <DM_Tolman> (That was stupid. I bet there would be tracks. Those three came up the dune 6 hours earlier.)

[20:22] * Kaiser_Trintin smiles "Good day, been waiting here for a bit, the others went on ahead"

[20:22] <Shalanda> (strong wind would take care of that)

[20:22] <DM_Tolman> (That's what I was thinking, but not THAT strong)

[20:23] * Shalanda tilts her head at Kaiser, but offers no response and continues towards the "west".

[20:24] * Kaiser_Trintin moves after Shalanda

[20:24] <Blake``> (well its dune, lots of sand, plus Kaiser is likely light on his feet :))

[20:26] * Blake`` continues on as well "well, its nice to have you back, we made some enemies with the local wildlife back there"

[20:26] <Kaiser_Trintin> (about as light on his feet as an elephant)

[20:26] <Kaiser_Trintin> "Sorry i wasn't there"

[20:26] * Lucius_Marbrand listens

[20:27] <DM_Tolman> Happy to be joined by one of your group, you head out into the dunes further. After 3 more hours, the light begins to fade. You are thirsty.

[20:28] * Shalanda sips from her waterskin just enough to quench the thirst, but nothing more.

[20:30] * Blake`` puts his waterskin up for a drink as well

[20:31] <Shalanda> "We should try to cover as much ground as we can until we can't see by the light any longer.

[20:32] <Lucius_Marbrand> "Ok"

[20:32] <Blake``> "Hopefully we can find some type of shelter as well, as unrealistic as that might sound"

[20:32] <DM_Tolman> You move on another hour, when things become very dark. You notice no change in the terrain, no shelter, no cover--just rolling dunes.

[20:34] * Shalanda makes camp on the side of a dune that offers some shelter from the wind. She digs a little trench and lays in it to use as a sort of insulation along with her bedroll.

[20:36] <DM_Tolman> The sand is warm and dry and uncomfortable.

[20:36] * Blake`` prepares himself his own place near Shalanda's "I won't ever forget this trip"

[20:37] * Shalanda allows herself to slip into a trance for the night.

[20:38] * Kaiser_Trintin sits quietly and plays with Azira

[20:39] <DM_Tolman> Sleep and trance come quickly, but unpleasantly. But mid-night, the air is cold.

[20:39] <DM_Tolman> Morning breaks.

[20:40] * Blake`` drinks a little water and stretches his joints after another uncomfortable night.

[20:40] * Shalanda being the likely person to have awakened first eats a ration and goes about with her morning prayer.

[20:41] <Shalanda> (I assume surges recovered?)

[20:41] * Kaiser_Trantin eventually wakes as well, taking care to drink very little, give Azira some and eat a ration sharing it with Azira as well

[20:43] * Shalanda looks to where Lucius sleeps.

[20:44] * Lucius_Marbrand wakes eventually and goes about his morning rituals

[20:44] <Kaiser_Trantin> (*grumbles* Here goes \$1400 for a new PC. . this one is dieing. . .)

[20:44] <Shalanda> "We should move out when we are ready, the sun will not linger behind the horizon for long."

[20:45] * Lucius_Marbrand nods

[20:45] <Blake``> "lets move out then"

[20:46] * Shalanda heads out, taking the lead.

[20:46] <DM_Tolman> (afk 5 minutes, puttign kid to bed)

[20:56] <DM_Tolman> The group gathers up, heading out for a dreary trek.

[20:56] * Kaiser_Trantin sighs as he prepares "Are we there yet?"

[20:57] * Blake`` nods "hopefully soon"

[20:58] <Shalanda> "My assumption is today and maybe part of tomorrow, so no."

[20:59] <Blake``> "Well I would say that is a safe assumption, because if it isn't, we could be in some trouble"

[20:59] <Shalanda> "We're probably in trouble anyway."

[20:59] <Shalanda> "Or at least those of you not accustomed to hardships."

[21:00] <Blake``> "you are accustomed to hardship then?"

[21:00] * Shalanda nods

[21:01] <Kaiser_Trantin> "I as well, its plagues my race, hardship that is"

[21:02] <Blake``> "Well, I can't say the same for myself, but I like to think I have a nack for situations"

[21:04] <Blake``> "In other words, crossing this place is a challenge and an experience, and that is what I live for in some ways"

[21:04] <Shalanda> "May it not be your last."

[21:04] * Shalanda continues to press on.

[21:05] * Blake`` continues walking and says jokingly "although my body might say otherwise"

[21:05] <DM_Tolman> You bravely keep up the chatting despite the harsh conditions... through the morning the wind has picked up. Flinging sand pains your skin where exposed.

[21:05] * Shalanda covers her face as best as she can.

[21:05] <Blake``> "hopefully your travels in this area Kaiser will help bring less hardships for your race in this area, or in general as well"

[21:06] <Kaiser_Trantin> "Only the gods know"

[21:06] * Shalanda looks back to her rather silent companion to get his take on the chatter.

[21:07] * Lucius_Marbrand rubs his hands

[21:07] * Lucius_Marbrand shivers slightly

[21:09] * Shalanda keeps half an eye on Lucius, expecting him to drop first from the elements.

[21:13] <Lucius_Marbrand> (im so tired haven't slept in 48 hours)

[21:13] <Shalanda> (ouch)

[21:13] <Lucius_Marbrand> (travelling after thanksgiving, caught a redeye)

[21:13] <Blake``> (go get some sleep then)

[21:14] <Shalanda> (Yick, not a fun disease)

[21:15] * Shalanda presses onwards, scanning the horizon for signs of life or water.

[21:15] <DM_Tolman> the wind picks up, becomeing almost unbareable. The heat pounds you nearly as hard as the swirling sand. Progress is very slow.

[21:16] <Lucius_Marbrand> (i don't want to sleep before midnight, i don't wanna throw off my sleep schedule too much, but its the reason why i am quiet)

[21:17] * Blake`` tries to protect his eyes as well and takes effort to keep sight of at least on of the companions

[21:18] <Blake``> (on = one)

[21:21] * Blake`` calls out "maybe we should wait out this storm, unless someone is sure we going the right direction"

[21:21] <Shalanda> "PROBABLY WISE"

[21:21] * Shalanda shouts back.

[21:22] <DM_Tolman> (Dex check all)

[21:22] <Blake``> 1d20

[21:22] <TolBot> Blake``'s 1d20: 18

[21:22] <Shalanda> 1d20+1

[21:22] <TolBot> Shalanda's 1d20+1: 20

[21:23] <Lucius_Marbrand> 1d20

[21:23] <TolBot> Lucius_Marbrand's 1d20: 10

[21:23] <Kaiser_Trantin> (pulling up my char sheet, one moment)

[21:23] <Kaiser_Trantin> 1d20+1

[21:23] <TolBot> Kaiser_Trantin's 1d20+1: 18

[21:23] <DM_Tolman> Ascending an dDescending the dunes has become verrrry difficult. You each manage just to keep your feet.

[21:24] <Lucius_Marbrand> (+2)

[21:24] <DM_Tolman> The day goes on as such, the wind not letting up. As the end of the day approaches, you are exhausted.

[21:25] <DM_Tolman> Light begins to fade.

[21:25] <Shalanda> (Hold on, I was under the assumption we were going to wait out the storm?)

[21:26] <DM_Tolman> After waiting an hour until the winds are slightly decreased, you move onward once more, until the end of the day.

[21:26] <Blake``> (we discussed it)

[21:26] <Blake``> (fair enough)

[21:29] * Blake`` drops his things at the end of travelling "hopefully tomorrow"

[21:31] <Shalanda> "We can still travel by night, it would be cold travel and would help conserve water."

[21:32] <Blake``> "I am willing to chance it"

[21:32] <DM_Tolman> As the sun begins to sleep, the wind dies down.

[21:33] * Shalanda looks to the other two.

[21:33] <Blake``> "Shall we rest a while, and travel later tonight?, is that what you are suggesting?"

[21:33] <Shalanda> "Travel now, while the weather is still warm enough that it's not uncomfortable."

[21:33] * Kaiser_Trantin shrugs

[21:35] * Blake`` thows his pack over his shoulder "adventuring isn't easy, i'll push forward"

[21:35] * Shalanda presses on using what light is available.

[21:35] * Lucius_Marbrand follows Shalanda

[21:36] <DM_Tolman> The group heads on into the night. Three hours later, you realize travelling by stars is more reliable for making due west. A chill fills your bones, and misery overcomes you. Sand is in every part of your body and gear.

[21:37] <Kaiser_Trantin> "It's going to take months to get all this sand out of my scales"

[21:37] <Shalanda> "Finally light to travel by. Perhaps the fates are being kind after all."

[21:38] <DM_Tolman> (The stars aren't so much lighting your way, helping vision. They simply are good for navigating)

[21:38] * Blake`` trudges along "Perhaps that storm was there way of helping us, the gods can be strange"

[21:40] <Blake``> "you know, the storm made it difficult to travel, then you came up with this idea"

[21:40] <DM_Tolman> Weariness takes you as you find travel difficult.

[21:40] <DM_Tolman> (Con checks if you want to continue)

[21:40] <Blake``> "and obviously, the light, finally allowing us to somewhat travel at by cold night"

[21:41] <Blake``> 1d20+2

[21:41] <TolBot> Blake``'s 1d20+2: 13

[21:41] <Shalanda> (Can I take an endurance check instead?)

[21:41] <DM_Tolman> (sure... probably better even)

[21:41] <Shalanda> 1d20+5

[21:41] <TolBot> Shalanda's 1d20+5: 17

[21:41] <Kaiser_Trantin> 1d20+2

[21:41] <TolBot> Kaiser_Trantin's 1d20+2: 14

[21:42] <Blake``> (endurance or con?)

[21:42] <DM_Tolman> (DC 15)

[21:42] <DM_Tolman> (either)

[21:42] <Lucius_Marbrand> 1d20

[21:42] <TolBot> Lucius_Marbrand's 1d20: 2

[21:42] <Blake``> (ok i wanna do endurance as well)

[21:43] <Blake``> (or to late?)

[21:43] <DM_Tolman> All but Shalanda are unable to continue.

[21:43] <Kaiser_Trantin> (hell endurance would be +7 for me)

[21:43] <DM_Tolman> (well, I'll still allow, but a moot point)

[21:43] <Blake``> (+6 for me)

[21:43] <DM_Tolman> (roll then)

[21:43] <Blake``> 1d20+6

[21:43] <Kaiser_Trantin> 1d20+7

[21:43] <TolBot> Blake``'s 1d20+6: 26 (Perfect!)

[21:43] <TolBot> Kaiser_Trantin's 1d20+7: 11

[21:43] <Kaiser_Trantin> (LMAO)

[21:44] <Lucius_Marbrand> (+2 here)

[21:44] <DM_Tolman> Kaiser and Lucius stumble down a dune.

[21:44] * Kaiser_Trantin laughs when he reaches the bottom

[21:44] * Shalanda sighs

[21:44] * Shalanda feysteps to the bottom to join them.

[21:44] <Shalanda> "I suppose it's time to make camp. You two are in no shape to continue."

[21:45] <Blake``> "I can continue on"

[21:45] <Kaiser_Trantin> "I can," he laughs some more "continue on, I'm just not used to this traveling by starlight"

[21:47] <Blake``> "I think we should continue forwards"

[21:47] <Shalanda> "These two are unfit for travel. Look how they barely can stand."

[21:47] * Lucius_Marbrand shivers

[21:47] <DM_Tolman> (Kaiser and Lucius can't continue)

[21:47] * Lucius_Marbrand attempts to stand then stumbles

[21:48] * Blake`` says "I suppose I could use some rest myself"

[21:48] <Blake``> "I have a headache anyway"

[21:50] * Shalanda drinks the last of her water, and attempts to get comfortable for the night's rest.

[21:51] * Blake`` drops his things and rests for the night in the cold desert

[21:52] * Kaiser_Trantin sighs and kicks back on the dune, letting Azira roam close by as he empties the sand out of the pouch he stays in

[21:52] <DM_Tolman> You each settle in at teh bottom of a dune, attempting rest. Sleep is difficult. You are over-tired and sand is in every crease and cavity, creating great discomfort. The pain of thirst is great.

[21:55] <DM_Tolman> The night passes, your trances interrupted from thirst, your sleep sketchy from discomfort. Light breaks. (-2 penalty to all checks for today)

[21:56] <Harlequin_J_Goat> (night all)

[21:57] * Kaiser_Trantin gathers up his equipment and Azira, and climbs to the top fo the dune they where climbing the previous night to see if there is any sign of the end of this desert

[21:57] * Shalanda feels achy as she rises very early. She tries to shake some of the sand out of her long and now partially tangled hair.

[21:58] * Blake`` slowly staggers up from the ground where he barely slept and prepares to leave complaining slightly about his lingering headache

[21:58] <Blake``> "we need to push each other forward today"

[21:58] * Lucius_Marbrand rises with a groan feeling like every part of him hurts

[21:59] <Lucius_Marbrand> "We need to get through this, yes, we do"

[21:59] <Shalanda> "Then let us not waste time."

[22:01] * Blake`` takes a minute to gather his thoughts and heads out with the others

[22:01] * Kaiser_Trantin looks down at the group then scans the surroundings again from the top of the dune

[22:03] <DM_Tolman> (Nature checks to determine Cardinal direction)

[22:03] <Kaiser_Trantin> 1d20-2

[22:03] <TolBot> Kaiser_Trantin's 1d20-2: 5

[22:03] <Shalanda> 1d20+3

[22:03] <TolBot> Shalanda's 1d20+3: 22

[22:03] * Blake`` scans also

[22:03] <Shalanda> (-2)

[22:03] <Lucius_Marbrand> 1d20+1

[22:03] <TolBot> Lucius_Marbrand's 1d20+1: 15

[22:03] <Blake``> 1d20-1

[22:03] <TolBot> Blake``'s 1d20-1: 15

[22:04] <DM_Tolman> Kaiser begins to head in what the rest of you think is south east.

[22:05] <Kaiser_Trantin> (I wasn't heading anywhere, I was jus' scanning the area)

[22:05] <DM_Tolman> (just roll with it, stat-boy)

[22:06] <DM_Tolman> (BTW, you see no end of the dunes)

[22:06] * Blake`` points towards what he thinks is west "I think we want to head in this direction"

[22:06] <Shalanda> "That's not the right way Kaiser."

[22:06] * Blake`` attempts to muster some sarcasm "towards the dunes"

[22:06] * Kaiser_Trantin shrugs and heads back

[22:06] <Kaiser_Trantin> "Lets just get going"

[22:07] * Blake`` nods and heads out

[22:08] <DM_Tolman> The group heads out into the already warming direction set by most of the group.

[22:08] <DM_Tolman> The morning turns into afternoon. Your tongue is like sandpaper. You have stopped sweating out of lack of water in your body.

[22:09] <DM_Tolman> Into mid afternoon, the dunes begin to be noticeably smaller.

[22:09] * Blake`` rubs his temples to help with his raging headache

[22:09] * Lucius_Marbrand pants lightly

[22:10] * Kaiser_Trantin continues quietly, trying to keep what moisture he has left, inside of himself.

[22:10] <DM_Tolman> Over time, the terrain levels out, and the thick sand that so stymied your progress has given way to firmer packed grains, even pebbles.

[22:10] * Shalanda cracks a smile, even though it hurts her chapped lips to do so.

[22:11] * Blake`` looks around towards the others

[22:15] * Blake`` continues to stagger forward, hoping to see any signs of civilization

[22:15] * Kaiser_Trantin walks slowly ahead hoping for some signs of water

[22:16] <DM_Tolman> Trudging ahead, you see ahead of you an end to desert, only miles away. A mountain ridge is off in the distance.

[22:17] <Shalanda> "Finally..."

[22:17] <DM_Tolman> After another hour, you begin to see more and more vegetation. Bushes around, and then also, eventually, off to the north and west, green growth... and a structure.

[22:19] * Shalanda heads towards the structure.

[22:19] * Blake`` heads there as well "yes, finally."

[22:20] * Kaiser_Trantin follows quietly

[22:22] <DM_Tolman> You make your way towards the settlement. Bushes around become greener. You come across a slow moving trickle of a stream.

[22:22] * Shalanda stops at the stream.

[22:22] <DM_Tolman> (large enough to submerge little more than a foot)

[22:23] * Kaiser_Trantin stops as well, and fills his water skin, and sips it slowly, also allows Azira to get a drink from the stream

[22:23] * Blake`` does the same "we did it! nice work!"

[22:23] * Shalanda slowly drinks from the water and fills her skin after she has had her fill.

[22:24] * Kaiser_Trantin refills his skin as well after he's had his fill

[22:25] * Shalanda takes this moment to eat a little.

[22:26] <Blake``> "You know, i'm happy we all met, even though it was under forced circumstances, I would never have been able to get here without the rest of you"

[22:26] <DM_Tolman> You tarry for half an hour, finding it difficult to leave.

[22:26] * Kaiser_Trantin follows Shalanda's suit

[22:28] * Blake`` sits down during the half an hour

[22:29] * Shalanda starts to wash up a bit after everybody has had their fill of water.

[22:30] <DM_Tolman> Some of you stand, ready to depart.

[22:30] * Shalanda stands as she gets the sense that people are ready to move onwards.

[22:31] * Kaiser_Trantin stands ready to check out the structure, and makes sure Azira is locked securely in his pouch

[22:31] <DM_Tolman> You make your way north and find yourself navigating a lane through a crop of grain. The stalks are not yet tall, and still green.

[22:31] <DM_Tolman> After half an hour, you approach a small, walled settlement. An open, small gate is at the south east corner you approach.

[22:33] * Shalanda studies the structure casually as she approaches with the others.

[22:33] <Blake``> "Hopefully they speak our language here"

[22:33] * Kaiser_Trantin falls back a little as to not startle the inhabitant

[22:33] <DM_Tolman> The wall is stone with some wood, and not impressive. As you reach the gate, you see a couple humans walk by, taking no notice of you.

[22:35] <DM_Tolman> (Entering?)

[22:35] <Shalanda> (Sure)

[22:35] <Blake``> (yup)

[22:36] <DM_Tolman> As you move through the opening in the wall, a couple rows of modest one-stories, homes perhaps, spread out before you. An open area is off to your right. A tall tower is seen on the opposite side of the city.

[22:36] <DM_Tolman> (Map at: http://docs.google.com/Presentation?id=dcg2tm5h_47bxphzgx)

[22:37] <Shalanda> (Dibo?)

[22:38] <Blake``> (why to go Shal, brought us to the wrong city, should have went with Kaisers direction)

[22:38] <Blake``> (:))

[22:38] <Blake``> (why = way)

[22:38] <Shalanda> (I'll throw you back in the desert with a hole in your gut to drain out that water you drank so you can go to the "other" city.)

[22:39] * Shalanda looks down the row of buildings before making her way to the center opening to her right.

[22:40] * Kaiser_Trantin enters quietly hanging somewhat towards the back of the group

[22:41] * Blake`` looks for anything resembling an inn as the party travels through town

[22:42] <DM_Tolman> In the town center, you see a handful of merchants with unimpressive wares to sell. Some goat meat. Some trinkets. Some small tools and blades. A well is prominent.

[22:43] * Kaiser_Trantin waits for the screams of "Kobold Kobold"

[22:44] <DM_Tolman> (hehe... it'll come)

[22:44] * Shalanda takes note of the goat meat merchant if they will be having an extended stay.

[22:45] <Kaiser_Trantin> (damn right leg is asleep)

[22:45] * Blake`` asks a merchant if this is Jalem

[22:45] <DM_Tolman> A woman moves to the cistern, filling a bucket. Two children run out of a hut to your right, giggling.

[22:47] <DM_Tolman> Blake, as you approach a trinket merchant and ask, she looks up at you. "Jalem? This is Dibo."

[22:47] <DM_Tolman> She looks you up and down, "Across the dunes you have come, yes?"

[22:48] * Blake`` nods

[22:48] * Kaiser_Trantin walks up behind Blake`` and looks over the trinkets

[22:48] <Blake``> "We travelled for days"

[22:48] <DM_Tolman> Merchant lady says, "Jalem is across the river. But your lady here this silver necklace." She looks at Shalanda in back.

[22:49] <DM_Tolman> She then looks at Kaiser and grimaces.

[22:49] <Kaiser_Trantin> "Ah well, atleast you didn't yell Kobold, and I thank you for that," he sighs.

[22:50] <Kaiser_Trantin> (Oooo, power jus' dimmed, may be losing power in a few~)

[22:50] * Blake`` shows her his empty pockets "We have no coin, but your wears are nice"

[22:50] <DM_Tolman> She looks at you oddly, and now dismissively.

[22:50] <DM_Tolman> Lucius and Shalanda watch you from town center.

[22:51] <Blake``> "He is a Dragonborn, his name is Kaiser"

[22:51] * Kaiser_Trantin heads off towards Lucius_Marbrand and Shalanda

[22:51] <Shalanda> "I find him overly friendly and naive, what say you Lucius?"

[22:51] <DM_Tolman> She recoils, watching Kaiser leave and implying with her body image that you should do the same.

[22:52] * Blake`` smiles "His race is not common around here, how are things in Dibo?"

[22:53] * Shalanda watches Blake, and nods to Kaiser as he returns.

[22:53] <DM_Tolman> She grimaces at you, "Please go away"

[22:53] <Shalanda> "Blake making friends already I see."

[22:53] <Kaiser_Trantin> "I give it an hour, and I will probably be chased out of town, by people screaming Kobold. . Just wait for it. . ."

[22:53] * Blake`` heads back to the others "Jalem is across the river"

[22:54] <DM_Tolman> You turn and move back toward Lucius. Then, you hear the merchant woman begin to yell from behind you, "Stop! Thief!!"

[22:54] * Shalanda groans.

[22:54] * Lucius_Marbrand sighs

[22:54] * Blake`` turns to look

[22:54] <DM_Tolman> Several people look in your direction.

[22:54] <DM_Tolman> ... as this session of Können Land Campaign comes to an end.

[22:54] <DM_Tolman> *** Session Ended ***

12-7-2008 :

[20:13] <DM_Tolman> ** Setup **

[20:14] <DM_Tolman> The group made it's way to Dibo, a town sitting atop a mount surrounded by grain fields. It sits close to the desert wilderness and on the edge of the coastal region that the party has now entered... the Land of Können.

[20:15] <DM_Tolman> Blake addressed a merchant woman, and as he turned to move back toward Lucius, you hear the merchant woman begin to yell from behind you, "Stop! Thief!!"

[20:15] <DM_Tolman> Several people look in your direction.

[20:15] * Blake`` stops "thief?"

[20:15] <DM_Tolman> **** Können Land Campaign Session #10 Begins ****

[20:15] * Blake`` stops "thief?"

[20:15] * Shalanda lets out a long sigh.

[20:16] * Kaiser_Trantin sighs and turns around and looks towards Blake``

[20:16] * Atreyu stares at the woman who is screaming

[20:16] * Atreyu is now known as Lucius_Marbrand

[20:16] * Lucius_Marbrand stares at the woman who is screaming

[20:17] <Lucius_Marbrand> "Where?"

[20:17] <DM_Tolman> There is quite a bit of motion around. A blur of cloth whizzes by and into an alley.

[20:17] * Kaiser_Trantin runs after the blur, trusting his instincts

[20:18] * Blake`` runs for the alley behind Kaiser

[20:18] * Shalanda looks at Blake then over at Kaiser.

[20:19] <DM_Tolman> Kaiser, you run around the home and towards the alley. As you reach the corner, you see a youth being held by his collar by an large, round man. The youth has a necklace dangling in his hand.

[20:19] <DM_Tolman> Large man: "Thad. Yo mamma tis gonna haven a fit."

[20:19] <DM_Tolman> He pushes his way past you dragging the boy.

[20:19] * Lucius_Marbrand is uninterested

[20:19] * Blake`` holds up

[20:20] * Kaiser_Trantin eyes the man cautiously, and lets him past

[20:20] <DM_Tolman> You see the man engage the woman merchant and the two seemed engrossed in a battle of wills and what to do next.

[20:20] <Blake``> "At first I thought she was calling me a thief"

[20:20] <DM_Tolman> The small town goes back to its lazy status quickly as all seem disinterested.

[20:20] * Shalanda also doesn't seem to care, and stands idly by.

[20:21] * Kaiser_Trantin shakes his head and wanders back to the group "Well, there went a chance at making some coin in reward. "

[20:23] <DM_Tolman> (Map of Dibo: https://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[20:23] <Shalanda> "I do not think an award would have been given."

[20:23] * Blake`` also heads back "anyway, Jalem is across the river according to that merchant, we are in Dibo"

[20:24] <Lucius_Marbrand> "Well, as long as you do no wrong, you have nothing to worry about"

[20:31] <Lucius_Marbrand> "Do we know anything about this city? Perhaps, one of the local temples would be that of our deity and would be willing to provide room and board for two of their errant disciples?"

[20:32] * Shalanda looks around for a moment.

[20:32] <Blake``> "Its worth a try, I have my hand crossbow which I could part ways with if I must"

[20:32] <Shalanda> "I don't think any of these buildings strikes me as priestly in nature.

[20:32] * Lucius_Marbrand scratches his chin and nods

[20:33] <Blake``> "Lets look around then and see what buildings we can identify"

[20:34] <DM_Tolman> No building looks to be a temple. There is one larger structure, possibly a public building of some sort.

[20:35] <Blake``> "lets investigate the large one, see what it is"

[20:35] * Shalanda points at the larger building.

[20:35] <Shalanda> "I concur."

[20:35] <Lucius_Marbrand> "That is an excellent idea, we need to find an inn, in any case. I suggest we meet back here in approximately an hour after looking around the city to see what we can learn about the people, the buildings and basically where everything is. In any case we need to also figure out where to find supplies. Lastly, it may be prudent to investigate whether it would be possible to find some

[20:35] <Lucius_Marbrand> sort of temporary employment in order to sustain ourselves for the near future"

[20:36] <Lucius_Marbrand> "Anyone have, any better plans or ideas?"

[20:36] * Blake`` heads over to the large building with Shalandra and whoever else goes. "good plan, although we might have better luck with that in Jalem"

[20:37] <Shalanda> "Jalem is likely to be larger, however if we were to be slaves there, it may not be hospitable to us either."

[20:37] * Lucius_Marbrand shrugs and heads towards the larger buildig

[20:38] * Shalanda also goes for the large building

[20:38] <Lucius_Marbrand> "I agree, how are we going to get there though? I am going to look around to see if any caravans are going to Jalem and are hiring guards to guard their caravan from marauders and the like. I think I will start at that large building"

[20:38] * Lucius_Marbrand continues on the path

[20:38] * Blake`` nods

[20:40] * Kaiser_Trantin sticks with Shalanda, simply because he feels it not wise for him to travel alone

[20:40] * Blake`` looks for an entrance into the larger building

[20:42] <DM_Tolman> As you approach, double doors are set open. You hear noise from within.

[20:43] * Blake`` peaks in

[20:43] <Blake``> "Hello! anyone around?"

[20:44] <DM_Tolman> Blake, as you enter, you are in a small hall. A room to the left has a closed door. To the right you see a tavern of sorts. Ahead, another door.

[20:45] <DM_Tolman> Lucius, as you step behind Blake, you see the same thing.

[20:45] * Blake`` says to the others "We might be in luck, looks like a tavern, lets go in"

[20:46] * Shalanda smiles

[20:46] <Shalanda> "I could use a drink."

[20:47] * Kaiser_Trantin follows after Shalanda

[20:48] <DM_Tolman> You move into the buiding and into the small tavern. A couple farm hands sit at a bar.

[20:50] * Blake`` nods at the farm hands and moves towards the bar.

[20:50] <DM_Tolman> There's 2 open seats at the bar. 4 empty tables of four.

[20:51] <Harlequin_J_Goat> (That was a good movie)

[20:51] * Shalanda leans against the doorway and just watches the happenings.

[20:52] * Blake`` stands near the two open seats at the bar and adjusts his hand crossbow to a more visible area on his belt.

[20:55] * Lucius_Marbrand grabs a chair and sits down yawning

[20:55] <DM_Tolman> The bar keep looks up, watching Kaiser.

[20:55] <DM_Tolman> Barman: "Sumthin to drink?"

[20:56] * Kaiser_Trantin shakes his head and sits at a table, "No money my friend, alright if I rest my feet for a few?"

[20:57] <Blake``> "We just crossed the desert, his feet need the rest"

[20:58] <DM_Tolman> Barman: "No, money? Can't haven ya in ere, then."

[20:59] <Blake``> "Our coin is with our friends, did a group come in not long ago, perhaps you heard the names Harrast, Azrael or Torasin?"

[20:59] * Kaiser_Trantin shrugs and stands, "One of those places eh," he wanders outside.

[21:00] * Blake`` attempts to pull the barman's attention away from Kaiser.

[21:01] <DM_Tolman> (1 sec)

[21:04] <Lucius_Marbrand> "Actually.." Lucius said standing and leaning over to speak to the bar tender. "I have rather more important things to discuss, after crossing the dessert it has come to our attention that we are need of new employ due to our circumstance. Perhaps, some sort of job helping guard a caravan between here and another place such as Jalem. Would you perhaps be able to point us in the right direction to discover such?"

[21:05] <DM_Tolman> (roll, lucius)

[21:05] <Lucius_Marbrand> 1d20+11

[21:05] <TolBot> Lucius_Marbrand's 1d20+11: 27

[21:05] * Blake`` takes a step back as Lucius speaks up and listens.

[21:06] <DM_Tolman> Barman: "You look like strong fellows. I don't be knowin of anything. What of you two?"

[21:06] <DM_Tolman> The couple laborers look up.

[21:07] * Lucius_Marbrand nods towards them cranking up the charm

[21:07] <DM_Tolman> Old man: "No caravans. Jalem t'ain't a bad journey. I'd take the road, but..."

[21:07] <DM_Tolman> Young man: "Road?!? Nah. Be takin the trek."

[21:08] * Shalanda quietly listens.

[21:08] <DM_Tolman> Old man: "Ignorant youth. Even ifn' you no carriage of your own. Goin south I'd say."

[21:08] <DM_Tolman> Young man: "Posh."

[21:08] <DM_Tolman> The bar keep speaks up, "Er... nothin for work, though."

[21:09] <DM_Tolman> Old man: "Could always try the barns. dunno."

[21:10] <Lucius_Marbrand> "Barns .. " Lucius scratched his chin

[21:10] * Lucius_Marbrand turned towards Shaland

[21:11] <DM_Tolman> The two laborers quietly but energetically continue to discuss the merits of gravel and grass under foot.

[21:11] <Lucius_Marbrand> "We may wish to consider offering a farmer to do a day of work , in exchange for the ability to sleep a night in a barn."

[21:11] <Lucius_Marbrand> "By alternative of course, we could simply try to sleep under some sort of ... hedge.."

[21:12] <Kaiser_Trantin> "I would much prefer to sleep under the stars, if you haven't noticed, I'm not welcome in most places, because of my fellow Dragon kin"

[21:14] <Lucius|> "I too would be fine with sleeping under the stars, however I am slightly more concerned with the well being of the lady."

[21:14] * Lucius| said nodding towards Shalanda

[21:14] * Warbudgie is now known as Blake`

[21:14] * Blake` speaks up "Do you have a tradepost around here, I have some items I would offer up in exchange for a warm night sleep, and some hot food"

[21:17] <Lucius|> "I too would be fine with sleeping under the stars, however I am slightly more concerned with the well being of the lady."

[21:17] <Lucius|> (tell me when you are ready to continue..)

[21:18] <Warbudgie> (good to go, i have my last comment ready too)

[21:18] * Lucius| turned to the bartender and gasped at him

[21:18] <Warbudgie> (should we pause 5 mins...all get on the same server?)

[21:19] <DM_Tolman> (all here)

[21:19] <Lucius|> "Good sir.. now that I look closer at you... how are you standing?"

[21:19] <Warbudgie> (can you pls paste the last little bit, last is aw was marr saying, I also wanna sleep under the stars, but i am worried about the lady)

[21:19] <Lucius|> (that was the last thing said)

[21:20] <DM_Tolman> (nope, Shalada asked where the barns are)

[21:20] * Warbudgie holds off his questions as Lucius gasps

[21:20] * Lucius| leaned closer looking closely into the barmans face

[21:20] <Lucius|> "I had heard of this sickness..."

[21:20] * Warbudgie is now known as Blake``

[21:20] <DM_Tolman> Barman: "The barns are outside the walls. On north side of the mound. And what do you mean, how I stand?"

[21:21] <DM_Tolman> The barman looks strangely at Lucius.

[21:21] * Blake`` tries to look without being noticed

[21:21] * Shalanda raises her brow.

[21:21] <Lucius|> "Sir, you are quite obviously in the first stages of the Tenser sickness.."

[21:21] * Lucius| examined the man closer

[21:22] <Lucius|> "I had heard about this..."

[21:22] <Lucius|> (bluff skill check?)

[21:23] <Lucius|> (or intimidate)

[21:23] <DM_Tolman> Barman: "What?"

[21:23] <DM_Tolman> He touches his face.

[21:23] <DM_Tolman> (lemme look)

[21:23] <DM_Tolman> (ok, bluff check)

[21:24] <DM_Tolman> 3#1d20

[21:24] <TolBot> DM_Tolman's 3#1d20: 18, 17, 17

[21:24] * Blake`` looks at the man "he has been right before"

[21:24] <Lucius|> (dont forget my bonus)

[21:25] <Lucius|> (+4)

[21:25] <Lucius|> (was that roll for me or should i roll me check?)

[21:25] <DM_Tolman> (That was their opposing Insight checks. YOu roll your own bluff plz)

[21:25] <Lucius|> 1d20+4

[21:25] <TolBot> Lucius|'s 1d20+4: 6

[21:26] <DM_Tolman> The farmers look at Lucius and then the barman.

[21:26] * Lucius| leans back

[21:26] <DM_Tolman> Barman: "You feeling ok yourself there?"

[21:26] * Lucius| scratches his chin

[21:26] <DM_Tolman> Old man: "Shiny, he's trying to fool yer. Gonna sell some tonic er sumthin'"

[21:26] <DM_Tolman> The faces of two of the men turned hostile.

[21:26] * Kaiser_Trantin walks up behind Lucius, and grabs his collar "lets go, before you get us all in trouble"

[21:27] * Lucius| shrugs

[21:27] <Lucius|> "Don't take my word for it.."

[21:27] * Lucius| gets up to leave

[21:27] <DM_Tolman> Barman: "You return kindness with foulness. Be on yer way for I's get Mo after ya."

[21:27] <Lucius|> "But if you happen to get worse, my friend can always read you your last rites.."

[21:27] <Lucius|> Lucius said leaving

[21:27] * Kaiser_Trantin shakes his head

[21:28] <Kaiser_Trantin> "Sorry about my friend there, he's a little touched in the head."

[21:28] <Lucius|> "Good luck.."

[21:28] * Shalanda just shakes her head almost in unison to Kaiser as Lucius leaves the tavern.

[21:28] * Lucius| exits

[21:28] <DM_Tolman> The four of you make out the door and outside. To your left is a wide opening in the town wall to the north.

[21:28] <Lucius|> "It was worth a try" Lucius muttered to himself

[21:28] <Blake``> (i didn't wanna leave yet... :()

[21:28] <DM_Tolman> (You can stay behind)

[21:29] <Blake``> (its ok we are out)

[21:29] <Kaiser_Trantin> (I require a snack, brb)

[21:30] * Blake`` laughs as Lucuis after they exit "that was a horrid attempt"

[21:30] * Shalanda steps out last

[21:31] <Shalanda> "What's done is done. Let us hope our reputation is not tarnished too harshly."

[21:31] <Blake``> "what was the point anyway? I must know where you were going with that?"

[21:33] <Lucius|> "I was going to sell him some 'healing' in exchange for letting the lady stay the night of course.."

[21:33] * Blake`` points at Shalandra "her?"

[21:34] <Lucius|> "You know.. room and board.."

[21:34] <DM_Tolman> You remain standing in the courtyard.

[21:34] <Lucius|> "Yea.. it is of course the knights first duty to ensure the safety of the clergy of our holiest of orders.."

[21:34] <Shalanda> "What about the honest approach?"

[21:35] <Lucius|> "Or some such.. anyway, let's continue on our way."

[21:35] * Lucius| heads out towards one of the farms

[21:35] <Blake``> "I think she can handle the night better then any of us, though it makes sense considering your views"

[21:36] <DM_Tolman> You move outside the gate and towards the barns. A couple men are mending equipment.

[21:36] <Shalanda> "Thank you for your concern for my welfare."

[21:36] <DM_Tolman> There are three barns built up agaisnt the north wall of the mound.

[21:37] <Lucius|> "Well, since I have had no luck so far, does anyone else wish to try their luck at getting us some sort of employment or lodging.."

[21:37] * Blake`` looks serious and says "It looks like they have Tenser sickness as well"

[21:37] <Lucius|> "Hah .. have you ever heard of the tale of the boy who cried wolf?"

[21:37] * Blake`` smiles at Lucius

[21:38] <Lucius|> "If you had you would have learned the moral of that particular story.."

[21:38] * Kaiser_Trantin walks quietly

[21:38] <Lucius|> "Never tell the same lie, twice"

[21:39] * Shalanda approaches the men at the equipment.

[21:39] <Blake``> "Have you no sense of humor Lucius, I was kidding"

[21:39] <Shalanda> "Hello, the men at the tavern said we might be able to find work here."

[21:39] * Shalanda smiles.

[21:41] <DM_Tolman> The workers look up at Shalanda and shrug. One of them points to the next barn over.

[21:43] <Shalanda> "Thanks"

[21:43] * Shalanda moves to the next barn.

[21:52] <DM_Tolman> You walk to the middle barn and see a man scribbling on the wall.

[21:53] * Shalanda looks curiously at the scribbling man.

[21:53] * Lucius_Marbrand (Atreyu@2b3d76a5.hsd1.mi.5aa6454b.net.hmsk) has joined #grovewood

[21:53] * ChanServ sets mode: +v Lucius_Marbrand

[21:55] <Shalanda> (Can I tell what he is writing?)

[21:56] * Blake` follows

[21:58] * Kaiser_Trantin follows quietly

[21:58] <DM_Tolman> As you walk up to look at his occupation, the leathery man looks at you, "Pardon?"

[22:00] <Blake`> "Are you the boss here?"

[22:01] <DM_Tolman> The man grins. "Yes. For now. What are you looking for?"

[22:01] <Shalanda> "Employment"

[22:02] <DM_Tolman> Barn manager: "Hum. You don't look like laborers. Where do you live?"

[22:02] <DM_Tolman> Barn manager: "Ah, travellers... passing through. Light on coin?"

[22:02] <Shalanda> "We are."

[22:04] * Blake` nods with Shalandra's answer

[22:04] <DM_Tolman> Barn manager: "Well, day's almost gone. What can you do in a few hours? Skills?"

[22:05] * Kaiser_Trantin walks up behind Shalanda

[22:05] <Blake`> "What do you need done?"

[22:05] <DM_Tolman> "We're tending equipment right now. Mending. Building. Crop not ready to cut yet."

[22:06] <DM_Tolman> "I have tools, scythes that need sharpening. But not worth any coin for you to do it, especially if you have no skill."

[22:07] <Shalanda> "Scythes I can sharpen. Other tools I'm not sure on."

[22:08] <Kaiser_Trantin> "Heavy lifting is easy enough."

[22:09] <Blake`> "I suppose I could offer a hand cleaning this place"

[22:09] <DM_Tolman> The man in time agrees to have you make a go at a huge collection of harvesting equipment. Tightening down and sharpening. He has big plows for Kaiser and Blake to move and arrange in the barn. The work takes you into evening with the promise of stew, hay to sleep on, and porridge in the morning.

[22:10] <DM_Tolman> One stew, 8 hours and one bowl of porridge later, the morning has broken.

[22:10] * Shalanda arises early, picks straw out of her hair, and goes about her morning rituals.

[22:11] <DM_Tolman> Barn manager: "Wash up the bowls in that basin, and one your way you can be. You did well enough on the tools for seconds of it if you like before you go."

[22:11] * Kaiser_Trantin goes about his morning ritual as well, taking care of Azira

[22:11] <DM_Tolman> (... "and you all stayed away from my daughter, didn't you?")

[22:12] * Blake` feels much better and prepares his things

[22:12] <Kaiser_Trantin> ("No sir, I humped her raw. . ." :-P)

[22:12] <Shalanda> (I had sloppy seconds)

[22:13] <DM_Tolman> (ok, regretting leaving the opening for you guys to run down crude alley :()

[22:13] * Shalanda ponders the offer

[22:15] <Blake`> (lol)

[22:16] * Blake` asks the farmer about which route is better to take to Jalem, the road or the trail.

[22:16] <Shalanda> "I think my companions are ready to hit the road, so we'll pass on more work today I think."

[22:16] <DM_Tolman> The man rubs his chin. "You know where you're going?"

[22:17] * Kaiser_Trantin laughs quietly as Azira chases after a mouse

[22:17] <Blake`> "No idea"

[22:18] <Blake`> "We came from across the desert as you know, since we are on the subject, what reputation does Jalem have in these parts of the world?"

[22:18] <DM_Tolman> The man moves towards his clipboard and tears a piece of parchment. He stoops to sketch on it.

[22:19] <Kaiser_Trantin> "Come Azira, back in your pouch," amazingly enough he does as he's asked to and crawls into his pouch with a chirp as he's petted

[22:19] <DM_Tolman> Barn manager: "I don't spend a lot of time in big cities. But it's a market center... and the temple too of course."

[22:19] * Blake` glances at Shalandra with the mention of a temple.

[22:21] <DM_Tolman> He hands you a crude map, "I always take the road. South."

[22:21] <DM_Tolman> (Map at: https://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[22:22] <DM_Tolman> Bar manager: "Here's Dibo... just follow the stream to the lake. Road moves alongside the stream and then heads south around the lake."

[22:24] <Shalanda> "What's this path? It looks quicker to travel."

[22:26] <DM_Tolman> Barn manager: "Distance is certainly shorter. But with the marsh and the river, doubt it's quicker. By all means, have a go at it. "

[22:26] <DM_Tolman> "On my way now."

[22:26] <DM_Tolman> The man leaves the barn.

[22:27] * Blake` calls out a quick "thanks" as the man disappears

[22:27] <Blake`> "you keep that map Shalandra"

[22:27] <Shalanda> "Sure"

[22:28] * Shalanda rolls up the map and tucks it into her belt pouch.

[22:28] <Blake`> (did we finish our work or do we still have to wash the basin?)

[22:29] <DM_Tolman> As you finish washing, morning grows long. A couple laborers glare at you from a far with a "you better be going now and quit stealing our work" look.

[22:30] * Blake` tosses his things over his shoulder, looking ready to leave.

[22:30] <DM_Tolman> The group heads out of the barn and off to the west. You come to a stream ahead of you.

[22:32] * Blake` checks to see if he needs to fill his waterskin

[22:33] * Blake` fills his water supply up quickly and continues on with the group.

[22:34] <DM_Tolman> As you meat up with the horse-worthy road out of town, you head out into the west, towards an unknown lake, and an unknown land.

[22:34] <DM_Tolman> *** As this session of Können Land comes to and end ***

12-14-2008 :

[21:21] <DM_Tolman> ** Game starting **

[21:22] <Kaiser_Trantin> (The new "feat" I got was, "DragonBorn Senses" which adds "Low Light Vision" and +1 Perception)

[21:22] <DM_Tolman> The party made its way to a small town on the easter edge of the Land of Können, in to the region where they heard the strange assaulter and captor was heading... to a city called Jalem.

[21:23] <DM_Tolman> After making means for one night and one breakfast, the group leaves the town with little provision.

[21:23] <DM_Tolman> Armed with the crudest of maps sketched out on a piece of parchment, you meat up with the horse-worthy road out of town, you head out into the west, towards an unknown lake, and an unknown land.

[21:24] <DM_Tolman> The road moves alongside a tributary that flows in the direction you travel.

[21:24] <DM_Tolman> ** Thus begins Session 11 of the Können Land Campaign **

[21:25] <DM_Tolman> (or not)

[21:25] <Shalanda> (?)

[21:26] * Blake`` puts away his waterskin and continues on with the others

[21:26] * Shalanda takes the lead once more.

[21:27] * Kaiser_Trantin follows quietly

[21:29] * Blake`` walks near Shalanda trying to peak at the map whenever she opens it

[21:29] * Lucius_Marbrand follows

[21:32] * Shalanda glances over her shoulder at Blake's peeking.

[21:32] <DM_Tolman> As you leave behind the grain fields that surround the hill of Dibo, the terrain gives way to sparse grasses. The stream trickles by on your right, alongside the road.

[21:32] <Kaiser_Trantin> "I like the terrain better here than that sand."

[21:33] <Blake``> "Agreed, the dunes were not very...enjoyable"

[21:33] <DM_Tolman> (DM note: I have noted that noone asked the question of scale... "How long of a trip is it... how far is it from here to here on this map, etc. I also note that you have left the town without making better provision for food, which you have surely used up.)

[21:34] <DM_Tolman> The morning's journey has gone smoothly, and without event.

[21:34] <Shalanda> (1 day left, I've kept track of mine)

[21:35] <DM_Tolman> By early afternoon, you've seen little population. Two elves passed by on a single horse, and later a wagon caused you to step off the road to let it pass as it approached you.

[21:35] <Kaiser_Trantin> (I estimate a day or 2 left of mine as well, I had 10 days worth before we hit the desert)

[21:36] <Blake``> (i was under teh impression that it wasn't far away, so thats why i didn't bother)

[21:36] <DM_Tolman> The grass has begun to become thicker, and taller. The road ahead of you slopes down a bit more. The road is not quite as close to the stream now, which has grown in size, having been joined by more than one othe tributary.

[21:37] <Lucius_Marbrand> (i decided I was going to eat a party member if i ran out of food)

[21:37] <DM_Tolman> You see before you that a valley is down before you. You would guess that it somewhere ahead falls down into a lake.

[21:38] <DM_Tolman> (Blake, your impression might have been off)

[21:39] <Blake``> (thats fine, part of the game)

[21:40] <Kaiser_Trantin> (Mmmmm, hot chocolate)

[21:41] <DM_Tolman> As you walk on, you can begin to see patches of the low-lying water ahead. While the water comes into view, the road takes a turn to the left (south). A well-worn footpath goes off to the right (north).

[21:41] * Blake`` looks at Shal for a decision

[21:42] * Shalanda watches the river flow past as she veers to the south to follow the road.

[21:43] * Blake`` heads along the road as well "this is going to be a much longer trip then I had thought, poor judgement on my part I must say"

[21:44] <Shalanda> "Our journey is full of them. Learn from them, or you'll repeat them.

[21:45] <Blake``> "Obviously, although I must say, a river and a lake are different, the other side of the river sounds like a rather quick day or so trip, in anycase...I am going to need to look for some food if this trip goes on for more than a day"

[21:46] <Kaiser_Trantin> "Yes, we should have resupplied, although its rather difficult without gold"

[21:46] <DM_Tolman> You wind your way along the road as the lake on your right moves in and out of view. The ground becomes soft, even almost marshy in places. Little bugs have been nipping at your skin. Light begins to diminish.

[21:46] <Blake``> "Hopefully we can fix our coin situation in Jalem"

[21:47] <Blake``> "Let's start looking for a campsite early today, perhaps it will help us find a good one"

[21:48] <Shalanda> "Prehaps there are fish in this river we can catch."

[21:48] <DM_Tolman> A large snake lays on the road 30 feet ahead.

[21:49] * Blake`` jests "Or a large snake"

[21:49] * Shalanda nods

[21:49] * Blake`` looks at Kaiser

[21:49] <DM_Tolman> (Sorry, the stream went on toward the lake... no longer alongside the road)

[21:51] * Blake`` doesnt get to close

[21:51] * Kaiser_Trantin eyes the snake

[21:51] <Kaiser_Trantin> "Anybody up for some snake?"

[21:52] <Shalanda> "Sure."

[21:52] <Kaiser_Trantin> (How big is this snake, not Wyrms like I hope lol)

[21:52] * Blake`` smiles

[21:53] * Lucius_Marbrand blinks

[21:53] <DM_Tolman> The snake looks to be about 8 or 9 feet long.

[21:53] <Lucius_Marbrand> "Snakes ... why does it have to be snakes?"

[21:53] <DM_Tolman> (ok, Indy)

[21:53] <Shalanda> "Because it's not dragons?"

[21:53] * Kaiser_Trantin draws his blade and continues to study the snake

[21:54] * Blake`` also takes out his blade "Incase you need some help, i'll wait back a few feet though"

[21:54] * Shalanda lets the boys play.

[21:56] <Kaiser_Trantin> (need Init or anything? lol)

[21:56] <Shalanda> (Hello)

[21:57] * Shalanda watches as Blake and Kaiser study the snake in the road.

[21:58] <Blake``> "have you ever mess with a snake that big?"

[21:58] <DM_Tolman> The snake looks like a snake. It is grey with some black.

[21:59] <DM_Tolman> (Hello, aron, welcome)

[22:00] * Lucius_Marbrand hangs back and watches, rather uninterested in killing or eating a snake

[22:00] <Aron> hi]

[22:01] * Kaiser_Trantin sets mode: +v TolBot

[22:02] <Aron> so, you guys are looking for new members?

[22:02] <Aron>]

[22:02] * Shalanda patiently waits.

[22:03] <DM_Tolman> (We would have room for another. You'd have to observe tonight and then have character to propose for next week's introduction. Using D&D 4th edition)

[22:03] <DM_Tolman> (Kaiser, Blake... any action or are y'all stepping around the snake?)

[22:03] * Kaiser_Trantin moves to swiftly remove the snakes head with his blade (was waiting for an answer about init but ok)

[22:04] <DM_Tolman> (sorry, never saw that question)

[22:04] <DM_Tolman> (no init. roll an attack)

[22:04] * Blake`` watches Kaisers attack standing a few feet to the side

[22:05] <Kaiser_Trantin> (brb)

[22:07] * Shalanda shifts her weight to lean against her scythe.

[22:11] * Shalanda looks over at Lucius.

[22:12] * Shalanda just walks by the snake and starts going down the road.

[22:12] <Blake``> (i'll attack it then if we aren't gonna all start moving on as if we were standing looking at it for 10 mins, which isn't the case)

[22:12] <DM_Tolman> As Shalanda walks around the reptile, it doesn't seem to notice her.

[22:13] * Blake`` follows as well (since we are impatient)

[22:13] <DM_Tolman> (I know that, Warb... just talking about the 20 minutes of lost playing time)

[22:13] <DM_Tolman> (I'm happy to wait if y'all want snake meat that bad)

[22:13] * Blake`` places his blade back in the sheath

[22:14] <Kaiser_Trantin> (Sorry, Had to make a bathroom run, not exactly the healthiest right now. . .)

[22:14] <Blake``> (mage decided to move on 20secs ago, so the moment is kinda over)

[22:15] <DM_Tolman> As you walk down the road, the light continues to fade.

[22:17] * Shalanda watches the road for a nice place to make camp.

[22:17] <Aron> what races you guys allow? I know 4ed had some new playables when they updated.]

[22:17] <Blake``> "we really should have killed that snake"

[22:18] <DM_Tolman> The ground around you is damp.

[22:18] <Blake``> (they did, you can use any in the PHB 4th edition)

[22:18] <Kaiser_Trantin> (Aron, please enclose your text in () so its easilly identifiable)

[22:18] <DM_Tolman> (Aron, we're in the middle of the game right now, so not best for chatting)

[22:18] <Aron> which I don't have. Sorry, usually I use brackets.)

[22:18] <Aron> Ahh, sorry, I'll shut up now.)

[22:18] <DM_Tolman> (Feel from to /msg me, as well)

[22:19] * Shalanda looks back at Blake.

[22:19] * Shalanda then just resumes onwards, scanning for a little campsite.

[22:19] * Blake`` scans as well

[22:22] <DM_Tolman> There are plenty of level patches. None nearby that are completely dry.

[22:22] <Kaiser_Trantin> "Did that map say anything about a marsh," he looks at Shalanda.

[22:23] <Blake``> "Probably only going to get damper as we move inwards"

[22:23] * Blake`` nods at Kaiser, "it does"

[22:23] <Kaiser_Trantin> (Kicking doesn't help Mage, you can't change to that nick until they Peer)

[22:23] * Magestar is now known as Shalanda`

[22:26] <DM_Tolman> (If you're looking for something else more specific for place to camp, I can offer more.)

[22:27] <Kaiser_Trantin> (Dry land, with pluntiful food)

[22:27] * Blake`` looks around for alternatives (trees, rocks)

[22:27] <Blake``> (LOL)

[22:28] * Shalanda` looks up into the sky to see how much light remains.

[22:29] <DM_Tolman> There is a small tree nearby. There are rocks around in places.

[22:30] * Shalanda` picks the small tree to serve as camp, hoping the rocks may act as windbreakers.

[22:31] * Blake`` joins Shalandra if there is room, looking for a place to hang his equipment and after drinking some water to help curb his hunger.

[22:32] <DM_Tolman> The group settles on a patch of ground just 40 feet off the road, under a small tree. One large stone is big enough for two to lean against. The ground is slightly damp.

[22:33] * Blake`` takes a moment to fold his bedroll in an attempt to stay somewhat dry.

[22:33] <Blake``> "Wake me up for a watch"

[22:34] <Kaiser_Trantin> "Guess I'll take first watch"

[22:35] * Shalanda` rests against the tree and starts gazing off into space.

[22:35] <DM_Tolman> The group settles in for rest.

[22:35] <DM_Tolman> 1d100

[22:35] <TolBot> DM_Tolman's 1d100: 70

[22:37] <DM_Tolman> (ok, same watches as previous? Kaiser, then Blake, then Lucius and Shal?)

[22:37] <Blake``> (sure)

[22:37] <Shalanda`> (Sure)

[22:37] <Kaiser_Trantin> (aight)

[22:37] <Lucius_Marbrand> (sounds good)

[22:38] <DM_Tolman> Sleeping is not entirely unpleasant. You pine for the dry warmth of the hay from the night before, but the horrid memories of the dunes still cause you to be grateful for the damp patch you have underneath. If it weren't for the biting insects, it would almost pleasant.

[22:39] <DM_Tolman> The night passes uneventfully.

[22:40] * Shalanda` compensates with her morning rituals and prayers while waiting for the others to awaken.

[22:41] * Kaiser_Trantin takes care of Azira when he wakes

[22:42] <DM_Tolman> Blake begins to forage around.

[22:42] <Blake``> "don't leave without me, i'll be back soon enough"

[22:43] * Shalanda` eats the last of her food.

[22:43] <DM_Tolman> (Roll Nature check)

[22:43] <Blake``> 1d20+2

[22:43] <TolBot> Blake``'s 1d20+2: 22 (Way to go!)

[22:45] <DM_Tolman> Blake returns after 1 hour, with a fish speared with a crossbow bolt.

[22:46] <DM_Tolman> He also puts a handful of berries into his pocket.

[22:46] <Blake``> "Should we cook it up before we head out?"

[22:47] <DM_Tolman> (The fish is only big enough for one)

[22:47] <Blake``> (they might not realize that :))

[22:47] <DM_Tolman> (anyone else taking that hour wait to forage as well?)

[22:48] <Kaiser_Trantin> (why not)

[22:48] <DM_Tolman> (The DM is going to start selling these hints an \$1 apiece.)

[22:48] <Shalanda`> "Go ahead."

[22:48] <Kaiser_Trantin> 1d20

[22:48] <TolBot> Kaiser_Trantin's 1d20: 10

[22:48] <DM_Tolman> (roll nature check)

[22:48] <Kaiser_Trantin> (*fails*)

[22:48] * Blake`` places the fish into his backpack "hopefully it will keep"

[22:48] * Lucius_Marbrand takes the time to forage

[22:49] <DM_Tolman> Kaiser meets back up after the hour empty handed. He spent the whole time trying to catch a fish with his hands.

[22:49] <Kaiser_Trantin> (Actually I have rations, so I would have been going for Grubs and such for Azira, but anyways lol)

[22:49] <Lucius_Marbrand> 1d20

[22:49] <TolBot> Lucius_Marbrand's 1d20: 2

[22:50] <DM_Tolman> Lucius returns empty handed as well.

[22:50] <DM_Tolman> The morning grows long.

[22:50] <DM_Tolman> (Play 15 minutes more or quit here?)

[22:50] * Blake`` tosses his back over his shoulder

[22:52] <Kaiser_Trantin> (No difference)

[22:52] <Shalanda`> (15 is fine by me)

[22:52] <Blake``> (same)

[22:55] <DM_Tolman> The group heads out on the road, swatting bugs. Each of the non-dragonborn has little bumps on your faces.

[22:56] * Shalanda` stops to apply some mud to her skin to soothe some of the itching and to keep the bugs off what hasn't already been devoured.

[22:57] * Shalanda` resumes travels after doing so.

[22:59] * Blake`` continues along

[22:59] <DM_Tolman> After caking on some mud, you move along the road. After a couple hours, the road dead ends to a "T". It has run into a wider, more travelled road running east/west.

[23:00] <DM_Tolman> (Actually, it's more like in 5 hours)

[23:00] * Blake`` looks down the road both ways while waiting for the map bearer to continue

[23:00] * Shalanda` stops to check the map.

[23:00] * Kaiser_Trantin follows quietly

[23:01] * Shalanda` scratches her head for a moment.

[23:01] * Blake`` takes a peak at the map

[23:01] * Shalanda` looks around to see where the lake may be, and the hills.

[23:02] * Lucius_Marbrand follows along stoically

[23:02] <DM_Tolman> The path to the right (west) looks to continue snaking alongside the lake. The path to the left (east) leads away from the lake.

[23:03] <Shalanda`> "Hmmm, I'm not sure where we are on this."

[23:04] <Shalanda`> "This road that leads away from the lake make take us to civilization, but I haven't seen any hills yet, so I think we should continue to follow the road that follows the lake."

[23:05] * Blake`` nods "Probably the best choice"

[23:05] * Kaiser_Trantin shrugs

[23:05] <DM_Tolman> (so, right or left?)

[23:05] * Shalanda` continues to follow the lake.

[23:05] <Blake``> "No point risking being lost"

[23:05] <Blake``> (west i believe)

[23:05] <Shalanda`> (west)

[23:06] <DM_Tolman> The group moves to the right. If a matter of minutes three riders are approaching from behind you.

[23:07] * Blake`` looks unsure "If they are friendly, perhaps they can point us in the right direction"

[23:08] <Kaiser_Trantin> "Perhaps, or yell Kobold and attack, who knows"

[23:08] <DM_Tolman> The riders are nearly upon you.

[23:08] * Shalanda` steps off to the side of the road, her scythe resting against her shoulder like it always does.

[23:08] * Blake`` keeps to the side and attempt to halt them

[23:09] <DM_Tolman> The riders move past, then the last, a dwarf turns at Blake's hail.

[23:09] * Kaiser_Trantin steps off the road as well

[23:09] <DM_Tolman> Another stops and looks at Blake, and then sees Kaiser moving off to the side to flank. The rider startles at the sight of him, and draws a pole arm.

[23:10] <DM_Tolman> The dwarf raises his axe in response.

[23:10] <DM_Tolman> *** Thus ends this session of Können Land ***

12-21-2008 :

Session Start: Sun Dec 21 16:23:22 2008

Session Ident: #grovewood

[16:23] * Now talking in #grovewood

[16:23] * disorganized.sorcery.net sets mode: +nt

[16:23] * services.sorcery.net changes topic to '#Grovewood - Current D&D 4e campaign: "Können" at 8ET/7CT on Sundays. All are welcome to watch and possibly participate. | Log Site: <http://konnen.wg2140.com>'

[16:23] #grovewood url is <http://www.worldpath.net/~magestar/>

[16:23] * ChanServ sets mode: -o Ryu

[16:23] * ChanServ sets mode: +o Ryu

Session Close: Sun Dec 21 16:59:42 2008

Session Start: Sun Dec 21 16:59:42 2008

Session Ident: #grovewood

[16:59] * Disconnected

Session Close: Sun Dec 21 16:59:43 2008

Session Start: Sun Dec 21 19:09:41 2008

Session Ident: #grovewood

[19:09] * Now talking in #grovewood

[19:09] * Topic is '#Grovewood - Current D&D 4e campaign: "Können" at 8:30ET/7:30CT on Sundays. All are welcome to watch and possibly participate. | Log Site: <http://konnen.wg2140.com>'

[19:09] * Set by Tolman!Tolman@360a19f2.hsd1.mo.5aa6454b.net.hmsk on Sun Dec 21 17:48:50

[19:09] #grovewood url is <http://www.worldpath.net/~magestar/>

[19:09] <Magestar> Pretty much. An occasional reminder may be nice too.

[19:10] * ChanServ sets mode: +o Ryu

[19:10] <Ryu> Jus' a heads up, we've had power on and off all day (since yesterday in fact) we jus' got it back so I dunno how well I'll be here (if it starts browning out, I'm shutting down the PC rapidly without warning)

[19:10] #sorcery ::: ((QUIT)) 19:10:32 Scrumps (Remote host closed the connection)

[19:10] <Ryu> I've already lost 2x 700w Power Supplies today, not about to lose another.

[19:10] <Magestar> Ick. No laptop or UPS to keep you active?

[19:11] <Ryu> Magestar: Power goes out, no modem == no inet

[19:11] <Aron> hi ryu

[19:11] <Magestar> Gasp! No power backups for those!

[19:11] <Ryu> Yes I do, but they're designed to power them as they can be safely shut down

[19:12] <Ryu> My UPS only gives this box around 10 minutes of joy

[19:12] <Ryu> so yea. . .lol

[19:12] <Ryu> I'm here until the power fucks up again most likely

[19:13] <Magestar> BRB, going to do the food thing.

[19:16] <Tolman> yo

[19:17] * Ryu points up to his predicament

[19:17] <Aron> question: any restrictions here on minor actions or free actions per turn?

[19:18] #sgw.beta :::: ((QUIT)) 19:18:12 SGW (Registered)

[19:18] <Ryu> restrictions, you mean "restrictions"

[19:20] <Aron> ...ya

[19:20] <Aron> combination of restrictions and restructuring

[19:20] <Tolman> hope things go smooth, RYU

[19:23] <Aron> anyone else we waiting on?

[19:23] <Ryu> warb

[19:23] <Ryu> marr

[19:24] <Aron> they usually late?

[19:24] <Ryu> Technically we don't usually start till 2000 US/CST it seems

[19:24] <Tolman> Free actions are free actions

[19:24] <Tolman> I run it by the book, Aron

[19:24] <Magestar> I thought it was 8:30 CST / 9:30 EST?

[19:25] <Ryu> it varies lol, whenever everybody shows lol

[19:25] <Aron> ok, just curious

[19:25] <Ryu> I'm usually always here, as you've noticed, unless something unforeseen comes up

[19:25] <Aron> just makin sure I was up to date on any house rules, etc

[19:26] <Aron> besides, I'm formulating my battle strategy, should one be needed. :p

[19:26] <Magestar> back

[19:26] <Ryu> I don't think, I improvise

[19:26] <Ryu> I think enough at work

[19:26] <Aron> ehh, warriors improvise, spellcasters think. :p

[19:28] <Magestar> So does that mean clerics do both?

[19:28] <Aron> clerics shift back and forth

[19:28] <Aron> but only 1 at a time. :p

[19:30] * Warbudgie (kylekauf@e87332f.wbb.net.cable.f33844f1.com.hmsk) has joined #grovewood

[19:30] <Warbudgie> hello

[19:31] <Magestar> WARB!!!

[19:31] * Warbudgie is now known as Visitor-137FF6

[19:31] <Aron> ...hi

[19:32] <Visitor-137FF6> mage, so basically in 4th edition, decker doesn't exist?

[19:32] <Aron> ...?

[19:33] <Tolman> yo

[19:34] #sorcery ::: ((QUIT)) 19:34:00 Tyr ()

[19:34] <Magestar> In 4th, Decker is a vigilante who bucks the law for the betterment of mankind.

[19:34] * Visitor-137FF6 is now known as Warbudgie

[19:34] <Tolman> ok

[19:34] * ChanServ sets mode: +o Warbudgie

[19:34] <Tolman> Atreyu

[19:34] <Warbudgie> roads are bad today

[19:34] <Warbudgie> so if he was travelling home, he might be late, could be a reason for his absence

[19:34] * Aron isn't sure who decker is

[19:34] <Magestar> I must have gotten about 2 feet this weekend.

[19:34] <Ryu> We got smoked by a freak ice storm and high winds, powers been on and off all day today and yesterday

[19:35] <Magestar> Decker was an old gnome character I had.

[19:35] <Aron> o

[19:35] #sgw.beta ::: ((QUIT)) 19:35:09 Warbeast2 (Read error: Connection reset by peer)

[19:35] <Aron> and he doesn't exist now?

[19:35] <Warbudgie> yeah gnomes can't be pc's in 4th edition

[19:35] <Magestar> In 4th edition he'd be considered a monster.

[19:35] <Ryu> I'm still contemplating playing or shutting down to be safe

[19:35] * Atreyu (mo@a3ff185.dsl.282eb7d8.ca.hmsk) has joined #grovewood

[19:35] * ChanServ sets mode: +v Atreyu

[19:35] <Magestar> The fates say to play.

[19:35] <Warbudgie> whats up marr

[19:35] <Magestar> Welcome Marr.

[19:35] <Atreyu> hey

[19:35] <Ryu> Mage: My luck says otherwise

[19:36] <Warbudgie> yeah, just buy a new computer and redownload everything if something happens, if you have pics on there, be prepared to have to retake them.

[19:36] <Ryu> Your funny warb. .I've already had to spend close to \$300 replacing power supplies that fried today

[19:36] <Warbudgie> damn, thats bad luck

[19:37] <Ryu> and this box is on my only spare

[19:37] <Ryu> brb

[19:38] <Tolman> yikes

[19:38] <Tolman> hey

[19:38] <Tolman> the gang's all here

[19:38] <Ryu> Alright, the wife has given me an order. . .

[19:38] <Magestar> Uh oh

[19:38] <Ryu> Have to shut it down, see ya all next week. Sorry Tol

[19:38] <Tolman> ugh

[19:38] <Magestar> Booooooooo Miki-chan! :(

[19:39] <Tolman> no more games for the year

[19:39] <Aron> eh, just buy her a diamond and tell her to shut the hell up. Don't worry, they cancel each other out.

[19:39] <Ryu> Better to play it safe than to risk frying it

[19:39] <Ryu> Aron. . . I spend enough money as it is. . .

[19:39] <Tolman> I'll be sunning in Los Cabos next Sunday

[19:39] <Aron> I never said it had to be a real diamond... just has to look like it.

[19:39] <Ryu> Ah well. Merry Christmas to those I won't see

[19:39] <Aron> bye

[19:39] <Tolman> K, we're gonna play, Ryu... if things get better, come on back

[19:39] <Warbudgie> i need 5 mins

[19:40] <Warbudgie> sorry

[19:40] <Tolman> k, we start in 6

[19:41] <Aron> do we need ryu?

[19:41] <Ryu> Nah, you'll be fine without me

[19:41] <Ryu> Anyways Tol, think about my PM, shutting her off now

[19:41] <Aron> ok. Just makin sure we weren't losing someone important. :P

Session Close: Sun Dec 21 19:41:46 2008

Session Start: Sun Dec 21 19:41:46 2008

Session Ident: #grovewood

[19:41] * Disconnected

Session Close: Sun Dec 21 19:41:46 2008

Session Start: Sun Dec 21 21:42:35 2008

Session Ident: #groveewood

[21:42] * Now talking in #groveewood

[21:42] * Topic is '#Groveewood - Current D&D 4e campaign: "Können" at 8:30ET/7:30CT on Sundays. All are welcome to watch and possibly participate. | Log Site: <http://konnen.wg2140.com>'

[21:42] * Set by Tolman!Tolman@360a19f2.hsd1.mo.5aa6454b.net.hmsk on Sun Dec 21 17:49:01

[21:42] #groveewood url is <http://www.worldpath.net/~magestar/>

[21:42] <Blake``> "We get you to convince them to give the items back Lucius"

[21:42] <Ryu> (how much longer you guys going tonight?)

[21:42] * Blake`` smiles at Lucius "I honestly don't know"

[21:42] * Lucius_Marbrand strokes the pommel of his sword

[21:42] * ChanServ sets mode: +o Ryu

[21:43] <Blake``> (sweet, btw ryu)

[21:43] <Blake``> (wb even)

[21:43] <Lucius_Marbrand> "Oh.. I have some definite convincing to do"

[21:43] * Abbados thinks a bit... "Was it a black carriage?"

[21:43] * Ryu sets mode: +o DM_Tolman

[21:43] * ChanServ sets mode: -o DM_Tolman

[21:43] * Ryu sets mode: +vvv DM_Tolman Lucius_Marbrand TolBot

[21:43] * Blake`` nods "though likely not the same one, the one we escaped crashed, far away from here, that is how we escaped"

[21:43] * Blake`` sets mode: +v Abbados

[21:43] * Ryu sets mode: +v Abbados

[21:44] <Abbados> Nodding, he whispers. "I see... What proof do you have that these thieves are in Jalem? All I remember is stepping in the carriage, a pain in my back, and everything just went black."

[21:44] * Ryu is now known as Kaiser_Trantin

[21:45] <DM_Tolman> (Blake, no, the wagon that you were tied up in crashed. It was moving behind a black carriage)

[21:46] <Blake``> (oh)

[21:46] <DM_Tolman> (remember, the figures were travelling in the black carriage... you were each tied up in an open air wagon moving along behind it. It went into the ravine)

[21:46] <Blake``> "You have encountered the same ones as us, unfortunately, but it tells us we are heading in the right direction, Shalandra will be interested in this"

[21:47] <Blake``> (i forgot, sorry, i do remember that now)

[21:47] <Kaiser_Trantin> (afk for a few)

[21:47] <Blake``> "Gather yourself, and stay here, I need to go search for food as well, Shalandra will return soon"

[21:49] * Blake`` heads towards the lake before it gets to late in search of food.

[21:49] <DM_Tolman> (Ok, roll your nature checks for foraging anyone who wants to. Maybe tell me what you're doing... looking for pheasant, fishing on the lake side, etc)

[21:49] <Blake``> 1d20+2

[21:49] <TolBot> Blake``'s 1d20+2: 17

[21:49] <Abbados> 1d20

[21:49] <TolBot> Abbados's 1d20: 9

[21:49] <Shalanda> 1d20+4 Browsing the forest in search of food.

[21:49] <TolBot> Shalanda's 1d20+4 Browsing the forest in search of food.: 7

[21:49] * Blake`` attempt to catch some fish

[21:49] * Lucius_Marbrand goes out to forage

[21:49] <Blake``> (and some berries too)

[21:49] <Lucius_Marbrand> 1d20+4

[21:49] <TolBot> Lucius_Marbrand's 1d20+4: 20

[21:50] <Kaiser_Trantin> (sorry, had to brush the teethers)

[21:50] * Abbados walks over to the woods, pack slung over his back, looking all depressed and angry a t the same time, swinging his eyes back and forth for anything edible.

[21:50] <Shalanda> (Will spend additional time foraging until I find something)

[21:51] <Kaiser_Trantin> (Pulling up my sheet)

[21:51] <Kaiser_Trantin> 1d20 (Nature)

[21:51] <TolBot> Kaiser_Trantin's 1d20 (Nature): 10

[21:52] #sgw.beta :::: ((QUIT)) 21:52:54 Komsomol (Quit)

[21:53] <DM_Tolman> (Any roll over 15 finds a day's worth of food. YOu have enough daylight to forage an additional hour if you want)

[21:53] <Shalanda> 1d20+4

[21:53] <TolBot> Shalanda's 1d20+4: 8

[21:54] <Kaiser_Trantin> 1d20

[21:54] <TolBot> Kaiser_Trantin's 1d20: 4

[21:54] <Abbados> 1d20

[21:54] <TolBot> Abbados's 1d20: 18

[21:54] <Kaiser_Trantin> (lmao! Ah well, I'm looking for stuff for Azira anyways and a little for myself)

[21:54] * Shalanda returns to the campsite after 2 hours of fruitless foraging empty handed.

[21:55] #sgw.beta :::: ((QUIT)) 21:55:02 iReaper[AaN] (Read error: Connection reset by peer)

[21:55] <DM_Tolman> After two hours, you all gather back at the campsite. Blake has a small fire going.

[21:55] * Kaiser_Trantin wanders back as well, his gold and silver scales shimmering in the firelight, as his smell "pet" lizard roams around playfully one his shoulders

[21:55] * Blake`` jests as some wander back to camp "I thought I would draw attemtion to our campsite"

[21:56] <Kaiser_Trantin> (Sorry, hands cold. smell = small, one = on)

[21:57] * Blake`` uses to fire to warm up and (cook if I have a new fish)

[21:57] * Abbados looks up at the newcomer. He nods once, then looks around. "I... must apologize. My name is Abaddos."

[21:57] <Kaiser_Trantin> "I am Kaiser Trantin, Dragonborn, and this is my companion, Azira."

[21:58] * Shalanda just glances at Abbados for a moment before ignoring him and staring off into the distance blankly.

[22:00] * Blake`` shares whatever food he found "Its not enough, I know, but I a little for each of us is better than nothing"

[22:00] <Lucius_Marbrand> "Lucius Marbrand."

[22:00] <Kaiser_Trantin> Azira is roughly 8 inches long, winged lizard, who's wings are currently to small for flight. He is gold in color and tends to find refuge in Kaiser's empty pouch, that has since became a nest for Azira.

[22:01] <Shalanda> "I am accustomed to going days of hunger, worry not about my needs."

[22:02] <Blake``> "I'm not worried, and you will still have to be accustomed to being hungry, but its some energy, just eat some, please"

[22:02] <Kaiser_Trantin> "I as well, that is the path of the road I beleive though."

[22:03] * Kaiser_Trantin reaches and takes a couple berries to feed to Azira

[22:03] * Abbados snorts, then shoves half his stack in front of Shalanda. "Mother told me to never let a woman go hungry." He shrugs. "Besides, it's all the payment I can give for the healing earlier.

[22:04] * Shalanda looks at the two of them.

[22:04] <Shalanda> "You two are quite the pair. Fine as you wish."

[22:04] * Shalanda begins to eat what is offered her.

[22:05] <DM_Tolman> The light turns to starlight darkness as you sit around the fire.

[22:06] * Blake`` rolls his eyes and jokes "Learn to find food next time"

[22:06] * Abbados sits back, eyes downcast, silent.

[22:07] <Abbados> "When do you plan on entering the city?"

[22:07] <Shalanda> "I spend my time in the company of graves, not the company of lakes and bush."

[22:07] <Blake``> "well Abbados, as soon as we locate it I suppose"

[22:08] <Blake``> "Shalanda has a map, its rather basic, but it should get us there"

[22:09] <Abbados> "When?"

[22:09] * Kaiser_Trantin makes up his place to sleep, and prepares to take first watch

[22:10] #sgw.beta ::: ((QUIT)) 22:10:24 Zorky (Read error: Connection reset by peer)

[22:10] * Shalanda enters her trance shortly after eating, using her bedroll to keep warm as she rests against a tree

[22:11] * Blake`` lays down and answers Abbados "We were told it is a couple days travel from here"

[22:11] <Blake``> "We leave as soon as we can in the morning"

[22:11] * Blake`` puts his head down "Let's get some rest"

[22:12] <Kaiser_Trantin> (if anybody is curious how I picture Azira <http://www.wg2140.com/golddragon.gif> <- thats how I see him, with slightly smaller wings of course)

[22:12] <DM_Tolman> Night passes with regular watches uneventfully.

[22:13] <DM_Tolman> Morning breaks. A cool breeze blows off the lake.

[22:13] <Abbados> For the record, I doubt my character is going to be sleeping much. He's surrounded by 4 people he distrusts.)

[22:13] <Abbados> Do you want him to take a penalty?)

[22:14] <DM_Tolman> (If he intentionally doesn't sleep well, then yes, a penalty for the days skill checks)

[22:14] * Shalanda arises first, as usual and begins her morning rituals after getting some water to drink.

[22:15] <DM_Tolman> The water from the lake is too salty to drink. It is not difficult to find a stream of fresh water flowing into the lake, however.

[22:16] * Abbados shakes himself out of a nap, reaching instinctively for his stuff. As his senses return, he remembers the events of the previous day, and curses himself for not managing to stay up all night. "Fool," he whispers to himself, "you could've been killed!"

[22:16] * Kaiser_Trintin stirs quietly as Azira sits on his chest chirping like the little alarm clock he thinks he is

[22:17] * Lucius_Marbrand took his watch but otherwise slip as well as he could

[22:17] * Blake`` also prepares himself for travel in the morning, tossing his pack over his shoulder as usual...

[22:17] <Blake``> "Sleep well last night Abbados?"

[22:17] * Kaiser_Trintin packs up and prepares to move out

[22:17] * Abbados slaps himself in the face a few times, and stands up. Staring around him at the other figures, he watches everyone's movements, trying to detect any drastic changes from when he dozed off.

[22:18] * Abbados snorts. "Expecting me to have slower reflexes, human? I wonder why."

[22:18] * Kaiser_Trintin eyes Abbados, "Get it moving already, if we wanted to hurt you, we wouldn't have helped you in the first place."

[22:18] <Shalanda> (I'm praying, Kaiser is feeding the horrific looking psuedodragon, and Blake drew magic marker mushtashes under your nose while you napped)

[22:19] <Blake``> Blake stands a couple inches shy of six feet with a slender athletic build. he has a short brown beard and long tied back brown hair. His eyes are brown with light eyebrows and a strong face. He wears brown clothes with a well kept chain shirt over his torso.

[22:19] <Blake``> On his back is the rest of his armor and a pack full of equipment for life on the road. His belt hold a longsword on the left and a small crossbow on the right.

[22:19] <Abbados> (I'm hoping that's a joke.)

[22:19] <Blake``> (just tossing out my description, since i forgot to earlier)

[22:19] <Shalanda> "Besides, there are no humans here, unless you consider Blake and Lucius humans.

[22:20] <Abbados> "Eladrin, then?" He tilts his head, trying to look Shalanda up and down.

[22:20] <Kaiser_Trantin> (Kaiser stands roughly 6', looking rather furocious, being a DragonBorn, His hands and legs are that of a Gold dragon, and his head and torso, that you can see are both Silver. His eyes burn a gentle red.)

[22:21] * Shalanda looks over at Kaiser

[22:21] <Shalanda> "For once somebody is not afraid of the dragonborn, but instead the Eladrin."

[22:21] * Shalanda laughs

[22:21] * Kaiser_Trantin laughs as well

[22:21] <Abbados> (Yeah, he knows what kaiser is, and has had dealings with them. He's just untrusting around humans.)

[22:22] <Kaiser_Trantin> (Urm, DragonBorns are rare)

[22:23] <Kaiser_Trantin> (dammit, got a toothache from hell and the asprins arn't kicking in fast enough)

[22:23] <Abbados> (His father was a sorcerer that had dealings with alot of people. He's never met one personally, but he knows about them. Humans he HAS met and didn't like. They were very... biased.)

[22:23] <DM_Tolman> (no, Dragonborns are rare in this western coastal region... the region of Können in particular)

[22:23] <Abbados> (He knows dragonborn and Eladrin by story only.)

[22:23] * Blake`` adjusts his pack "we can keep getting acquainted on the road, lead us on Map Bearer"

[22:24] <DM_Tolman> (Dragonborns are not 'rare' in other parts of the continent, however. Any of you are free to RP your familiarity with any other races how you'd like)

[22:24] <Kaiser_Trantin> (aight)

[22:24] * Abbados hoists his pack onto his shoulders, since he never turned it down for the night. "So... what does that make you, bearded boy?"

[22:25] * Shalanda waits to see how the "bearded boy" answers, hoping for a good laugh.

[22:25] <Lucius_Marbrand> (who is bearded boy?)

[22:26] <DM_Tolman> (that's what I'm wondering)

[22:26] <Shalanda> (I assume Blake, since he has a beard in his description.)

[22:26] <Abbados> (yup)

[22:26] <Lucius_Marbrand> (ah..)

[22:27] <Lucius_Marbrand> (this is what my character looks like
<http://www.winterfell.altervista.org/gallery/martell.jpg>)

[22:28] * Shalanda starts for the road, assuming that Blake will not offer an answer.

[22:28] <Abbados> (Ah. Well, at least I know what nickname you're going to have.)

[22:29] <Abbados> (Did blake go afk?)

[22:29] <Blake``> (<http://images.smarter.com/blogs/carrottop.jpg>)

[22:29] <Blake``> (sorry)

[22:29] <Blake``> "I am Half elven"

[22:29] <Abbados> (...carrot top? It HAD to be CARROT TOP?)

[22:29] <Blake``> (someone around here showed that one before, i think its hilarious)

[22:30] <Blake``> (not really my char, anyway, sorry for the interruption)

[22:31] <DM_Tolman> The group moves down the road. An occassional traveler is seen, nothing of interest or much converstaton. The road has begun to turn north as it stays alognside the lake. On more than one occassion, a small road or path leaves teh main road, usually off to the left.

[22:31] <Blake``> "though I assume most people assume I am human"

[22:31] * Shalanda ignores the small roads and paths keeping true to the main road.

[22:31] <Abbados> "Well..." he says, "Even elves have their urges. But oh, well. I suppose I can wait to see which part you favor. What about you, pretty boy?"

[22:32] <Shalanda> (I knew it. Pretty boy)

[22:35] <Lucius_Marbrand> (who is he referring to?)

[22:35] <Abbados> (you)

[22:35] * Lucius_Marbrand has no clue he is being spoken to

[22:35] * Shalanda shifts the weight of her scythe to her other shoulder as she walks, as she looks back at the pretty boy Lucius for a response.

[22:35] <Abbados> (We've got scales, pretty boy, fuzzy, and frigid.)

[22:35] <DM_Tolman> As the hours pass by as well as the banter, by midafternoon, you have noticed hills and even some rises approaching the heights of a small mountain off to your left.

[22:36] * Shalanda starts watching for a road that may lead towards the mountain.

[22:36] * Kaiser_Trantin just follows along quietly

[22:37] * Abbados gives up, and shrugs. "Whatever he is, he's deaf." He then follows Shalanda, still eyeing her up and down, and glancing at Kaiser every now and then.

[22:37] <DM_Tolman> As midafternoon passes, traffic on the road has increased. Soon, you see a small settlement at the foot of a short mountain.

[22:38] <Shalanda> "Any objections if we stop at what I think is Mashad for the night?"

[22:38] <Kaiser_Trantin> "Fine by me, maybe we can find some work and get some Gold before we move on, a supply of food would even be nicer"

[22:39] <Blake``> "I am fine with stopping"

[22:39] * Abbados blinks. "But... it's not even dark yet! The guys we're chasing are in a CARRIAGE. If I... I mean... we... want to get our possessions returned to us, we can't dawdle!"

[22:39] * Shalanda starts to direct her travels towards the settlement.

[22:40] <Kaiser_Trantin> "They are bound to stop as well"

[22:40] <Shalanda> "If you want to arrive in Jalem half starved and sleep deprived, be my guest."

[22:40] <Abbados> "But...but...but..."

[22:40] <DM_Tolman> You take the road as it leads to the base of the slope. There are tents and small huts spaced all around the landscape. A long switchbacked road winds up the slope. It has many travellers, leading apparently to the city proper.

[22:41] * Kaiser_Trantin eyes Abbados, then Shalanda, "Did you have to heal him, couldn't you have atleast left his jaw a little broke?" he grins.

[22:41] <DM_Tolman> You estimate two hours of daylight remaining only.

[22:41] * Abbados glares. "So now pretty-boy learns to talk, eh? Maybe tomorrow he'll learn to fetch. Or play dead. And keep playing."

[22:42] <Shalanda> "Actually I wanted to let Lucius mercy kill him, but Blake decided to save him instead."

[22:42] * Shalanda says coldly.

[22:42] <Kaiser_Trantin> "I'm about as much of a pretty boy as you are, Teifling, now hold your tongue before I hold it for you."

[22:42] * Lucius_Marbrand sighs

[22:42] <Abbados> "I wonder what would happen if you TRIED."

[22:43] <Lucius_Marbrand> "This creature is like the most annoying thing ever.."

[22:43] * Kaiser_Trantin grins at Abbados, "Oh don't worry, you have to sleep some time."

[22:44] * Abbados snorts. "Go crawl into an egg."

[22:44] <Kaiser_Trantin> "Been there"

[22:44] <Shalanda> "Now now now, lets save the in-fighting for outside of civilization. We don't need to attract negative attention to ourselves."

[22:44] <Abbados> "Shoulda stayed there."

[22:45] <Blake``> "That must be Jalem up ahead"

[22:45] <Shalanda> "I think it is Mashad"

[22:46] <Shalanda> "Or at least I think that's what the map says. Jalem was suppose to be 3 days travel according to that family we met up with."

[22:46] <DM_Tolman> You make your way to the entrance to the winding path up the slope.

[22:46] * Abbados walks behind everyone else.

[22:46] <Kaiser_Trantin> "Don't worry Abbados, when we all get hungry, you'll be the first one to be eaten. I hear Teifling is very tasty."

[22:46] <DM_Tolman> Fifty feet up the slope there is a gated check-point. It gets almost crowded with folks coming and going.

[22:47] <Abbados> "Whereas you, I hear, taste like fried lizard. Very tasty."

[22:47] <Kaiser_Trantin> "I'd be a little tough, but if you like it chewy, aight"

[22:48] #sgw.beta ::: ((QUIT)) 22:48:09 Nanaki (Quit)

[22:48] <Abbados> "A little salt, even a reptile goes down good."

[22:48] <Shalanda> "Maybe if you two don't stop fighting I'll cook you both and eat well for weeks."

[22:49] * Abbados glares at both of them, then snorts and walks on.

[22:49] * Kaiser_Trantin grins "Me fight him, he wouldn't survive the first punch. . .anyways I guess its time to stop playing around."

[22:50] * Shalanda approaches the gate in hopes that the kids will behave so she doesn't have to pull this group over for a scolding.

[22:50] * Blake`` approaches the gate as well

[22:50] <Kaiser_Trantin> (Yes Mom)

[22:51] <Shalanda> (excellent, somebody got the reference)

[22:51] <Abbados> (sorry, aunt shalanda)

[22:51] <DM_Tolman> YOu make your way in turn up to the gate to pass through. A guard grabs your shoulder, "First timer, 1 silver each."

[22:51] * Kaiser_Trantin decides not to give the guards a reason to stop them and hushes

[22:52] * Abbados sees no such reason, and glares down at the guard. "I dont recoment touching me."

[22:52] <DM_Tolman> A couple merchants push past you and enter in.

[22:52] * Shalanda pauses

[22:52] <Blake``> "We have no coin, but perhaps we can strike a deal"

[22:52] <Shalanda> "I'm sorry, we are on a pilgramage and have run out of coin. Do you accept barter?"

[22:52] <Blake``> (sorry, cancel my line)

[22:53] <DM_Tolman> A second guard hears Abbados' smirky statement and moves over, signalling also elsewhere in the distance.

[22:53] * Kaiser_Trantin glares deep into the guards eyes, "Hmmm, a silver to enter a city."

[22:53] * Abbados cracks his neck.

[22:53] #ahw-ops ::: ((PART)) 22:53:54 MzS ()

[22:54] <DM_Tolman> Guard 1: "Back down with you, then. Mashad is not for beggars."

[22:54] <Kaiser_Trantin> "Let us enter, and you can beat him as long and as hard as you like," he motions towards Abbados.

[22:54] #ahw-ops ::: ((PART)) 22:54:16 MzS ()

[22:54] <DM_Tolman> Three guards are now attentive to you.

[22:54] * Abbados glares, and pulls the coin out from under his sleeve again. "Here. Let us in... except for the lizard."

[22:54] <DM_Tolman> (no gold)

[22:54] #ahw-ops ::: ((PART)) 22:54:55 MzS ()

[22:55] <Abbados> (?)

[22:55] <DM_Tolman> (Your money was gone as well)

[22:55] <Abbados> (Even my secreat coin? Blast. :P)

[22:56] <DM_Tolman> (I see no 'secret coin' on your char sheet)

[22:56] <Abbados> (eh, good point. ok)

[22:56] #ahw-ops ::: ((PART)) 22:56:15 MzS ()

[22:56] <DM_Tolman> Guard 2: "Move along, you're blocking the path."

[22:56] <DM_Tolman> He points back down the slope.

[22:56] * Blake`` nods "we aren't beggars, we were robbed of our coin, and some possessions, I assume you have a temple or something where we can seek aid"

[22:57] #groveewood ::: ((QUIT)) 22:57:13 Shalanda (Ping timeout: 256 seconds)

[22:57] #groveewood ::: ((QUIT)) 22:57:18 Lucius_Marbrand ()

[22:57] <Abbados> (...?)

[22:57] <DM_Tolman> The third guard is a huge human, "He said move along."

[22:57] * Kaiser_Trantin eyes the guard

[22:58] * Lucius_Marbrand (mo@a3ff185.dsl.282eb7d8.ca.hmsk) has joined #groveewood

[22:58] * Magestar (look@4dc7c06f.cpe.92acce23.net.hmsk) has joined #groveewood

[22:58] * ChanServ sets mode: +o Magestar

[22:58] <Abbados> (wb)

[22:58] <Blake``> (can i use diplomacy to attempt to change their opinion on us?)

[22:58] <DM_Tolman> The third guard is a huge human, "He said move along."

[22:58] <DM_Tolman> (yes... roll)

[22:58] <Blake``> 1d20+14

[22:58] <TolBot> Blake``'s 1d20+14: 28

[22:58] <Magestar> (Didn't see anything below Abbados cracks his neck)

[22:58] * Magestar is now known as Shalanda

[22:58] <Blake``> "We really could use your help, you camp is the only one around, check us, we have no coin and very little food"

[22:59] <Blake``> (you - your)

[22:59] <DM_Tolman> After Blake's pleading, one of the guard's turns and speaks to another.

[22:59] <Abbados> (nothing worth seeing. there's now 3 guards, one very large)

[22:59] * Kaiser_Trantin looks the (Huge) guard over, "How about a challenge, I beat you in hand to hand, you let us through, I lose, we find another route to Jalem," he looks to his companions, "Sound fair?"

[22:59] #ahw-ops ::: ((QUIT)) 22:59:47 TranzLvr (Quit: You are so hot you are burning my retina!)

[22:59] <DM_Tolman> The third guard smacks the other one on the head and then looks back at you, "Your problem is not a problem of Mashad. Be on your way, please."

[22:59] <DM_Tolman> He points back down the slope.

[23:00] <DM_Tolman> And old man presses past you making his way down the slope.

[23:00] <Blake``> "I'd accept his challenge if I must"

[23:01] <Abbados> (I wonder if the guards would stop me if I tried to mug the man outside the city limits)

[23:01] <DM_Tolman> (Moving or staying put?)

[23:01] <Blake``> (sorry i misread that)

[23:01] <Kaiser_Trantin> (I issued a challenge to the large guard)

[23:01] <DM_Tolman> (and he already said leave)

[23:02] * Blake`` nods "lets leave"

[23:02] <Shalanda> "Prehaps there is a problem of Mashad that we could help resolve?"

[23:02] * Kaiser_Trantin he turns "Yes Lady Shalanda, the guards," and walks back down the slope slowly, waiting to see if the others follow.

[23:02] <Lucius_Marbrand> (i gotta go)

[23:02] <DM_Tolman> The huge guard motions the first guard who goes over and raises a green flag up a pole.

[23:02] <DM_Tolman> (about to quit)

[23:03] <DM_Tolman> Blake, as you turn and head back down with Kaiser, an old man stops you both.

[23:03] * Abbados thinks hard, and tries, failing to come up to a solution, so follows the others.

[23:03] <DM_Tolman> Old man: "You lost your coin?"

[23:03] <Shalanda> "I suppose not then?"

[23:03] * Blake`` nods "that we did"

[23:04] * Shalanda heads down the hill after the others."

[23:04] <Kaiser_Trantin> "Yes my good Sir"

[23:04] <DM_Tolman> Old man: "You look like skilled folk, not mere wanderers."

[23:05] * Abbados looks down at the man. "Maybe we've been down on our luck, stranger. Are you offering something or merely chatting for chatting's sake?"

[23:05] <Kaiser_Trantin> "Skilled, we may be, but it also depends on which you desire"

[23:05] <DM_Tolman> Old man: "I have a gold for each of you if tonight you'll catch them whose been robbing my orchard."

[23:05] <Kaiser_Trantin> "Catching a thief, that should be easy enough"

[23:05] <DM_Tolman> And with that offer, this session of the Können Land campaign come to a close.

[23:05] <DM_Tolman> **** Session End ****

1-4-2009 :

[20:18] <DM_Tolman> *** Recap ***

[20:19] <Kaiser_Trantin> j/k though, we have had lots of fire activity here lately. .so I may have to vanish on a fire call, I'll give the usual warning if I do though

[20:19] <DM_Tolman> The group has continued its journey to Jalem, the regional city that they overheard their previous captors mention as a destination.

[20:19] <Kaiser_Trantin> (as in we've already had 2 calls this year which is say something for this small town!)

[20:20] <DM_Tolman> After making the journey through a treacherous desert wilderness, they came to a road that skirts along the southern tip of a large lake.

[20:21] <DM_Tolman> After it met with a larger travelling road, they came upon a beaten Abaddos, who had suffered a fate similar to the one that has bound each of you together. Mysterious travellers have with superior force taken you and left you for dead, haven't stolen precious items dear to you.

[20:21] <DM_Tolman> You have arrived at the entrance to the mountain town of Mashad, coinless, and unable to enter the upper community.

[20:22] <DM_Tolman> Turned back from the gate, an old man observing you through out a bargain.

[20:22] <DM_Tolman> Old man: "I have a gold for each of you if tonight you'll catch them whose been robbing my orchard."

[20:23] <DM_Tolman> *** Thus begins session 13 of Können Land campaign ***

[20:23] <DM_Tolman> The old man blinks at the group, awaiting a reply.

[20:24] <Kaiser_Trantin> "Whynot, its gold, and something to do. . ."

[20:24] <Shalanda> "Your offer sounds quite tempting given our situation. May we have a moment to discuss among ourselves?"

[20:24] * Abaddos snorts. "Do you have the gold with you, oldtimer?"

[20:27] <DM_Tolman> Old man: "Hmm. He grabs his bag and steps back from you Abaddos, in fear."

[20:27] <DM_Tolman> (uh, just the "Hmm" was supposed to be in quotes)

[20:27] * Shalanda lets out a sigh.

[20:27] <Blake``> "Clearly he does, where is your orchard?"

[20:29] * Abaddos rolls his eyes at the others, muttering under his breath about "Supply and Demand".

[20:31] <Blake``> "I trust that he will pay us what he offered, so...where is your Orchard, show us where the thieves have been stealing from"

[20:32] <DM_Tolman> The old man cautiously answers.

[20:33] <DM_Tolman> OM: "My farm is an hour west, on the slopes. Raiders plunder my trees, certainly on orders of Baros who is a competitor."

[20:34] <Blake``> "If we handle your problem, can we keep what we find off the raiders as well?"

[20:35] * Abaddos hisses under his breath, "Why did you mention that!?"

[20:35] * Lucius_Marbrand rubs his chin

[20:35] <Lucius_Marbrand> (am I speaking to the old man?)

[20:36] <DM_Tolman> OM: "It would be of no concern to me. These will not be young thieves... you should be wary."

[20:36] <Lucius_Marbrand> (should I take the silence as a yes?)

[20:36] <Lucius_Marbrand> "I have a question for you .."

[20:36] * Shalanda nods

[20:37] <DM_Tolman> (Lucius, did I miss a question you asked?)

[20:37] * Abaddos grins widely at the man. "So... you're saying you don't care what we do with them?"

[20:37] <Lucius_Marbrand> (if i am speaking to the old man)

[20:37] <Lucius_Marbrand> "While we are here, we can fight help you with your problems with your raiders"

[20:37] <DM_Tolman> The old man looks at Lucius, anticipating a question.

[20:38] <Lucius_Marbrand> "However, once we are gone, what is to prevent them from coming back? This will be no more then a temporary solution to your problem"

[20:39] <Lucius_Marbrand> "Would it not be better, if we apprehended the bandits, and took them before the law? Thus you would have a permanent solution to your problems, as well as possible restitution for your losses?"

[20:39] <Lucius_Marbrand> "Justice, is after all, better than simple vengeance"

[20:40] <Abaddos> Abaddos' jaw drops as he hears Lucius' words. He rolls his eyes, moaning, hands raised as if asking for divine intervention. A small string of curses is whispered under his breath, along with mutterings about extra work with no benefit.

[20:40] <DM_Tolman> OM: "This task would be above you, I would think."

[20:41] <DM_Tolman> "Baros is a powerful force."

[20:41] * Kaiser_Trantin stands quietly and stretches

[20:41] <DM_Tolman> OM: "You discuss. Pardon me a moment."

[20:41] <DM_Tolman> The man moves to shake hands with someone he knows passing by. They chat briefly.

[20:42] * Shalanda looks to the others.

[20:42] * Abaddos stands quietly, glaring at Lucius.

[20:42] * Lucius_Marbrand turns to speak to Shalanda

[20:42] <Blake``> "we also don't have that kind of time Lucius, but we come up with an idea that might keep the very cautious about returning"

[20:42] <Blake``> (the = them)

[20:42] <Abaddos> "Does it involve making sure they can never run again?"

[20:42] <Lucius_Marbrand> "I prefer attempting some sort of permanent solution"

[20:43] <Abaddos> "What if we PERMANENTLY disable them?"

[20:43] <Blake``> "Off the top of my head, no, but if we did something along the line of making them orchard seem, haunted to them, perhaps these youngsters might not ever come back"

[20:43] <Lucius_Marbrand> "While I have no problem with sending them off for a meeting with the blessed Lady of Death.."

[20:43] * Blake`` rolls his eyes at the Tiefling

[20:43] * Lucius_Marbrand said nodding towards Shalanda

[20:43] <Shalanda> "Permanent may be rather involved and dangerous, that and I do not think these people would think an orchard haunted."

[20:44] <Lucius_Marbrand> "If they are disabled, what is to prevent this Baros from hiring more of the type?"

[20:44] <Abaddos> "Who cares? If he wants us to get rid of more of them, he'll pay more."

[20:45] <Lucius_Marbrand> "What is to prevent this Barros from continuing to victimize others? Justice should not be abandoned for convenience.."

[20:45] <Blake``> "You might be surprised, as a child we were told not to enter some areas because it was haunted, it kept us out, for a least a while, in any case...lets take the job"

[20:45] <Shalanda> "It is not our place to go on a crusade to kill this man's enemies."

[20:46] <Abaddos> "Yes, Lucius, let's just stay here and do justice to a few applethieves. I'm sure the thieves that stole from US will wait..."

[20:46] <Lucius_Marbrand> "Exactly.."

[20:46] * Abaddos sneers sarcastically.

[20:46] <Kaiser_Trantin> "Why not take on Baros. . . That'd do the trick, and keep me from getting a headache from having to listen to you guys beat around the bush," he shakes his head.

[20:46] <Lucius_Marbrand> "The people who stole from us WILL be soon meeting the Raven Queen.." Lucius intoned darkly

[20:47] <Abaddos> "All the sooner if we get rid of the thieves, get our gold, and GET MOVING. Or perhaps, your Raven queen will give us a few birds to fly on?"

[20:47] <DM_Tolman> The man finishes an animated discussion with the other and they part ways. He turns towards you.

[20:48] <Lucius_Marbrand> "Regardless.. we shall take this?"

[20:48] * Lucius_Marbrand looks around for affirmation

[20:48] <Abaddos> "Let's just knock the guys around a bit and get our money."

[20:48] * Blake`` nods "yes, lets"

[20:49] <Shalanda> "We can take this job and then decide on the future."

[20:50] * Shalanda looks over at Abaddos.

[20:50] <Shalanda> "If that's ok with you, otherwise I'm sure I can get some ravens to peck at your corpse later."

[20:50] * Abaddos glances up. "What?"

[20:50] <DM_Tolman> The man steps forward, "What say you, then?"

[20:51] <Blake``> "take us to your orchard"

[20:51] * Abaddos smirks. "Aww, now you got my all scared and stuff..."

[20:51] <Lucius_Marbrand> "We will take your job, when we are done, you shall no longer have any problems with such thieves.."

[20:51] <Abaddos> (*me, not my)

[20:51] <DM_Tolman> The man nods at Blake. "I am Arguile. Follow me."

[20:52] * Lucius_Marbrand looks balefully at Abaddos

[20:52] <DM_Tolman> He moves down the slope quickly. He turns and hands you one of his sacks, "For the journey."

[20:52] * Shalanda follows Arguile.

[20:52] * Blake`` introduces himself along the road

[20:52] * Abaddos follows Shalanda, grumbling.

[20:52] <Lucius_Marbrand> "You.. are on a very thin thread.. I may abide for many things, but if you speak any more ords against our deity. They will be your last."

[20:53] * Abaddos just laughs.

[20:53] * Kaiser_Trantin follows quietly (sorry distracted)

[20:53] <Shalanda> "Let him be, the Queen will ultimately decide his fate in the end."

[20:53] <DM_Tolman> Blake, the bag he handed you has a half dozen pears and as many oranges.

[20:55] * Blake`` does some adjusting in order to carry the sack more comfortably.

[20:55] <DM_Tolman> You move towards the north-south road that you suspect leads up to Jalem, but soon you skirt along a side path that moves towards the hills directly.

[20:55] * Abaddos calls up. "Ey, halfie, whatcha got in there?"

[20:57] * Blake`` calls back "Food"

[20:57] * Abaddos jogs up. "Mamma always taught me to share."

[20:58] * Shalanda steals a glance at Abaddos.

[20:58] * Kaiser_Trantin places himself firmly between Abaddos, and Blake``

[20:59] * Abaddos stops short, and blinks. "...what?"

[20:59] <Blake``> "Not now, its Arguilles, there will be plenty"

[20:59] <Kaiser_Trantin> "Its not our food to eat."

[21:00] * Abaddos shrugs. "Eh, we're guarding an orchard. I'm sure I'll scavenge something."

[21:01] * Abaddos just continues walking with the rest.

[21:03] <Blake``> "Arguille, mind if we sample some?"

[21:03] <DM_Tolman> The old man looks back, "It's what I didn't sell. It's yours to eat." After half an hour you pass by some farmlands and then orchard rows on the slopes of a range of hills that run north and south.

[21:03] <DM_Tolman> (I need 10 minutes to put kids to bed, so RP amongst yourselves)

[21:04] * Blake`` opens the bag and holds it out "Maybe the Tiedling has a point, these do look good"

[21:04] * Shalanda eyes the orchards examining the layout.

[21:05] * Abaddos reaches into the bag, grabs an orange, sticks it in his pocket, grabs another orange, and starts peeling it with his fingernails.

[21:06] * Blake`` gives everyone a chance to get something to eat from the bag.

[21:07] * Shalanda takes a pair of pears and an orange and starts to go to work on one of the pears.

[21:07] * Kaiser_Trantin grabs some as well, biting a small piece off of an apple and sticking it in the pouch with Azira before chewing up some apple himself

[21:10] * Kaiser_Trantin drops the apple core into his pouch as Azira chirps, and grabs a pear

[21:11] <Shalanda> "I am curious about something."

[21:12] <Shalanda> "Does your pet, um... whatever that thing is... do anything beneficial?"

[21:12] <Kaiser_Trantin> "Azira, he's just a hatchling now, but I guess he will when he grows up"

[21:12] <Blake``> "How big will he get?"

[21:13] <Kaiser_Trantin> "Oh not that big, I do believe he's a Pseudo-dragon," *he shrugs* "It's hard to tell when they're still young"

[21:13] <Shalanda> (PC starting to crash, going to reboot)

[21:14] * Shalanda (look@4dc7c06f.cpe.92acce23.net.hmsk) Quit (Read error: Connection reset by peer)

[21:15] * Blake`` takes a bite out of a Pear, talking while chewing... "Where did you find him?"

[21:16] <Kaiser_Trantin> "Some time ago, He was abandoned, probably because his wings here," *he points to how one is slightly smaller than the other* "It seems they didn't expect him to live to its parents abandoned him. That just wouldn't do, so I took him in."

[21:17] * Magestar (look@4dc7c06f.cpe.92acce23.net.hmsk) has joined #grovewood

[21:17] * ChanServ sets mode: +o Magestar

[21:18] * Magestar is now known as Shalanda

[21:18] <DM_Tolman> As you pass into a large field, with rows of trees, Arguile turns to you. "This is it. My storehouse is over there and my home is over there."

[21:18] * Blake`` looks at both places "so we need to watch the store house?"

[21:19] <DM_Tolman> "They hit the storehouse when I have it full. I had a laborer sleeping there, but then killed him one raid."

[21:20] <DM_Tolman> Arguile: "But also they have stripped trees. In younger days, I could do more."

[21:21] <Lucius_Marbrand> "They killed him?"

[21:22] <DM_Tolman> Arguile nods as he moves towards the storehouse.

[21:22] * Abaddos 's ears perk up.

[21:22] <Blake``> "I suppose this won't be as simple just having to wait in a certain place for them"

[21:22] <Lucius_Marbrand> "So not only are they thieves, they are also murderers?"

[21:22] <DM_Tolman> Arguile: "I told you, these are not mischevious kids. I am being force off my orchard by a foul character."

[21:22] <DM_Tolman> Arguile stops, "Are you having secnd thoughts?"

[21:22] <Lucius_Marbrand> "Sir.. your losses shall be avenged"

[21:24] * Abaddos shrugs. "At least it won't be boring."

[21:25] <Shalanda> "Nothing about this trip has been boring."

[21:25] * Shalanda mutters under her breath.

[21:25] <Kaiser_Trantin> "I dunno there Lady Shalanda, our luck, things haven't even begun to get interesting."

[21:26] <Shalanda> "I suppose that lies in the beholder's eye."

[21:27] <DM_Tolman> Arguile turns and continues on to the storehouse.

[21:27] * Abaddos mutters "Caw Caw" lightly under his breath.

[21:28] <DM_Tolman> You approach wide barn doors. As they swing open, they are not what you expect inside. Very nice bins, expensive looking, align in rows. Some are filled partially with fruit. Ladders and stands in very nice shape line one wall.

[21:28] * Kaiser_Trantin grins as he hears Azira hiss as Abaddos's does his 'Cawing'

[21:28] * Lucius_Marbrand looks around uninterested

[21:29] * Abaddos looks at the old man. "Do these thieves come every night, then?"

[21:31] <Shalanda> "He said when he has had a full harvest."

[21:32] <DM_Tolman> Arguile: "Most nights, for 2 weeks now. Since Baros tried to force me to sellout to him."

[21:32] <Abaddos> "I just find it odd... The thieves have come in, and resorted to murder, yet it looks like they've already hit this storeroom... If that's the case, though, why havn't they also stolen some of this equipment?"

[21:32] <DM_Tolman> "They did not come last night... that I saw."

[21:35] * Abaddos nods. "Hmm... I guess now we just wait."

[21:35] <Shalanda> "You expect them tonight however?"

[21:35] <DM_Tolman> The man nods.

[21:36] <DM_Tolman> "Especially since they did not come yesterday."

[21:36] <Shalanda> "Where are they most likely to hit, here or the fields?"

[21:36] <DM_Tolman> He shrugs.

[21:37] <DM_Tolman> He reaches into his sack and hands Blake three coins. "Here is some of your coin for coming just this far. I have a good feel about you."

[21:37] * Abaddos stands beside Blake and holds out a hand expectantly.

[21:37] <Shalanda> "You'll get your coin when you earn it Tiedfling."

[21:38] <Shalanda> "For now though, we should get ready. Get a feel for the land we have to watch over and plan out our evening."

[21:38] * Blake`` nods "we will do our best"

[21:39] * Abaddos wriggles his eyebrows at Shalanda. "Well, I didn't know you were interested in THOSE services..."

[21:39] * Shalanda unshoulders her pack and opens it, ignoring the remark from Abaddos.

[21:39] <DM_Tolman> Arguile turns, "It'll be dark in an hour. I shall retire to my home."

[21:39] * Shalanda she pulls out a long shirt of chainmail and begins to put it on over her long black dress.

[21:40] * Abaddos shrugs. "Sweet dreams. Don't let the bedbugs bite... or the murderers."

[21:40] * Blake`` puts down his pack "see you in the morning"

[21:41] * Shalanda tucks her pack safely into a corner and steps outside.

[21:41] <Shalanda> "I'm going to look around the area, anybody want to come?"

[21:41] * Lucius_Marbrand puts his pack and items away

[21:42] * Blake`` puts the coins into a small pouch and buries them in his pack "The coins are in here, fair enough if we split it all when we get the rest?"

[21:42] * Abaddos grins lecherously, then stands up. "I'll join ya, sweetcheeks."

[21:42] <Lucius_Marbrand> "I will accompany you

[21:42] * Lucius_Marbrand raises an eyebrow

[21:42] * Abaddos raises an eyebrow at lucius.

[21:42] * Kaiser_Trantin drops his pack somewhere, and looks around

[21:43] <Lucius_Marbrand> "So.. how hard would it be to hang something.. or someone from those trees?"

[21:43] * Lucius_Marbrand says turning to Shalanda

[21:43] * Shalanda steps outside and makes for the orchards to try to figure where the thieves may come from.

[21:43] * Blake`` get his armor on "Let's all go"

[21:43] <Shalanda> "I wouldn't waste my time."

[21:43] <Shalanda> "If I had my holy symbol, I'd just immolate them where they stood."

[21:43] <Lucius_Marbrand> "Someone needs to stay here and watch the actual place"

[21:44] * Abaddos rolls his eyes at Blake. "Yes, let's just hang a sign on the front of the barn: Thieves, hide here and wait for us. Perfect ambush spot."

[21:44] <Kaiser_Trantin> "I'll stay I guess"

[21:45] <Blake``> "Aren't we just getting to know the area?"

[21:45] <Lucius_Marbrand> "They took your symbol?"

[21:45] * Abaddos shrugs. "I guess I'll stay and keep prettyboy outta trouble." He walks back in the barn.

[21:45] <Blake``> "I think it important that we all know were to go should we have to meet in the orchard"

[21:46] <Shalanda> "Yes, they took it, and something dear to me."

[21:47] * Abaddos sits down across from Kaiser. "How are ya?"

[21:47] <Blake``> (do you have an orchard map Tol?)

[21:48] * Lucius_Marbrand reaches into his under his cloak and holds something silver up

[21:48] <DM_Tolman> (just a sec)

[21:48] <DM_Tolman> (Let me get it posted)

[21:48] <DM_Tolman> The group in part goes out to explore the orchard, when there's sitll light.

[21:50] <Lucius_Marbrand> "Like this one?"

[21:50] <Shalanda> "Mine was not silver, but yes similiar to yours."

[21:50] <Lucius_Marbrand> "You can use this one if it will help"

[21:50] <Lucius_Marbrand> "I anticipate using steel rather than silver.."

[21:51] <Shalanda> "It is fine, I will continue to endure without until I can find a suitable replacement."

[21:51] * Lucius_Marbrand shrugs

[21:51] <Lucius_Marbrand> "Ok"

[21:51] * Lucius_Marbrand places his symbol back

[21:55] * Shalanda (look@4dc7c06f.cpe.92acce23.net.hmsk) Quit (Ping timeout: 252 seconds)

[21:56] <Blake``> (the mist appears and takes Shalanda away)

[21:56] <Abaddos> (she's off to fly with the raven goddess now... ca-caw! ca-caw! Rawk! Nevermore!)

[21:57] * Magestar (look@4dc7c06f.cpe.92acce23.net.hmsk) has joined #grovewood

[21:57] * ChanServ sets mode: +o Magestar

[21:57] <Blake``> "let's go see how big this orchard is, we should all come, but if you two wish to stay and guard things that fine, we will be back before the sun sets"

[21:57] * Magestar is now known as Shalanda

[21:57] <DM_Tolman> You finish scouting the area. Rows of trees go on and on. Some pears, apples, oranges, plumbs and others. Some tall and some short.

[21:57] <DM_Tolman> The orchard is on a hill's slope.

[21:58] <DM_Tolman> (Trying to upload map but it's slow)

[21:58] <DM_Tolman> (http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx&hl=en)

[21:58] * Abaddos lays back in the barn and says aloud. "Yanno, we probably shoulda asked the oldtimer about which time the thieves usually show..."

[21:59] <DM_Tolman> (ok, it's up)

[21:59] <Shalanda> (Tell her if she wants to talk, she has to play 4th ed.)

[21:59] <Kaiser_Trantin> (lol)

[21:59] <DM_Tolman> (hehe... ok, can you see the Arguile Orchard map?)

[22:00] <Shalanda> (yes, I had to refresh the page)

[22:00] <DM_Tolman> (The map shows the features, but the trees go on for a quarter mile more off the map to the left and up the slope)

[22:00] <DM_Tolman> (Sorry, but just threw that together)

[22:00] <Abaddos> (So the storehouse is ON the hill?)

[22:01] <DM_Tolman> (Yes, it is a gentle slope)

[22:01] <Abaddos> k.

[22:01] <Abaddos> (oops sorry)

[22:03] * Abaddos steps outside the barn and just glances around, watching the sky and the fields.

[22:04] * Blake`` says to whoever he is with "Looks like we are going to have to just setup patrols, I don't see any signs of specific locations they might arrive"

[22:05] <Shalanda> "I agree. It should probably be the three of us on patrol with the other two in the storage room."

[22:06] <DM_Tolman> As plans are discussed evening comes.

[22:06] <Blake``> "When we locate them, we need a way to warn each other, or our patrol will have to pass by the storeroom often enough"

[22:09] <DM_Tolman> (When you've settled on your routine for the evening, tell me what it is).

[22:09] <Shalanda> "Let's discuss with the other two first."

[22:09] <DM_Tolman> (something like: every hour/halfhour/twohours we do this&this)

[22:10] * Blake`` nods and heads back towards the storeroom

[22:11] * Blake`` discusses one idea on the way back "what if we had a relay person, someone who stays between the storeroom and the patrol, he can get the others, might be a plan"

[22:11] * Abaddos lounges about, waiting for... anything.

[22:15] <Shalanda> "So what are your thoughts. We discussed a patrol of us 3 and you two waiting here at the Storehouse.

[22:16] <DM_Tolman> The others return to the storehouse and discuss with the whole group the plan for the night.

[22:16] <Abaddos> (Shalanda, you talkin to me?)

[22:16] <Blake``> "we also played around with the idea of having a warning system of someone staying in the middle, keeping tabs on where the patrol should be and the status of the storehouse"

[22:16] <Kaiser_Trantin> "I'll stay here. . . I have no problem with waiting around"

[22:16] <Shalanda> (To both of you)

[22:16] <Abaddos> (k)

[22:17] * Abaddos shrugs. "I guess I'll walk out a little ways, still within range of the barn. You guys can just holler. If I hear, I'll come running. With lizardboy."

[22:17] <Shalanda> "There is safety in numbers, hence why I want to do 3 people on patrol and 2 here. Gives us the most coverage while remaining relatively safe."

[22:18] <Blake``> "Well, then if you are in trouble, make sure you call out"

[22:19] * Kaiser_Trantin grins

[22:19] <Blake``> "We can keep the patrol close enough to the Storehouse I suppose"

[22:19] <Kaiser_Trantin> "I'd keep an eye on the Old Mans house too, you never know."

[22:19] <Shalanda> "It's only a quarter mile or so, short running distance if we stay around the middle of the field or so."

[22:20] <Abaddos> "I don't know. The thieves haven't gone there yet, and they seem more focused on doing damage to his crops. They were hired to get his deed, remember? I don't think they'll want to risk the man dying."

[22:21] <Kaiser_Trantin> "You never know, thieves will be thieves, and him kicking the bucket would be an easy way to make it available"

[22:22] <Blake``> "Sounds like we agree on a plan then, if nothing much happens we will try to check on the house, we will play that by ear, lets just make sure we are all carful, lets stay safe tonight"

[22:22] <Shalanda> "In any case, the three of us will patrol about an eighth of a mile around the storehouse, while you two guard here."

[22:22] * Shalanda motions to Blake and Lucius.

[22:22] * Lucius_Marbrand agrees with the plan

[22:22] <Kaiser_Trantin> "Aight"

[22:22] * Blake`` nods

[22:22] <Lucius_Marbrand> (suddenly I am hungry)

[22:23] <Blake``> (now i am hungry too)

[22:23] * Shalanda starts for the door and then stops and goes to her pack.

[22:23] * Shalanda pulls out a sunrod.

[22:24] <Shalanda> "I'll try to light this if we get into trouble."

[22:24] <Kaiser_Trantin> "Same here, I have one as well"

[22:24] * Kaiser_Trantin grabs his from his pack

[22:24] <Blake``> "good idea"

[22:25] * Abaddos grabs one as well.

[22:26] <Shalanda> "Ok then, let's go."

[22:26] * Shalanda heads for the fields

[22:26] * Blake`` does the same

[22:26] <Kaiser_Trantin> (**As you all prepare for the coming night, this session of Konnen comes to a close** Oh yes, I'm expecting it! XD)

[22:26] * Abaddos walks outside, and steps past a few rows of produce. Finally when he judged himself to be just within shouting range.

[22:26] * Shalanda GASPS

[22:26] <Lucius_Marbrand> (isnt it a bit early?)

[22:26] <Abaddos> (DARNIT!)

[22:27] * Kaiser_Trantin walks around quietly in the storehouse

[22:27] <Abaddos> (Didn't we go past midnight last time?)

[22:27] <Kaiser_Trantin> (Varies really)

[22:27] <DM_Tolman> (ready?)

[22:27] <Shalanda> (I am)

[22:28] * Abaddos walks outside, and steps past a few rows of produce. Finally when he judged himself to be just within shouting range, he plops on the ground and waits.

[22:28] <Abaddos> (There, now I finished it)

[22:28] <Abaddos> (so... that's really it for the night? :()

[22:29] <Kaiser_Trantin> (only the DM knows lol)

[22:29] <DM_Tolman> (I'm ready to go one)

[22:29] <DM_Tolman> (go on)

[22:29] <Shalanda> (I think your audience would like that.)

[22:29] <Abaddos> (I can probably go another half an hour or so)

[22:30] <Blake``> (i can)

[22:30] <DM_Tolman> The group completes it plan of scouting and guarding and puts it into action.

[22:30] <DM_Tolman> One hour passes.

[22:30] <DM_Tolman> Two hours pass...

[22:30] * Abaddos scratches himself and yawns.

[22:30] <DM_Tolman> Three hours pass...

[22:31] <DM_Tolman> Four hours pass...

[22:31] * Abaddos is snoring.

[22:31] <DM_Tolman> As time goes on, fulfillment of your duties gets difficult.

[22:31] * Kaiser_Trantin wanders around the inside of the storehouse

[22:31] <DM_Tolman> Five hours pass...

[22:32] * TolBot (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[22:32] <Blake``> (our we becoming exhausted?)

[22:32] <Blake``> (are)

[22:32] <Abaddos> (Not me... I'm passed out. :P)

[22:32] <DM_Tolman> Late at night, or early in the morning, you hear commotion from up the hill on the back side of the storehouse--horses, moving fast.

[22:33] <DM_Tolman> All of you on the outside hear it, no pretentions about being quiet apparently kept.

[22:33] <Abaddos> (Hmm... I wonder if I have to roll to see if I wake up. :P)

[22:33] * Kaiser_Trantin listens closely, and draws his blade

[22:33] * Shalanda heads in that direction, moving swiftly through the orchard trees.

[22:33] * Kaiser_Trantin finds a place to hide inside, out of sight to ambush those who try to come in

[22:33] <DM_Tolman> (Kaiser, you do not hear it on the inside of the barn)

[22:33] <Kaiser_Trantin> (oh ok)

[22:34] * Blake`` follows Shalanda "dammit"

[22:34] * Abaddos jerks awake with a half-snore, and wipes the drool off his chin. "uh... wha?"

[22:35] <DM_Tolman> Shalanda and Blake and Lucius make for that direction. Two horses, one carrying two figures, the other carrying a figure and dragging some type of sled make it to the back door of the barn. They dismount and push it open with weapons drawn, apparently expecting to find and perhaps slaughter another farm hand.

[22:35] * Abaddos wipes his eyes, and stands up slowly, looking around.

[22:35] <Abaddos> (Spot check to see em?)

[22:36] <DM_Tolman> (Barn area grid here:
<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[22:37] <Kaiser_Trantin> (Can I put myself on the map?)

[22:37] <DM_Tolman> Abaddoes and Kaiser, you see a human, a half-elf and a dwarf enter the back door of the dimly lit barn, carrying sacks and weapons.

[22:37] <DM_Tolman> (PUt yourself on the map)

[22:37] <DM_Tolman> (Ka_

[22:37] <Shalanda> (Where would the orchard people be on this map?)

[22:37] <DM_Tolman> (Kaiser and Ab)

[22:37] <DM_Tolman> (You're not there yet)

[22:37] <Lucius_Marbrand> (having problems with browser one sec)

[22:37] <Kaiser_Trantin> (It's low light right?)

[22:38] <Abaddos> (I'm outside the storehouse itself, so I don't think I'm on the map)

[22:38] <DM_Tolman> (I will assume sufficient light)

[22:38] <DM_Tolman> `init from everyone please

[22:38] <TolBot> Please make an initiative roll (1d20+modifier).

[22:39] <Shalanda> 1d20+2

[22:39] <TolBot> Shalanda's 1d20+2: 20

[22:39] <Kaiser_Trantin> 1d20+1

[22:39] <TolBot> Kaiser_Trantin's 1d20+1: 14

[22:39] <DM_Tolman> 1d20+3 for Raiders

[22:39] <TolBot> DM_Tolman's 1d20+3 for Raiders: 22

[22:39] <Abaddos> 1d20+4

[22:39] <TolBot> Abaddos's 1d20+4: 10

[22:40] <Abaddos> (I find it odd that I have the highest mod, but the lowest init.)

[22:40] <Lucius_Marbrand> 1d20+2

[22:40] <TolBot> Lucius_Marbrand's 1d20+2: 10

[22:40] <Abaddos> (Now I feel better)

[22:40] <Blake``> 1d20+3

[22:40] <TolBot> Blake``'s 1d20+3: 13

[22:40] <DM_Tolman> `init report

[22:40] <TolBot> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[22:42] <DM_Tolman> The Raiders move into the storehouse.

[22:42] <DM_Tolman> 1d20+3

[22:42] <TolBot> DM_Tolman's 1d20+3: 8

[22:42] <DM_Tolman> Seeming to not notice Kaiser, they move towards the bins on the left.

[22:43] <DM_Tolman> (Shalanda, running towards the back door as action?)

[22:43] <Shalanda> (yes)

[22:43] <Shalanda> (Do I still get a standard action?)

[22:44] <DM_Tolman> (Ok, I've place everyone on the map, but at your next round, you move yourself the standard move number of sqares)

[22:44] <DM_Tolman> (Shalanda, your placement at the door was assuming you spent whole round sprinting to the door)

[22:44] <Abaddos> (Why dies Lucius get a clone?)

[22:44] <Shalanda> (ok)

[22:45] <DM_Tolman> (clone gone)

[22:45] <Abaddos> (lol k)

[22:46] <DM_Tolman> Shalanda, blanke and lucius run up to and reach the barn. Kaiser moves in to act prior to Abaddoes entering the barn door.

[22:46] <Kaiser_Trntin> (PM Tol)

[22:48] <Kaiser_Trntin> (Breath attack Vs Human)

[22:49] <DM_Tolman> (roll for silent move, kaiser)

[22:49] <Kaiser_Trntin> (Skill? never had to do this before)

[22:49] <Kaiser_Trntin> (stealth I'm guessing)

[22:49] <Kaiser_Trntin> 1d20+1

[22:49] <TolBot> Kaiser_Trntin's 1d20+1: 4

[22:49] <Kaiser_Trntin> (lmao, oh well)

[22:50] <Kaiser_Trntin> (I'm going to be making loads of noise anyways ^^;;)

[22:51] <DM_Tolman> 1d20+1 to detect Kaiser

[22:51] <TolBot> DM_Tolman's 1d20+1 to detect Kaiser: 8

[22:52] <DM_Tolman> As Kaiser 'sneaks' up behind them, he stops and breaths in loudly as the half-elf turns and fires a dagger with his reserved action.

[22:52] <DM_Tolman> 1d20+4

[22:52] <TolBot> DM_Tolman's 1d20+4: 15

[22:52] <Kaiser_Trantin> (AC == 17)

[22:54] <DM_Tolman> (I'm trying to figure out flat footed advantage)

[22:54] <Kaiser_Trantin> (I didn't move all of my squares, stopped one short)

[22:54] <Shalanda> (Flat footed was 3rd edition)

[22:55] <DM_Tolman> (yep)

[22:55] <DM_Tolman> A dagger swings past you, Kaiser.

[22:55] <Kaiser_Trantin> 1d20+6 (Lightning Breath Attack vs Human)

[22:55] <TolBot> Kaiser_Trantin's 1d20+6 (Lightning Breath Attack vs Human): 16

[22:56] <Shalanda> (This would be a surprise round for Kaiser, since he was unseen, granting him a free action, and no action for the enemy)

[22:56] <DM_Tolman> (name target)

[22:56] <Kaiser_Trantin> (Human)

[22:56] <DM_Tolman> (They acted with a move but had not used standard action, reserving it with caution. He was detected by two of enemies, so no flank bonus, unless he had chosen the dwarf)

[22:57] <Kaiser_Trantin> (Hit/Miss?)

[22:58] <Kaiser_Trantin> (Its VS Reflex)

[22:58] <Kaiser_Trantin> (1d20+STR+2 vs Reflex, but the PHB)

[22:58] <Kaiser_Trantin> (Page 34)

[22:59] <Kaiser_Trantin> (but == by)

[22:59] <DM_Tolman> (hit on the human)

[23:00] <DM_Tolman> (roll damage)

[23:00] <Kaiser_Trantin> 1d6+4

[23:00] <TolBot> Kaiser_Trantin's 1d6+4: 8

[23:00] <DM_Tolman> Abaddos steps into the barn and begins his action. (you can move your amount of squares and take a standard action)

[23:00] <DM_Tolman> Kaiser loses his breath weapon.

[23:01] <Abaddos> (I can't also do a minor action?)

[23:01] <DM_Tolman> (Yes)

[23:01] <Abaddos> ok

[23:01] <Abaddos> (Gah, keep forgetting that, sorry.)

[23:01] <Kaiser_Trantin> (Oh Sorry, my Utility power is in effect, need to roll my temp hp)

[23:02] <Kaiser_Trantin> 2d6+2 (Temp HP bonus due to Utility power: Unstoppable [Pg78])

[23:02] <TolBot> Kaiser_Trantin's 2d6+2 (Temp HP bonus due to Utility power: Unstoppable [Pg78]): 10

[23:02] <Abaddos> (Minor Action: Cast Warlock's Curse on Dwarf)

[23:03] <Abaddos> (Standard Action: Cast Eyebite on Dwarf)

[23:05] <DM_Tolman> (I'm still looking for warlock's curse info)

[23:05] <Abaddos> 1d20+5 (Eyebite vs. Dwarf's Will)

[23:05] <TolBot> Abaddos's 1d20+5 (Eyebite vs. Dwarf's Will): 16

[23:05] <Blake``> (131)

[23:05] <Blake``> (bottom)

[23:05] <DM_Tolman> (thanks... was looking in the powers blocks)

[23:06] <Abaddos> (I can give you stats if you need)

[23:06] <Abaddos> (I've gotten em all written down)

[23:06] <DM_Tolman> (roll attack)

[23:07] <DM_Tolman> (oops, missed it)

[23:07] <Abaddos> (lol. 16 vs. Dwarf's will)

[23:07] <DM_Tolman> (hit)

[23:08] <Abaddos> 1d6+5

[23:08] <TolBot> Abaddos's 1d6+5: 11

[23:08] <Abaddos> 1d6 (Curse damage)

[23:08] <TolBot> Abaddos's 1d6 (Curse damage): 4

[23:08] <Abaddos> (15 damage, and he can't see me till end of my next turn.)

[23:08] <DM_Tolman> (got that)

[23:08] <Abaddos> (lol sorry.)

[23:09] <DM_Tolman> The human yells and two of them pounce on Kaiser.

[23:09] <DM_Tolman> The third hunkers behind a bin and fires a missile.

[23:10] <DM_Tolman> 1d20+3

[23:10] <TolBot> DM_Tolman's 1d20+3: 16

[23:10] <DM_Tolman> 1d20+5

[23:10] <TolBot> DM_Tolman's 1d20+5: 17

[23:10] <DM_Tolman> 1d20+5

[23:10] <TolBot> DM_Tolman's 1d20+5: 19

[23:11] <DM_Tolman> The human swings a blade at Kaiser, bringing him off balance enough for the dwarf to connect with an axe.

[23:11] <DM_Tolman> The half-elf plants an arrow into the dragonborn as well.

[23:12] <Blake``> (sounds bad, maybe we should go "back on patrol" and pretend we didnt know what was going on)

[23:12] <DM_Tolman> 1d10

[23:12] <TolBot> DM_Tolman's 1d10: 5

[23:12] <DM_Tolman> 1d6

[23:12] <TolBot> DM_Tolman's 1d6: 2

[23:12] <Abaddos> (Dibs on the dwarf... I think I almost got him.)

[23:12] <DM_Tolman> (7 damage from axe)

[23:13] <DM_Tolman> 1d10

[23:13] <TolBot> DM_Tolman's 1d10: 4

[23:13] <DM_Tolman> (4 damage from the arrow)

[23:13] <Kaiser_Trantin> (Temp HP gone + 1 additional damage XD)

[23:13] <DM_Tolman> As the arrow plummets into your thick hide, Kaiser, you immediately feel ill and nauseous, your vision clouding over.

[23:14] <DM_Tolman> `init report

[23:14] <TolBot> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[23:14] <Abaddos> (gotta love that poison)

[23:14] <DM_Tolman> As the Raiders complete their first attack, Shalanda and Black and Lucius reach the doors ready to assist...

[23:15] <DM_Tolman> *** ... as this session of Können Land campaign comes to a close. ***

1-11-2009 :

[20:00] <DM_Tolman> ** Recap **

[20:00] * Shalanda points at Ryu. "You're Falcor"

[20:00] <DM_Tolman> The party, unable to enter the mountain city of Mashod, took a local farmer up on an offer to catch the ones looting his orchard.

[20:01] <DM_Tolman> After investigation, it became clear that the problem was more than young thieves, but rather some regional scoundrel's efforts to force the old man out of his livelihood.

[20:02] <DM_Tolman> Into the night of guarding the orchard and its storage barn, in the wee hours, a band of thugs arrived, ready to rob, and seemingly prepared for battle as well.

[20:03] <DM_Tolman> The human, half-elf and dwarven rogues turned first on Kaiser, who was hit with an axe and an arrow, and then began to feel sick.

[20:03] <DM_Tolman> ***** Thus begins this sessions of Können Land campaign *****

[20:04] <DM_Tolman> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake`, 13, Lucius_Marbrand, 10, Abaddos, 10

[20:04] <DM_Tolman> (Battle map at : <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[20:04] <Shalanda> (My action now?)

[20:04] <DM_Tolman> 1d20+8

[20:04] <TolBot> DM_Tolman's 1d20+8: 24

[20:05] <DM_Tolman> Kaiser takes 11 damage from the weapons, and then feels a heave in his gut (take an additional 5 HPs, and your senses are effected.)

[20:06] <Kaiser_Trantin> (Wait a min, my damage was already delt last session :-P)

[20:08] <DM_Tolman> (Shalanda, you're up)

[20:09] * Shalanda steps into the door way and starts to invoke a prayer.

[20:09] <DM_Tolman> (Please state your intentions, then move on teh map, then do your standard action)

[20:09] <Shalanda> (Do I have line of effect to Abaddos and/or Lucius from the doorway. Going to cast Bless.)

[20:10] <DM_Tolman> (Yes, if you move the number of spaces needed)

[20:10] <Lucius_Marbrand> (can i tell if any of them are casting?)

[20:10] <DM_Tolman> (you're 5 spaces? remember, you can move through a space occupied by a comrade, and you can move diagonally)

[20:10] <DM_Tolman> (None casted last round, that you saw)

[20:10] <Shalanda> (I'm placed where I would like to be placed.)

[20:11] <DM_Tolman> (if you're remaining outside, then no)

[20:11] <Kaiser_Trantin> (Who's Goldy lol)

[20:11] <Shalanda> "Oh Queen of Ravens who's hand guides souls to their final resting places in the Heavens. Lend me and my companions your aid in this dark hour."

[20:11] <Lucius_Marbrand> (how many spaces can I move)?

[20:11] <DM_Tolman> (Also, please those outside, role play appropriately, you've only seen what you could through a doorway, if even that)

[20:11] <Shalanda> (Bless for Kaiser, Myself, and Blake then. +1 to all attack rolls until encounter's end.)

[20:11] <DM_Tolman> (lucius, not your turn yet)

[20:12] <DM_Tolman> (ie... get back outside. :)

[20:12] <Lucius_Marbrand> (Orange is Doors?)

[20:13] <DM_Tolman> (You can't get you and blake and Kaiser in one burst, can you?)

[20:14] <Shalanda> (Yes, it's Burst 20, line of effect. As long as there isn't anything solid in the way, I can hit everybody, which is why I asked about Abaddos and Lucius.)

[20:14] <Kaiser_Trantin> (Pg64)

[20:15] <Abaddos> (Question: Is visual contact maintained on either side of the bins? I assume yes, since the Elf shot over a bin.)

[20:15] <DM_Tolman> (close burst 20 = 20 feet?)

[20:16] <Shalanda> (20 squares)

[20:16] <Lucius_Marbrand> (my move is 5)

[20:16] <Kaiser_Trantin> (Lucious, you got a bit yet, my go is before yours :-P)

[20:17] <Lucius_Marbrand> (just stating the movement)

[20:17] <Shalanda> (So according to the combat section 1 square = 5 feet, so it's a 100' radius)

[20:18] <DM_Tolman> (ok, done, then?)

[20:18] <Shalanda> (Yes, thank you.)

[20:20] <Kaiser_Trantin> 1d20

[20:20] <TolBot> Kaiser_Trantin's 1d20: 1 (That stinks.)

[20:20] <DM_Tolman> Kaiser does not act as Lucius begins.

[20:21] <Blake``> (isnt it me?)

[20:22] <Kaiser_Trantin> (Black then Lucius_Marbrand)

[20:22] <Kaiser_Trantin> (Blake. . .grr)

[20:22] <DM_Tolman> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[20:22] <DM_Tolman> (sorry, blake)

[20:22] <Blake``> (np, can i get past both shal and the massive dragon?)

[20:22] <Blake``> (or am i stuck outside?)

[20:24] <DM_Tolman> (you can move through a space occupied by a friendly)

[20:24] <DM_Tolman> (tell me what you're doing, then move yourself on the map your number of squares, then roll)

[20:24] * Blake`` moves behind Kaiser and diagonal to the Dwarf and proceeds to attack the dwarf using a Furious Smash

[20:25] <Blake``> 1d20+5

[20:25] <TolBot> Blake``'s 1d20+5: 6 (Ouch!)

[20:26] <DM_Tolman> Blake advances but is unable to act.

[20:27] <Blake``> (oh, thought i could still attack, sorry)

[20:27] <DM_Tolman> Kaiser by his will and determination seems unable to move buy still manages some action.

[20:29] <Kaiser_Trantin> 1d20+6 (Cleave vs Human)

[20:29] <TolBot> Kaiser_Trantin's 1d20+6 (Cleave vs Human): 17

[20:31] <Kaiser_Trantin> (Hit/Miss?)

[20:31] <DM_Tolman> (Hit... dwarf takes 4... roll for human)

[20:31] <Kaiser_Trantin> 1d10+4

[20:31] <TolBot> Kaiser_Trantin's 1d10+4: 13

[20:31] <DM_Tolman> (Lucius, you're up)

[20:32] <Lucius_Marbrand> (with movement i am in range?)

[20:32] <DM_Tolman> Kaiser cleaves in a frantic frenzy, connecting with those around him.

[20:32] <DM_Tolman> (melee range?)

[20:32] <DM_Tolman> (you can move 5 squares)

[20:33] <DM_Tolman> (EVERYONE: when it's your turn.... do these things:

[20:33] <DM_Tolman> 1. State your intentions

[20:33] <DM_Tolman> 2. move yourself on the map

[20:33] <DM_Tolman> 3. Roll appropriate attack/standard action)

[20:34] <Lucius_Marbrand> (I'm not in melee range by the calculations I had, so I guess I am continuing to move forward towards melee range)

[20:34] <DM_Tolman> (if you're not taking a standard action, you can take another move action)

[20:35] <Lucius_Marbrand> (ok then no standard action, and move into melee range)

[20:35] <Lucius_Marbrand> (what is a non standard action?)

[20:36] <DM_Tolman> (Mage, can you explain plz while I look something up?)

[20:36] <Shalanda> (Sure)

[20:37] <DM_Tolman> Lucius, moves up to flank the Dwarf as Abaddos acts.

[20:37] <Shalanda> (Everybody gets 3 actions on their turn. A standard action (attack, spell, etc.), A Move action, and a Minor action (draw a weapon, uncork a potion, etc.)

[20:38] <Shalanda> (Standard actions can also be turned into Move or Minor actions, and Move actions can be turned into minor actions)

[20:38] <Harlequin_J_Goat> (die?)

[20:39] <Shalanda> (That's a free action)

[20:39] <Kaiser_Trantin> (What about twitch lol)

[20:39] <Abaddos> (my turn?)

[20:40] <Lucius_Marbrand> (so bullrush isn't a minor action?)

[20:40] <DM_Tolman> (yes)

[20:40] <DM_Tolman> DM_Tolman: Lucius, moves up to flank the Dwarf as Abaddos acts.

[20:42] <Abaddos> (I'm gonna move up 5 spaces, cast warlock's curse on the Elf, then cast Curse of the Dark Dream on the Elf.)

[20:42] <DM_Tolman> (Ok.)

[20:44] <Abaddos> 1d20+5 vs. Will

[20:44] <TolBot> Abaddos's 1d20+5 vs. Will: 19

[20:44] <Abaddos> (hit/miss?)

[20:45] <DM_Tolman> (That hits, thought the initial Warlock's curse failed, since the Elf is not your closest enemy)

[20:45] <Abaddos> (oh... crap, read that wrong... I thought it was if I was closer to my enemy than my allies)

[20:46] <DM_Tolman> (hmm, lemme reread)

[20:46] <DM_Tolman> (sorry. you can get him next time)

[20:46] <Abaddos> (Can I target the Human then?)

[20:46] <Abaddos> (With both?)

[20:46] <DM_Tolman> Abaddos nails th elf with psychic damage

[20:47] <Abaddos> (Guess not)

[20:47] <DM_Tolman> (hold on...

[20:47] <Abaddos> 3d8+5 damage

[20:47] <TolBot> Abaddos's 3d8+5 damage: 15

[20:47] <DM_Tolman> (forgot about the cover)

[20:48] <Abaddos> (I gain concealment till end of my next turn, btw)

[20:48] <DM_Tolman> (still hit)

[20:48] <DM_Tolman> (I'm still trying to figure out how to apply this power's results)

[20:49] <DM_Tolman> The elf stumbles a bit.

[20:50] <DM_Tolman> As the half-elf stumbles around the grain bin, the next round begins.

[20:50] <DM_Tolman> (5 minute break...)

[20:50] <Abaddos> (something wrong?)

[20:50] <DM_Tolman> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[20:53] <Kaiser_Trantin> (bathroom break)

[20:58] <Abaddos> (k. 24's over, so I'm all here now.)

[20:58] <Harlequin_J_Goat> (screaming over the din of combat: "I Told You To Go Before We Left!")

[20:59] <Shalanda> (LOL)

[21:01] <Abaddos> (*hears reply from secluded room* I didn't have to go then, but I have to go NOW!)

[21:01] <DM_Tolman> (sorry, that girl is just so damn cute I didn't want to leave her room)

[21:01] <Kaiser_Trantin> (Back)

[21:01] <DM_Tolman> (we all ready?)

[21:01] <Abaddos> (yups)

[21:01] <Shalanda> (Ready)

[21:01] <Blake``> (y)

[21:02] <Kaiser_Trantin> (Sure, if I go AFK again its because I smashed my head against a wall, headache again .
.*grumbles*)

[21:03] <Abaddos> (Oh. I just thought that loud banging sound was you trying to be stealthy again.)

[21:03] <Blake``> (hehe)

[21:03] <DM_Tolman> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[21:05] <DM_Tolman> *Game resuming*

[21:05] <DM_Tolman> The raiders move around the room slightly, the Elf moving behind a bin once more.

[21:05] <DM_Tolman> 2#1d20+8

[21:05] <TolBot> DM_Tolman's 2#1d20+8: 28, 11

[21:06] <DM_Tolman> 1d20+7

[21:06] <TolBot> DM_Tolman's 1d20+7: 27 (Way to go!)

[21:06] <Abaddos> (I call hax)

[21:07] <DM_Tolman> The Half-Elf nitches two arrows and lets them fly.

[21:09] <DM_Tolman> 2d10+3

[21:09] <TolBot> DM_Tolman's 2d10+3: 14

[21:09] <DM_Tolman> Abaddos and Lucius, you both are stuck with arrows (taking 14 damage)

[21:10] <DM_Tolman> You suddenly feel sick to your stomach.

[21:11] <Lucius_Marbrand> (half elf is marked with H?)

[21:11] <Shalanda> (E)

[21:11] <Abaddos> (H = Human, E = 1/2 Elf)

[21:11] <DM_Tolman> The human brings a sword down on Blake.

[21:11] <DM_Tolman> (yes)

[21:11] <Harlequin_J_Goat> (or half an H and half an E)

[21:11] <Abaddos> (Healing Surge is minor action?)

[21:12] <DM_Tolman> 1d8+4

[21:12] <TolBot> DM_Tolman's 1d8+4: 9

[21:12] <DM_Tolman> Blake gets stuck with a sword (for 9 damage as the Dwarf swings an axe at Lucius)

[21:12] <DM_Tolman> 1d20+6

[21:12] <TolBot> DM_Tolman's 1d20+6: 19

[21:12] <DM_Tolman> 1d20+3

[21:12] <TolBot> DM_Tolman's 1d20+3: 19

[21:13] <DM_Tolman> 1d10+3

[21:13] <TolBot> DM_Tolman's 1d10+3: 10

[21:13] <DM_Tolman> Lucius is sliced with a blade (for 10 damage)

[21:14] <Blake``> (the dwarf hit us both?)

[21:14] <DM_Tolman> Shalanda watches her companions suffer from the safety of the outdoors.

[21:14] <Shalanda> (Going to fey-step behind the dwarf to flank him (pg 285), then use Avenging Flame, then use an action point to use Righteous Brand for a second attack)

[21:14] <DM_Tolman> (no, the human hit you, the dwarf hit lucius)

[21:14] <DM_Tolman> (the half-elf fired two arrows that hit Lucius and Abaddos)

[21:14] <DM_Tolman> (ok, go ahead... place on map)

[21:14] <Shalanda> (So Page 285 for flanking rules, 64, 63 for the skills)

[21:15] <Blake``> (k, didnt know he could attack through kaiser)

[21:15] <Lucius_Marbrand> (whose turn is it?)

[21:15] <DM_Tolman> (he moved, blake)

[21:15] <Blake``> (didnt show on my map, my bad)

[21:15] <Shalanda> 1d20+6

[21:15] <TolBot> Shalanda's 1d20+6: 14

[21:15] <Shalanda> 1d20+6

[21:15] <TolBot> Shalanda's 1d20+6: 26 (Yahoo!)

[21:15] <DM_Tolman> (hmm, need to have a look at that. Refresh maybe?)

[21:17] <DM_Tolman> Shalanda slams her weapon against the Dwarf, barely missing. Flames still sputter upon it.

[21:17] <DM_Tolman> (roll for half damage)

[21:18] <Shalanda> 4d4+2/2

[21:18] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[21:18] <Shalanda> 4d4+2

[21:18] <TolBot> Shalanda's 4d4+2: 11

[21:18] <Shalanda> (5 damage)

[21:19] <DM_Tolman> Shalanda catches a second wind and smites the dwarf as a symbols glows upon it.

[21:19] <Shalanda> 2d4+2

[21:19] <TolBot> Shalanda's 2d4+2: 7

[21:19] <DM_Tolman> (roll damage)

[21:19] <Shalanda> (Name Lucius for the +3 attack bonus until my next turn)

[21:20] <DM_Tolman> (noted)

[21:22] <DM_Tolman> Kaiser attempts to act.

[21:22] <Kaiser_Trintin> (saving throw lol)

[21:22] <Kaiser_Trintin> 1d20

[21:22] <TolBot> Kaiser_Trintin's 1d20: 13

[21:22] <DM_Tolman> You begin to be able to move but then the lower part of your body seizes up once more.

[21:22] <DM_Tolman> (Can still do a standard and a minor action)

[21:23] <Kaiser_Trantin> (the human is at an angle from me, can I still attack him lol)

[21:23] <DM_Tolman> (yep)

[21:23] <Kaiser_Trantin> (Good, attacking)

[21:23] <Kaiser_Trantin> 1d20+6

[21:23] <TolBot> Kaiser_Trantin's 1d20+6: 13

[21:25] <DM_Tolman> Kaiser swings at the human and misses, as Blake moves.

[21:25] * Blake`` uses Shake it Off on Kaiser, (allows him to roll another save with a +3 bonus)

[21:25] <DM_Tolman> (Roll, Kaiser, with +3)

[21:25] <Abaddos> (Healing Surge is minor action?)

[21:26] <Kaiser_Trantin> 1d20+3

[21:26] <TolBot> Kaiser_Trantin's 1d20+3: 9

[21:26] <Kaiser_Trantin> (ROFL)

[21:26] <Shalanda> (Second wind is a standard action)

[21:26] <Kaiser_Trantin> (Tolbot == PlayerKillers Mate)

[21:26] <DM_Tolman> (in other words, you can't heal and attack in the same action. Unless you spend your action point)

[21:27] <DM_Tolman> (Blake, you still have a move and a standard action)

[21:27] <Blake``> (wow sorry didnt notice)

[21:28] <DM_Tolman> (Shake it off is a minor action)

[21:28] [Lucius_Marbrand:#groveWOOD PING]

[21:28] * Blake`` then uses Commander's Strike and gives Kaiser another attack with a +2 bonus

[21:29] <Kaiser_Trantin> (lol)

[21:29] * Blake`` stay in place

[21:29] <Kaiser_Trantin> 1d20+8

[21:29] <TolBot> Kaiser_Trantin's 1d20+8: 20

[21:29] <Kaiser_Trantin> 1d10+4

[21:29] <DM_Tolman> (hit)

[21:29] <TolBot> Kaiser_Trantin's 1d10+4: 12

[21:29] <Kaiser_Trantin> (vs human)

[21:30] <DM_Tolman> Kaiser urged by Blake's leadership manages another swing, wounding the human.

[21:31] <Abaddos> (Are either the elf or dwarf bloodied?)

[21:31] <DM_Tolman> (hmm, you know, I'm unclear whether "bloodied" is something readily apparent. Anyone see that anywhere?)

[21:32] <Kaiser_Trantin> (Sorry, I'm fighting my headache right now)

[21:32] <Abaddos> (All I know is that it happens at 1/2 hp and that I get a buff against it. I think, realistically, you'd be able to tell if your opponent is bleeding, depending on their damage)

[21:33] <Lucius_Marbrand> (can I go?)

[21:33] <Kaiser_Trantin> (Since when has DnD and realism gone hand in hand?)

[21:34] <DM_Tolman> (I'm unclear)

[21:34] <Harlequin_J_Goat> (You used DnD and realism in the same sentence -- Heresy! Unclean!)

[21:34] <DM_Tolman> The dwarf seems the most wounded of all your opponenents.

[21:34] <DM_Tolman> (how's that?)

[21:34] <Lucius_Marbrand> (ok blake went so it's my turn?)

[21:34] <DM_Tolman> (yeppers)

[21:34] <Abaddos> (That works. I get +1 attack vs. him.)

[21:35] <Lucius_Marbrand> (if I attack the Human.. is he facing me too?)

[21:35] <DM_Tolman> (you only flank someone facing exact opposite of you)

[21:35] <Abaddos> (oh, crap... I just realized, when the elf shot at me, I had concealment)

[21:36] <Kaiser_Trantin> (*calls off work, feeling like shit, to the point where this headache is making him dizzy*)

[21:36] * Lucius_Marbrand strikes a fearsome blow upon the Human oponent

[21:36] <DM_Tolman> (what concealement?)

[21:36] <Lucius_Marbrand> 1d20+11

[21:36] <TolBot> Lucius_Marbrand's 1d20+11: 24

[21:37] <Lucius_Marbrand> (i think that's a hit?)

[21:37] <DM_Tolman> (Hit)

[21:37] <Kaiser_Trantin> (Nah, your weapon broke off and stabbed you in the eye)

[21:37] <DM_Tolman> (hehe)

[21:37] <Abaddos> (Shadow Walk: When I move more than 3 spaces during my turn, I gain concealment till end of my next turn)

[21:38] <DM_Tolman> (well, the elf hit you by better than +2, so no matter there)

[21:38] <Lucius_Marbrand> (so 2X1d10+4+3)

[21:38] <Abaddos> (kk)

[21:38] <DM_Tolman> (2d10+7)

[21:38] <Lucius_Marbrand> 2d10+7

[21:38] <TolBot> Lucius_Marbrand's 2d10+7: 16

[21:39] <DM_Tolman> Lucius wails on the human, who falls dead.

[21:40] <DM_Tolman> Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[21:40] <Kaiser_Trantin> (Bas'ard, I wanted to finish him!)

[21:40] <DM_Tolman> Abaddos attempts to act.

[21:40] <DM_Tolman> (roll saving throw)

[21:40] <DM_Tolman> (You roll one too, Lucius)

[21:40] <Abaddos> (uh... what do I roll for that?)

[21:41] <DM_Tolman> (an unmodified 1d20 against DC 10...)

[21:41] <Abaddos> 1d20

[21:41] <DM_Tolman> (it's basically a 50/50 chance)

[21:41] <TolBot> Abaddos's 1d20: 17

[21:41] <Lucius_Marbrand> 1d20

[21:41] <TolBot> Lucius_Marbrand's 1d20: 15

[21:41] <Lucius_Marbrand> (is high good?)

[21:41] <Shalanda> (high is always good)

[21:41] <DM_Tolman> Lucius, you finish your attack, but still feel like you can't move your feet.

[21:42] <Abaddos> (and it's always good to be high)

[21:42] <DM_Tolman> Abaddos, same for you.

[21:42] <Abaddos> (no movement?)

[21:42] <DM_Tolman> (correct)

[21:42] <Abaddos> (Can we still use our movement action as a minor action?)

[21:42] <DM_Tolman> (sure)

[21:43] <DM_Tolman> (Abaddos, state action and then roll)

[21:43] <Abaddos> (Activate Infernal Wrath. +1 attack against anyone who hit me last turn. Lasts entire scene and updates)

[21:44] <Abaddos> (NOW I can Warlock's Curse the Elf)

[21:44] <DM_Tolman> (no you can't)

[21:45] <DM_Tolman> (Dwarf is closer)

[21:45] <Abaddos> (diagonal \neq 1?)

[21:46] <Abaddos> (k... Eyebite the Elf)

[21:46] <DM_Tolman> (roll)

[21:47] <Abaddos> 1d20+7 (+5 cha, +1 Infernal Wrath, +1 Prime Shot)

[21:47] <TolBot> Abaddos's 1d20+7 (+5 cha, +1 Infernal Wrath, +1 Prime Shot): 14

[21:47] <Abaddos> vs. Will

[21:47] <DM_Tolman> Abaddos eyes the elf and misses.

[21:48] <Abaddos> (I'm gonna die...)

[21:48] <Abaddos> (end there)

[21:48] <Abaddos> (wait)

[21:48] <DM_Tolman> (yes?)

[21:49] <Abaddos> (Action point for another eyebite)

[21:49] <DM_Tolman> (go for it)

[21:49] <Abaddos> 1d20+7

[21:49] <TolBot> Abaddos's 1d20+7: 27 (Perfect!)

[21:50] <Abaddos> (YYYYEEAAAHHHH!!!!)

[21:50] <DM_Tolman> Abaddos glares once more dealing psychic damage.

[21:51] <Abaddos> 1d6+5

[21:51] <TolBot> Abaddos's 1d6+5: 6

[21:51] <Kaiser_Trantin> (Nat 1 lmao)

[21:51] <Abaddos> (lol... at least he can't hit me next turn.)

[21:52] <Abaddos> (Oh! And sustain minor on Curse of the Dark Dream. Move the elf down a square)

[21:52] <DM_Tolman> New round: Initiative Order: Raiders, 22, Shalanda, 20, Kaiser_Trantin, 14, Blake``, 13, Lucius_Marbrand, 10, Abaddos, 10

[21:52] <DM_Tolman> The elf gets moves out into the open.

[21:52] <Abaddos> (lol. sorry about the noobishness. I'm done now)

[21:53] <Lucius_Marbrand> (on my action I want to use Raven Queens Blessing)

[21:54] <Shalanda> (You use that as a free action when you kill somebody)

[21:54] <DM_Tolman> 1d20+6

[21:54] <TolBot> DM_Tolman's 1d20+6: 8

[21:54] <DM_Tolman> 1d20+7

[21:54] <TolBot> DM_Tolman's 1d20+7: 17

[21:54] <Lucius_Marbrand> (or if an ally kills someone, so if the dwarf dies this round, I can use it)

[21:55] <DM_Tolman> The elf moves and shoots at Blake from around a corner and misses with an arrow.

[21:55] <Lucius_Marbrand> (so strike dwarf if he isn't dead, then free action of raven queens blessing)

[21:55] <DM_Tolman> The dwarf foams at the mouth and swings at Lucius.

[21:56] <DM_Tolman> 3d10+3

[21:56] <TolBot> DM_Tolman's 3d10+3: 20

[21:56] <DM_Tolman> Lucius sustains a devastating blow to the head (20 HPs)

[21:56] <Kaiser_Trantin> (Ouch)

[21:57] <Abaddos> (ko?)

[21:57] <Lucius_Marbrand> (no)

[21:57] <Abaddos> (damn... that attack woulda taken my head clean off...)

[21:58] <Shalanda> (Standard: Righteous Brand vs Dwarf, Minor: Healing Word targetting Lucius, Move & Raven Queen's Blessing only if dwarf dies)

[21:59] <Shalanda> 1d20+6

[21:59] <TolBot> Shalanda's 1d20+6: 7 (Not gonna get far this way.)

[22:00] <Shalanda> 1d6+3 for healing word

[22:00] <TolBot> Shalanda's 1d6+3 for healing word: 7

[22:00] <DM_Tolman> Shalanda attacks the Dwarf from the flanking position and misses.

[22:00] <DM_Tolman> Lucius falls down dead.

[22:00] <Shalanda> (Use a healing surge if you want Lucius and add an additional 7 hps. Not going to Move this turn)

[22:00] <DM_Tolman> Shalanda heals Lucius with her move.

[22:00] <Kaiser_Trantin> (Move to Dward, Brute Strike Vs Dwarf)

[22:01] <Kaiser_Trantin> 1d20+6

[22:01] <TolBot> Kaiser_Trantin's 1d20+6: 22

[22:01] <DM_Tolman> Kaiser, you find yourself unable to move.

[22:01] <DM_Tolman> (roll saving throw)

[22:01] <Kaiser_Trantin> (oh yea lol)

[22:01] <Kaiser_Trantin> 1d20

[22:01] <TolBot> Kaiser_Trantin's 1d20: 19

[22:02] <DM_Tolman> Shalanda's healing helps sustain the Paladin, who appears not quite KO'd.

[22:02] <DM_Tolman> Kaiser struggles to move and does.

[22:02] <Kaiser_Trantin> (Can I keep my tohit of 22 lol)

[22:03] <Lucius_Marbrand> (uhm. . i'm not dead)

[22:03] <DM_Tolman> (LOL... hmmm... yes)

[22:03] <Kaiser_Trantin> 3d10+4

[22:03] <TolBot> Kaiser_Trantin's 3d10+4: 25

[22:03] <DM_Tolman> Kaiser hits the dwarf, who falls down dead.

[22:03] <Abaddos> (YAY! *Telepots 3 squares with misty step*)

[22:04] * Blake`` calls out "drop your weapons Elf and we will spare you" Blake doesn't move but aims his hand crossbow at the elf.

[22:04] * Abaddos leaps from thin air, directly in line with the elf, glaring angrily.

[22:04] <Kaiser_Trantin> (Urm, your not up yet Abaddos lmao)

[22:04] <DM_Tolman> Blake holds his attack as Lucius acts

[22:05] <Abaddos> (free action)

[22:05] <DM_Tolman> (still can only do a free action ON YOUR TURN)

[22:06] <Lucius_Marbrand> (so the dwarf is dead?)

[22:06] <Kaiser_Trantin> (yes, I killed it)

[22:06] <Abaddos> (Eh, fine)

[22:07] <DM_Tolman> (OK, Abaddos, you were right. Sorry. The Misty step happens when the foe falls, however, the dwarf was NOT under your warlocks' curse anymore, so you do not get it)

[22:07] <DM_Tolman> (You attempted to move it to the Elf, which failed)

[22:07] <Abaddos> (The warlock's curse can be cast on multiple people)

[22:07] <Abaddos> (Just only 1 time per person)

[22:08] <Kaiser_Trantin> (*gets another headache from trying to keep up with all the new rules*)

[22:08] <DM_Tolman> (ah, you're right again, sorry... ok... move yourself0

[22:08] <Abaddos> (...)

[22:08] * Lucius_Marbrand takes a breath attempting to gain a second wind

[22:09] <DM_Tolman> Lucius heals as Abaddos acts.

[22:10] <Lucius_Marbrand> (how much hp does a surge give me?)

[22:10] <DM_Tolman> (one quarter)

[22:10] <Abaddos> (1/4 max hp

[22:11] <Abaddos> (gah, sorry)

[22:11] <DM_Tolman> (Go, Ab)

[22:12] <Abaddos> (My go?)

[22:12] <DM_Tolman> Repost: DM_Tolman: Lucius heals as Abaddos acts.

[22:12] <Abaddos> (Finally, after all this time, CURSE THAT DAMNED ELF!)

[22:12] <Abaddos> (Warlock's curse!)

[22:12] <DM_Tolman> (lol)

[22:13] <DM_Tolman> (Any attack?)

[22:13] <Abaddos> (If the elf is bloodied, add 1 to this attack role)

[22:14] <Abaddos> 1d20+5 vs Reflex (Witchfire)

[22:14] <TolBot> Abaddos's 1d20+5 vs Reflex (Witchfire): 11

[22:14] <DM_Tolman> Abaddos attacks and misses.

[22:14] <DM_Tolman> 1d20+6

[22:14] <TolBot> DM_Tolman's 1d20+6: 12

[22:14] <Abaddos> (running up near him, then)

[22:15] <Abaddos> (concealed, and done)

[22:15] <DM_Tolman> The elf fires an arrow Abaddos and then disappears into the room adjacent.

[22:15] <Abaddos> (blink*)

[22:15] <DM_Tolman> Kaiser acts.

[22:16] <Shalanda> (Am I getting skipped?)

[22:16] <Kaiser_Trantin> (lol, do I still need to roll the saving throw? lol)

[22:16] <DM_Tolman> (uhm.. apparently. Sorry!. go shal)

[22:16] <Shalanda> (Minor Action: Healing Word Kaiser, Standard Action: Move, Move Action: Move)

[22:16] <Shalanda> 1d6+3 for healing word

[22:16] <TolBot> Shalanda's 1d6+3 for healing word: 9

[22:16] <Shalanda> (Done)

[22:16] <DM_Tolman> (ok, heal 9 kaiser, and move shal)

[22:16] <DM_Tolman> (go kaiser)

[22:16] <Shalanda> (Kaiser if you choose to use a surge add an additional 9 hps)

[22:17] <Kaiser_Trantin> (am I free of the poison now?)

[22:17] <DM_Tolman> (yes)

[22:17] <Kaiser_Trantin> (swt)

[22:17] <Lucius_Marbrand> (the elf disappeared from the map?)

[22:17] <Kaiser_Trantin> (Moved, no targets in range, so I'm good)

[22:17] <DM_Tolman> (out of view)

[22:17] <Kaiser_Trantin> (Wait, moving into room, using my standard action as an ovr action)

[22:17] <DM_Tolman> (ok)

[22:18] * Blake`` uses both his actions to move as well.

[22:18] <DM_Tolman> Lucius, go.

[22:18] <Kaiser_Trantin> (Elf escaped? lol)

[22:19] <Kaiser_Trantin> (Didn't know you were updating the map as I moved. . lol, can I reposition myself where I would have went lol)

[22:19] <DM_Tolman> Go Shalanda.

[22:20] <Lucius_Marbrand> (standard action move, other action Move)

[22:20] <Shalanda> (Move into room and hold action until I get a visual)

[22:20] <Lucius_Marbrand> (can I move?)

[22:20] <DM_Tolman> (lucius, yes, but about passed you up)

[22:21] <Lucius_Marbrand> (i was looking something up)

[22:21] <DM_Tolman> As the new round begins, you hear horses outside, but see noone.

[22:21] <Shalanda> "He must be outside!"

[22:21] <DM_Tolman> (she)

[22:22] <Shalanda> (Shalanda didn't get a good enough view, so she/he/it is all the same to her.)

[22:22] <DM_Tolman> (they all look alike to you)

[22:23] <DM_Tolman> (Kaiser)

[22:23] <Kaiser_Trantin> (Moving to window and out it if its open and big enough lol)

[22:23] <Kaiser_Trantin> (part moved so you can see what window)

[22:23] <Shalanda> (Which side was the horses on, top or bottom of map?)

[22:23] <DM_Tolman> The window is big enough for a medium sized to go through.

[22:23] <DM_Tolman> (top)

[22:24] <DM_Tolman> (Can't advance past the window... takes rest of action to get through)

[22:24] <Kaiser_Trantin> (I still have my standard action right?)

[22:24] <Shalanda> (Would like to use my held action to take another move)

[22:24] <DM_Tolman> Kaiser, outside, you hear horses riding off from around the front of the house.

[22:25] <DM_Tolman> (Shal, I was pondering this earlier... I decided you can't split a move action.)

[22:25] <DM_Tolman> (So, you can move again using your standard action)

[22:25] <Kaiser_Trantin> "She's near the house moving away!"

[22:25] <Shalanda> (That's what I was going to do)

[22:25] <DM_Tolman> (great, up to the window?)

[22:25] <DM_Tolman> (ah, got it.)

[22:26] <Kaiser_Trantin> (No way I can catch her, so I'm done)

[22:26] <DM_Tolman> Blake, Abaddos, where you heading?

[22:27] <Abaddos> (she = half elf?)

[22:27] * Blake`` heads back out the door using both actions as movements and an action point for another movement (looking for a horse)

[22:27] <DM_Tolman> As some of you turn and run for the back door that points up hill, you notice that the corpses are gone.

[22:27] <Shalanda> (Oh geez)

[22:27] <Blake``> (crap)

[22:27] <Abaddos> (Oy! I was gonna go back an dloot those!)

[22:28] <DM_Tolman> Black, outside the door, you can see the dwarf was drug and left outside the door. The human is not to be found, and you can hear the horses riding straightway from the barn up the hill.

[22:28] <DM_Tolman> (Combat over)

[22:28] <DM_Tolman> (whew)

[22:29] * Kaiser_Trantin walks back around to the door

[22:29] * Abaddos walks over to the dwarven corpse, shrugs, and starts rifling through it's pockets.

[22:29] <Blake``> "I saw the horses heading up the hill, is everyone alright?"

[22:29] * Shalanda takes a moment to catch her breath after the fight, sitting on the edge of a bin while watching Abaddos shift through the dwarf's belongings.

[22:30] <Lucius_Marbrand> (can I lay on hands myself?)

[22:31] <Kaiser_Trantin> (Not in public please)

[22:31] <Lucius_Marbrand> (sounds vaguely dirty.. lol)

[22:31] * Blake`` looks over at Abaddos "find anything significant"

[22:31] <DM_Tolman> As you all search the dwarf, you find no pockets of bags. only rudimentary scale armor and a worn battleaxe.

[22:31] <Shalanda> "I am fine, I was not struck."

[22:32] <Kaiser_Trantin> (I have to call it a night, this headache is really starting to annoy me and I have no aspirin)

[22:32] * Blake`` checks on his wound, mine isn't to bad either

[22:32] * Blake`` uses a healing surge (if i can)

[22:32] <DM_Tolman> (now in short rest mode, so can use a healing surge)

[22:33] <DM_Tolman> (if you have one)

[22:33] <Blake``> (i do)

[22:33] * Abaddos shrugs. "He's got nothing good." He stands. "Hey, holy lady, mind helping me with this?" He points to the arrow shaft still in his chest.

[22:33] * Blake`` smiles and awaits Shalanda's reaction

[22:33] <Blake``> (night ryu, hope that thing goes away)

[22:33] <Kaiser_Trantin> (Sorry Guys, I'm outty, going to try to sleep to get rid of this annoyance)

[22:34] <Abaddos> (Seeya bud)

[22:34] <Shalanda> "Sure"

[22:34] <Abaddos> (hope you feel better)

[22:34] * Shalanda stands and walks over to Abaddos.

1-18-2009:

[19:58] <DM_Tolman> *** Session 15 of Können Land Campaign beginning ***

[19:59] <DM_Tolman> The party has finished dressing wounds received from teh surprisingly resilient simple barn looters.

[19:59] <DM_Tolman> Daybreak is probably less than 3 hours away. The battle has you exhausted.

[20:00] <DM_Tolman> A bird whistles in the air above.

[20:00] <DM_Tolman> (That means I'm done)

[20:01] * Blake`` drags the dwarfs body back inside

[20:01] <Kaiser_Trantin> (my brain is off in 'annoyance' land)

[20:02] <Blake``> "Let's get back inside and see if we can get some rest, we've earned it"

[20:02] * Abaddos has already tried to loot the dwarf, so instead sits in the corner beside the doorway. "Wake me up if something happens..." With that, his head leans back and his eyes close.

[20:03] * Lucius_Marbrand prays for healing (LoH)

[20:03] * Blake`` takes off his armor and finds a wall to rest up against as well.

[20:04] * Kaiser_Trantin raids a few apples and chews on them, biting off a few pieces for Azira before sitting near a wall and resting

[20:04] <Lucius_Marbrand> (completely healed)

[20:04] <Abaddos> (you want us to mark ourselves on the grid where we're sleepin?)

[20:06] <DM_Tolman> nah

[20:06] <DM_Tolman> (er... nah.)

[20:06] <Abaddos> (Kaiser, why are you sleeping right next to me?ok, fine, but if you try to cuddle or spoon, you're losing a hand.)

[20:06] <DM_Tolman> (Grid is only for battle use)

[20:07] <Kaiser_Trantin> (Sorry boys and girls *eyes Abaddos* I have to run, bastards can't do shit without me. . *growls*)

[20:07] <DM_Tolman> (I mean, you can if you want. Abaddos has left the building apparently, hehe)

[20:07] <DM_Tolman> (bummer)

[20:07] <Abaddos> (wut?)

[20:07] <Kaiser_Trantin> (It's been one of those months already run run run lol)

[20:08] <Blake``> (:()

[20:08] * Kaiser_Trantin is now known as Ryu-[Work]

[20:08] <DM_Tolman> (Ab, nothing, just that "Abaddos" isn't on the battle grid anymore)

[20:08] <Abaddos> (Abaddos- sleep doesn't fit, so I'm A-sleep)

[20:08] <DM_Tolman> (let's keep going, can quit early if you want)

[20:08] <Abaddos> (Ironic how that works out.)

[20:08] <Ryu-[Work]> (Oh yea, I have Hippopotomonstrosesquippedaliophobia btw. . .)

[20:08] <Blake``> (k)

[20:09] <Abaddos> (you're afraid of hippos that sniff roses?)

[20:09] <Lucius_Marbrand> (i dont know what we should do now)

[20:09] <Ryu-[Work]> (fear of long words)

[20:09] <DM_Tolman> Sleep takes you all.

[20:09] <Harlequin_J_Goat> (you have an abnormal fear of monstrous hippos equipped with cats?)

[20:09] <Abaddos> (who's harley-goat?)

[20:10] <Abaddos> (And I assume we just pretend like he's there... kinda?)

[20:10] <DM_Tolman> (Harlequin is a friend, he has played with us in the past)

[20:10] <Abaddos> (most of what happens next is non-combat, I assume.)

[20:10] <Ryu-[Work]> (OK, I'm out the door, Tol. . . I'll be my quiet self in my absence. . so yea. .. I'm outty)

[20:10] <DM_Tolman> (nite ryu)

[20:11] <Abaddos> (I have a proposition. Ryu, would you consent to harley using kaiser?)

[20:11] <DM_Tolman> (not necessary to puppet for now)

[20:11] <Abaddos> (k. Lead on, mr. tolman.)

[20:13] <DM_Tolman> Suddenly, you see Farmer Arguile rush into the door, a pole in his hand, up and ready.

[20:13] * Abaddos halts mid-snore, and jerks semi-awake, muttering something that sounds like "I dun wanna..."

[20:14] * Lucius_Marbrand eyes the charging farmer and raises an eyebrow

[20:14] * Blake`` jumps and begins reaching for his sword "whhaaa.."

[20:14] <DM_Tolman> Farmer Arguile sees Lucius coming at him, "Are you alright? You battled him, then?"

[20:14] * Magestar is now known as Shalanda

[20:14] <Blake``> (woot!)

[20:14] <Shalanda> (OMFG! My computer died, and I finally got something to work)

[20:14] <Lucius_Marbrand> "Yes, we dealt with them."

[20:15] <DM_Tolman> (welcome mage... we licked wounds, slept until the farmer came and woke everyone up with a start)

[20:15] <Shalanda> (ok)

[20:15] <DM_Tolman> Farmer: "Them? How many were there?"

[20:15] * Abaddos rubs his eyes, and groans as he stands up, joints cracking.

[20:15] * Blake`` holds up 3 fingers

[20:15] <Lucius_Marbrand> "Three"

[20:16] * Abaddos nods, still semi-sleepy.

[20:16] <DM_Tolman> Farmer: "Excellent, then you have the other two captured? In here?"

[20:16] <Abaddos> "Huh-uh..."

[20:16] <DM_Tolman> He moves towards the side room, glancing in bins as he walks.

[20:16] <Lucius_Marbrand> "One dead, the other ran aay."

[20:16] * Abaddos shakes his head

[20:16] <Lucius_Marbrand> (away)

[20:16] <DM_Tolman> The farmer looks around, then back as you all.

[20:17] <DM_Tolman> Farmer: "So two dead dwarves? You let another get away?"

[20:17] <Lucius_Marbrand> "One dwarf, one human, an elf got away"

[20:17] <DM_Tolman> (half-)

[20:18] <DM_Tolman> Farmer: "And a half-elf got away?!? but, why... that's... argh..."

[20:18] <Lucius_Marbrand> "he's little danger to you, with his companions dead."

[20:19] <DM_Tolman> Farmer: "But I asked you to capture them in the first place... that's what I asked... CAPTURE them... so as I could have someone to take to the regional council and get some proof of Baros' deeds."

[20:19] <DM_Tolman> The farmer buries his face in his hands.

[20:19] <Lucius_Marbrand> (no he didn)

[20:20] <Lucius_Marbrand> (or is that purposeful?)

[20:20] <DM_Tolman> (well, I think he did)

[20:20] <Abaddos> (I don't think he specifically said capture)

[20:20] <DM_Tolman> (I was pretty sure I said that he was wanting you to catch them)

[20:20] <Shalanda> (I don't recall capture, but then again I do not have access to any of my notes)

[20:21] <Lucius_Marbrand> (that was my argument, and he said that their employer was too powerful)

[20:21] <Blake``> "We attempted to capture the elf"

[20:21] <Blake``> "She escaped through the rear windows"

[20:21] <DM_Tolman> (From log: DM_Tolman: The party, unable to enter the mountain city of Mashod, took a local farmer up on an offer to catch the ones looting his orchard.)

[20:22] <Lucius_Marbrand> (when i suggested capture he rolled his eyes and said the job was too much for us)

[20:22] <Blake``> "I'd be willing to help your case out though, if you needed support for your story"

[20:22] <Lucius_Marbrand> (i dont have my logs here)

[20:23] <DM_Tolman> Farmer Guiles looks around. "You protected my goods for a day. And I'll just be content with that."

[20:23] <Lucius_Marbrand> (someone else have it and want to check?)

[20:23] * Lucius_Marbrand shrugs

[20:24] <Lucius_Marbrand> "Your enemies have been sent to the Raven Queen, they shall bother you no longer"

[20:24] <Shalanda> "At least those ones."

[20:24] <Blake``> (brb, phone)

[20:24] <Abaddos> "I'm pretty sure it'd cost more for this boss guy sending thugs at you than is worth his while. Unless you've got some sort of hidden goldmine up here, I think he'll be more wary about sending someone. Besides, the half elf won't be too anxious to get back here."

[20:25] <DM_Tolman> The farmer pulls out 5 gold coins from his pocket.

[20:25] * Abaddos holds out his hand expectantly.

[20:26] <DM_Tolman> He hands in fact 7 gold coins over. (so, since he gave 3 already, everyone gets 2 gold)

[20:27] * Lucius_Marbrand gives Shalanda the gold

[20:27] <DM_Tolman> Farmer: "It's double what I promised. Be content with that. I'll handle the dwarf cor..."

[20:27] <Lucius_Marbrand> (his share)

[20:27] <DM_Tolman> The farmer pauses, "Where is the other one, the human?"

[20:28] <Abaddos> "The corpse was loaded on a horse by the half-elf when she made her escape."

[20:28] <DM_Tolman> Farmer: "You watched the half-elf load the other once on a horse?"

[20:29] <DM_Tolman> The farmer scratches his head.

[20:29] <Lucius_Marbrand> "he was dead."

[20:29] <DM_Tolman> Farmer: "Why did you not stop them?"

[20:29] <Lucius_Marbrand> "Well, stopping them wasn't exactly easy. Some of us were grievously injured"

[20:30] <Shalanda> "She ducked into this room, and we thought it a dead end. When we came in after her, she had already snuck around."

[20:31] <DM_Tolman> The farmer rubs his chin, "Ah, so the corpse was loaded onto the horse while you were elsewhere."

[20:31] <DM_Tolman> The farmer walks towards the door and then stops.

[20:31] * Abaddos glares. "Yeah... elsewhere... as in, trying to save your godsforsaken crops."

[20:31] <Abaddos> "Not to mention ourselves."

[20:31] <DM_Tolman> Farmer: "If you did not see this thing, how are you certain the human was dead, and did not mount a horse?"

[20:33] * Blake`` continues to listen to everyone tell the story

[20:33] <Shalanda> "We watched the man drop from his wounds. I think all of us are pretty sure of his death."

[20:33] <DM_Tolman> Farmer: "Never you mind it. For your efforts I am thankful."

[20:33] <Shalanda> "That and the drag marks by the door.

[20:33] * Abaddos butts in. "And if he wasn't dead, at the very least seriously injured. Too injured to roll over, much less ride a horse."

[20:34] <DM_Tolman> Farmer: "I have some cleaning up to do. Can you find your own way back to Mashod?"

[20:34] <DM_Tolman> Farmer: "If that is still your desire."

[20:35] <Blake``> "We are actually trying to get to Jalem"

[20:35] <DM_Tolman> Farmer: "Jalem, I see."

[20:36] <DM_Tolman> The farmer seems distracted, picking debris out of a bin.

[20:36] <Shalanda> (Is several people still poisoned, or did that wear off?)

[20:36] <Blake``> "Shalanda has a map, its rather rough though, is Mashod on the way? also, i'd like to buy some food from you"

[20:36] <DM_Tolman> (wore off)

[20:38] <DM_Tolman> The farmer looks up, "Mashod, on the way? Not so much on the way to Jalem, but not out of the way. You would want to return to the valley road anyhow. Too difficult to remain in the hills all the way north to Jalem."

[20:38] <Blake``> "Shalanda show him that map, see if he can point us in a better direction"

[20:38] <DM_Tolman> Farmer: "It would take you an hour off of your journey, but you can not make Jalem in a day..."

[20:39] <DM_Tolman> The farmer stops to look at your map and chuckles.

[20:39] <Blake``> "Its rather hard to follow, as you can see"

[20:40] <DM_Tolman> The farmer looks up, "Did you come from Dibo?"

[20:40] * Blake`` nods

[20:41] <DM_Tolman> The farmer looks at Kaiser, "I guessed you were not from Können. None of your kind dwell here."

[20:41] <DM_Tolman> Farmer: "You need a better map."

[20:41] <DM_Tolman> The farmer chuckles and moves on to upright a bin that was knocked over a bit.

[20:41] <Shalanda> "Indeed, but we make due with what we get in life."

[20:42] <Blake``> "How much for a better map along with some apples and pears for the trip then?"

[20:43] <DM_Tolman> Farmer: "I have two kinds of apples in plenty, take a dozen of each if you wish. I need no payment. But I have no map."

[20:43] <Shalanda> "Thank you."

[20:44] * Blake`` thanks the farmer as well

[20:44] * Lucius_Marbrand thanks the farmer

[20:44] <DM_Tolman> The farmer finishes with a bin and moves towards the dwarf and kneels down at the doorway.

[20:44] <Blake``> "Look, we will be in Jalem, we have to locate some missing items, if you need us, come find us there"

[20:45] <DM_Tolman> The farmer points, "It's in those 4 bins over there. But please do not touch the pears of he polmegranites... I can still fetch a price for them."

[20:45] * Abaddos glares. "Sure... why not just indenture us to him while you're at it..."

[20:46] * Shalanda goes over to the bin and puts 11 apples into the bag and starts to eat one.

[20:48] [Shalanda:#grovewood PING]

[20:48] * Blake`` takes some apples as well and puts them in a bag (do we each get 12 or our group get 24 to split?)

[20:48] <DM_Tolman> (24 to split)

[20:51] * Blake`` takes 12 of the other type of apples "Alright, lets get out of here, I took the other apples, they are this other bag here, Shalanda has another bunch"

[20:52] <DM_Tolman> The farmer wheels a wheelbarrow beside the dwarf and hoists him up.

[20:53] * Blake`` gathers his things "shall we?"

[20:54] <Shalanda> "Indeed."

[20:54] * Abaddos nods.

[20:55] * Shalanda leads the way out and back towards the road.

[20:56] * Blake`` follows along

[20:57] * Lucius_Marbrand follows

[20:57] <DM_Tolman> You make you way down the path, leaving behind the orchard trees, the barn, the farmhouse in the distance and Guiles himself.

[20:58] <DM_Tolman> In half an hour, you come to the main road, which the farmer called the Valley Road. It runs off to the right (south) and left (north).

[20:59] * Shalanda directs himself towards the north

[20:59] <Lucius_Marbrand> (herself)

[20:59] <DM_Tolman> (hehe)

[20:59] * Blake`` follows north "Hopefully nothing happens to that man"

[20:59] <Shalanda> (What he said)

[21:00] <Shalanda> "Fate is an unknown thing. He may be fine or next time through he may be dead."

[21:00] <Abaddos> (Gender is an unknown thing... sometiems they're a chick, sometimes they're a dude...)

[21:01] <Harlequin_J_Goat> (Wasn't there a song about that?)

[21:01] <Shalanda> (Indeed and sometimes you feel like a nut, and sometimes you don't)

[21:01] <Abaddos> "So long as he's willing to pay, I'm willing to kill whatever's botherin him."

[21:02] <DM_Tolman> You put Mashod at your back and head along the Valley road. The range of hills to your left, and the hint of a lake in the distance off to your right.

[21:03] <DM_Tolman> After a couple hours of journeying, you are very tired, having not had a complete rest or trance the night before.

[21:03] <Shalanda> "You put so little value in the life of others?"

[21:04] <Abaddos> "It's called realism. I care about myself, they care about themselves."

[21:04] <Abaddos> "That way, even the simpletons don't lose track."

[21:05] <Shalanda> "Such a bitter viewpoint, and here I thought I was bad."

[21:07] <DM_Tolman> The traffic along the road is consistent. Not a half hour goes past without you passing a traveller heading south, or are overtaken by a rider or two going in your direction.

[21:09] * Abaddos grins. "You worship a goddess of death, and MY view is bad?"

[21:09] <Shalanda> "Pretty much that is what I'm saying."

[21:10] * Blake`` smiles

[21:11] <DM_Tolman> After a few hours, the hill range on the left has moved into the distance. The terrain on the right that separates the road from the lake on the right has become jagged and craggy (is that a word?)

[21:11] <Shalanda> (yes)

[21:11] <Blake``> "I personally haven't figured it out yet, but i've found that surrounding yourself with friends helps out, I have to say, in all likely hood, none of us would have made this journey alone"

[21:12] * Abaddos shrugs. "The last human friend I had tried to cut my tail off with a rusty knife."

[21:12] <DM_Tolman> Kaiser mopes along, tongue hanging out of his dragon-like snout.

[21:13] <Blake``> "Well, that wouldn't be a friend then, i'd say, honestly, you're a tough one to get use to, but it was good to have you back there in that fight"

[21:14] <Blake``> "are you some kind of Mage?"

[21:15] * Abaddos looks quizzically at Blake and starts laughing.

[21:15] <Abaddos> "Why, you trying to scout my weaknesses?"

[21:16] * Blake`` smiles "do you think I am?"

[21:17] * Abaddos smirks. "No, but it might be a good idea, just in case I turn on you."

[21:19] <Blake``> "If you turned on me, which I doubt you would, I have my doubts that I would have to deal with you alone, thus my point of surrounding yourself with friends"

[21:20] <DM_Tolman> The after noon grows long as you journey on.

[21:21] <DM_Tolman> The light will soon fade. Traffic has become sparse. You've not seen anyone in nearly an hour.

[21:22] * Blake`` looks over at the others "should we enjoy an apple and find a place to get a some very needed rest?"

[21:22] * Abaddos snickers, and turns back to the road. "Warlocks are similar to mages, yet where they gain their powers from learning spells, ours come from the contracts we've made. My grandfather was very close to the feywilds. He had...friends... among the Eladrin. Ever since he left there, my family has been close to a particular Fey."

[21:23] <Abaddos> (did all that go through?)

[21:24] <DM_Tolman> Light starts to fade... you can barely walk.

[21:25] * Blake`` nods and drops his stuff "Lets stop, I need to stop"

[21:25] * Melinda (Have.a@4dc7c06f.cpe.92acce23.net.hmsk) has joined #groveewood

[21:25] <Melinda> (Grr)

[21:25] * Blake`` looks for a place just off the side of the road to rest

[21:26] * Melinda is now known as Shalanda`

[21:26] <DM_Tolman> To the right, you see small cliffs and ravines and overhangs, much opportunity for shelter.

[21:26] <Blake``> (mage wrong character...nevermind :))

[21:26] <DM_Tolman> To the left is grassy plain.

[21:26] * Blake`` heads over to investigate that territory to the right

[21:27] * Abaddos follows Blake, but every now and then throws glances back along the road. "How far did the old man say we should go?"

[21:28] * Shalanda` (Have.a@4dc7c06f.cpe.92acce23.net.hmsk) Quit (Ping timeout: 255 seconds)

[21:28] <Blake``> "I believe he said more than a day"

[21:28] * Shalanda` is now known as Shalanda

[21:28] * Abaddos sighs. "Lovely."

[21:28] <Shalanda> "He did say that."

[21:28] * Lucius_Marbrand yawns

[21:29] * Blake`` nods "I almost just want to rest here out in the open, but lets look a little longer"

[21:31] <DM_Tolman> Night is comeing fast.

[21:31] * Blake`` search the small cliffs for any shelter

[21:31] <Shalanda> "Let's find something before night hits."

[21:32] * Blake`` nods in agreement

[21:32] * Abaddos starts peering around for anything to sleep in for the night so that he won't be too visible.

[21:33] <DM_Tolman> (tell me what you're wanting)

[21:34] <Abaddos> (A small cave, maybe a thick tree. Something that he can sleep in without being immediately spotted. I'm going to look for the cave first.)

[21:34] <Blake``> (exactly)

[21:35] <DM_Tolman> YOu find an overhang that is nearly a cave

[21:36] <Abaddos> (how big)

[21:36] <DM_Tolman> Large enough for all to camp in.

[21:37] <Shalanda> "This will do nicely."

[21:37] * Abaddos begins investigating the overhang, then nods and tosses his pack under it. He quickly joins it, laying down beside it.

[21:37] <Blake``> "perfect"

[21:38] * Lucius_Marbrand nods

[21:38] * Blake`` tosses in his pack as well and yawns "nice...find" Blake falls asleep quickly

[21:38] <DM_Tolman> The group settles into a an inlet into a cliff-side facing away from the road. A ledge overhangs some 20 feet, providing shelter from teh air above. It is wide enough to fit all the group. Clearly, other travelers have camped here before. YOu see an old fire circle.

[21:40] * Abaddos pulls an apple from his pocket and munches contentedly.

[21:41] * Shalanda passes out apples, enough for 2 each, then starts chewing on one.

[21:41] * Lucius_Marbrand eats

[21:42] <DM_Tolman> (YOu would've eaten some on the road, too, no?)

[21:42] <DM_Tolman> Kaiser settles down, nearly asleep already, "I tire of apples."

[21:43] <Shalanda> "Well you can always starve."

[21:43] <Abaddos> "Or eat your pet gecko.

[21:43] <Abaddos> "

[21:43] * Shalanda stands and leaves the camp.

[21:43] <Shalanda> "I'm getting wood."

[21:43] <Abaddos> "Need some help?"

[21:44] <Shalanda> "I

[21:44] <Shalanda> "I'm capable."

[21:44] * Abaddos blinks, wondering why he asked that.

[21:44] <DM_Tolman> After a time, you can gather wood from short bushes.

[21:45] * Abaddos turns over and lays his head on his pack, not saying a word.

[21:45] * Shalanda returns after a time with some wood to start a fire with.

[21:46] * Shalanda then makes herself comfortable for the night.

[21:48] * Abaddos drifts off.

[21:49] <DM_Tolman> The party watches the fire and drifts off to sleep.

[21:49] <DM_Tolman> Kaiser snores already.

[21:49] * Lucius_Marbrand takes first watch

[21:50] * Shalanda drifts into a trance.

[21:51] <DM_Tolman> 1d20+10

[21:51] <TolBot> DM_Tolman's 1d20+10: 22

[21:52] <DM_Tolman> 1d20+6

[21:52] <TolBot> DM_Tolman's 1d20+6: 14

[21:53] <DM_Tolman> 1d20+8

[21:53] <TolBot> DM_Tolman's 1d20+8: 25

[21:54] <DM_Tolman> Lucius, you hear an object fly through the air.

[21:54] * Lucius_Marbrand ducks

[21:54] <DM_Tolman> Lucius, you hear a second object, a Javelin, fly through the air from somewhere up above and outside the mouth of the cave and stick in your gut.

[21:55] <DM_Tolman> 2d6+2

[21:55] <TolBot> DM_Tolman's 2d6+2: 6

[21:55] <DM_Tolman> (6 damage)

[21:55] * Lucius_Marbrand wakes the camp

[21:55] * Abaddos jerks from his sleep, about to make some rude comment when he notices Lucius' stomach.

[21:55] <DM_Tolman> Everyone awakes as Lucius spies a Goblin entering the camp.

[21:56] <Abaddos> "By the Fey!"

[21:56] <DM_Tolman> `init from everyone please

[21:56] <TolBot> Please make an initiative roll (1d20+modifier).

[21:56] * Lucius_Marbrand drws sword

[21:56] <Lucius_Marbrand> 1d20+3

[21:56] <TolBot> Lucius_Marbrand's 1d20+3: 5

[21:56] <Blake``> 1d20+3

[21:56] <TolBot> Blake``'s 1d20+3: 10

[21:56] <DM_Tolman> 1d20+5 for Goblin Warriors

[21:56] <TolBot> DM_Tolman's 1d20+5 for Goblin Warriors: 12

[21:56] <Abaddos> !1d20+5

[21:56] <Abaddos> 1d20+5

[21:56] <TolBot> Abaddos's 1d20+5: 16

[21:56] * Shalanda leaves her trance as she grabs her sycthe from the ground.

[21:56] <DM_Tolman> 1d20+7 for Goblin Blackblades

[21:56] <TolBot> DM_Tolman's 1d20+7 for Goblin Blackblades: 25

[21:57] <Shalanda> 1d20+2

[21:57] <TolBot> Shalanda's 1d20+2: 7

[21:57] * Abaddos is now wide awake, eyes locking on to the foe.

[21:57] <DM_Tolman> 1d20 for Kaiser

[21:57] <TolBot> DM_Tolman's 1d20 for Kaiser: 18

[21:57] <DM_Tolman> `init report

[21:57] <TolBot> Initiative Order: Goblin Blackblades, 25, Kaiser, 18, Abaddos, 16, Goblin Warriors, 12, Blake``, 10, Shalanda, 7, Lucius_Marbrand, 5

[21:58] <Lucius_Marbrand> (one mo)

[21:58] <Blake``> (battlegrid?)

[21:58] <DM_Tolman> (You can don armor as a standard action if you wish)

[21:58] * Lucius_Marbrand (sirsparhaw@a4ac0a2.dsl.282eb7d8.ca.hmsk) Quit

[21:58] <Abaddos> (if we're using light armor, is it plausible that we slept in it?)

[22:01] * Lucius_Marbrand (mo@a4ac0a2.dsl.282eb7d8.ca.hmsk) has joined #grovewood

[22:01] <Lucius_Marbrand> (battlegrid?)

[22:02] <DM_Tolman> (Ok, grid at <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[22:02] <DM_Tolman> (sure, abaddos)

[22:04] <Abaddos> (how high is the ledge?)

[22:05] <DM_Tolman> (15-20' up at highest point... slopes down to the right)

[22:06] <DM_Tolman> (ok, ready?)

[22:06] <Blake``> (rdy)

[22:07] <DM_Tolman> (All rolls have a -2 for lack of sleep the night before)

[22:07] <Shalanda> (Kaiser moves first, so your action first Mr. DM)

[22:07] <Shalanda> (I wish to make an endurance check to resist the effects of fatigue)

[22:07] <DM_Tolman> Kaiser rouses, "Wha... huh?" He begins to put on his armor.

[22:07] <DM_Tolman> (ok, Shal... hold on)

[22:09] <DM_Tolman> (you sure you're not thinking of Endurance for hunger/thirst?)

[22:09] <Shalanda> (Probably)

[22:10] <DM_Tolman> (The section on travel just says a penalty for pushing travel and the section on rest says penalty for not full rest)

[22:10] <Shalanda> (nevermind then)

[22:11] <DM_Tolman> Two Goblin Blackblades advance.

[22:12] <DM_Tolman> They move to flank Blake and hack with short swords.

[22:13] <DM_Tolman> 2#1d20+5

[22:13] <TolBot> DM_Tolman's 2#1d20+5: 25, 21

[22:13] <DM_Tolman> 2d6+4

[22:13] <TolBot> DM_Tolman's 2d6+4: 11

[22:13] <Lucius_Marbrand> (can i get a look at the order? I'm last?)

[22:13] <DM_Tolman> Blake gets ripped from both sides (for 11 damage)

[22:13] <DM_Tolman> (You can type `init report)

[22:14] <DM_Tolman> (Abaddos, you're up)

[22:15] <DM_Tolman> As Abaddos pauses, the Goblins atop the ledge act.

[22:15] <Abaddos> (argh)

[22:15] <DM_Tolman> (go ahead)

[22:16] <DM_Tolman> (state your actions, move on teh board, then roll)

[22:17] <Abaddos> (Warlock's curse on the gob flanking blake, then witchfire it)

[22:17] <DM_Tolman> (ok, don't forget to move if your moving)

[22:18] <Abaddos> *saving move for after attack)

[22:18] <DM_Tolman> (roll)

[22:18] <Abaddos> 1d20+4 vs. Reflex

[22:18] <TolBot> Abaddos's 1d20+4 vs. Reflex: 21

[22:19] <DM_Tolman> (hit)

[22:19] <Abaddos> 2d6+5

[22:19] <TolBot> Abaddos's 2d6+5: 11

[22:19] <Abaddos> (that's damage, and -4 to all his attack rolls till end of my next turn.)

[22:20] <Abaddos> 1d6 (curse damage)

[22:20] <TolBot> Abaddos's 1d6 (curse damage): 3

[22:20] <DM_Tolman> 2#1d20+8

[22:20] <TolBot> DM_Tolman's 2#1d20+8: 26, 9

[22:20] <DM_Tolman> 1d4

[22:20] <TolBot> DM_Tolman's 1d4: 4

[22:21] <Abaddos> (and i moved and done)

[22:21] <DM_Tolman> 2d6+2

[22:21] <TolBot> DM_Tolman's 2d6+2: 4

[22:21] <DM_Tolman> Shalanda, a javelin flies past Lucuis and sticks you (for 4 damage)

[22:22] <Shalanda> "AAAAH!"

[22:22] * Blake`` uses Inspiring Word (minor) on himself and then uses Second Wind (standard) to gather himself from the onslaught

[22:22] <Blake``> 1d6

[22:22] <TolBot> Blake``'s 1d6: 6

[22:22] <DM_Tolman> (nice... Shalanda)

[22:23] <DM_Tolman> (wait, you should've used up all your surges already...)

[22:23] <Blake``> (i didnt)

[22:23] <DM_Tolman> (ok)

[22:23] <DM_Tolman> (during short rests, you can heal up with them)

[22:24] <DM_Tolman> (Go Shalanda)

[22:24] <Blake``> (yeah i have 9 valued at 7hps, i used one to get up to 28 hps, which i started this fight with)

[22:24] <Shalanda> (Swift: Pulls out the javelin and discards it, Move: Move to goblin south of Blake to assist, Standard: Attack with Righteous Brand)

[22:24] <Blake``> (used 2 more just now, does that make sense?)

[22:25] <DM_Tolman> (roll)

[22:25] <Shalanda> 1d20+1

[22:25] <TolBot> Shalanda's 1d20+1: 17

[22:25] <DM_Tolman> (no flanking bonus, cause Blake did not attack)

[22:25] <Shalanda> 2d4+2

[22:25] <TolBot> Shalanda's 2d4+2: 6

[22:25] <Shalanda> (none taken)

[22:25] <DM_Tolman> (hit)

[22:26] <DM_Tolman> Shalanda damages teh Goblin as Lucius acts.

[22:26] * Shalanda yanks out the javelin and throws it to the ground and shouts vulgarities in the goblin tounge before rushing up to strike one of them.

[22:26] <Lucius_Marbrand> (k)

[22:27] <Lucius_Marbrand> (One action move, one action act, and free action of raven queens blessing)

[22:27] <Lucius_Marbrand> (so first I move)

[22:28] <Lucius_Marbrand> (am attacking the goblin marked with the asterisk)

[22:28] <DM_Tolman> (k)

[22:28] <Lucius_Marbrand> (it is an ..)

[22:28] <Lucius_Marbrand> (enfeebling strike so +3 along with my natural +3 bonus)

[22:29] <DM_Tolman> (roll)

[22:29] <Lucius_Marbrand> (do I get flanking?)

[22:29] <DM_Tolman> (no)

[22:29] <Lucius_Marbrand> 1d20+4

[22:29] <TolBot> Lucius_Marbrand's 1d20+4: 10

[22:29] <Lucius_Marbrand> (miss)

[22:30] <Abaddos> (why's one got the asterisk?)

[22:30] <Shalanda> (That was the one Lucius just attacked)

[22:30] <DM_Tolman> Lucius misses with an emfeebling strike.

[22:30] <Abaddos> (k. for the record, in case it wasn't clear, I attacked the one on top)

[22:30] <DM_Tolman> (yes, I just gave him a C for curse)

[22:31] <DM_Tolman> * Round 2

[22:31] <Abaddos> (k. sorry, it gets a bit confuzzlin)

[22:31] <DM_Tolman> `init report

[22:31] <TolBot> Initiative Order: Goblin Blackblades, 25, Kaiser, 18, Abaddos, 16, Goblin Warriors, 12, Blake``, 10, Shalanda, 7, Lucius_Marbrand, 5

[22:31] <DM_Tolman> The Goblin blackblades in teh cave act.

[22:32] <Shalanda> (The goblin that moved, do I get a AoO?)

[22:32] <Abaddos> (don't lucius and blake get attacks of opportunity?)

[22:32] <DM_Tolman> (no, Goblin shift on missed melee attack)

[22:32] <DM_Tolman> (but good question)

[22:32] <Abaddos> (yay. numbers help)

[22:33] <Shalanda> (I did not miss a melee though)

[22:33] <DM_Tolman> 2#1d20+5

[22:33] <TolBot> DM_Tolman's 2#1d20+5: 8, 23

[22:33] <DM_Tolman> (Shifting does not provoke Opp Att)

[22:33] <DM_Tolman> 1d6+2

[22:33] <TolBot> DM_Tolman's 1d6+2: 8

[22:33] <Abaddos> (damn... that means I can't use my abilities to shift him into your AoO... but..)

[22:34] <DM_Tolman> Lucius gets attacked from both sides and take a stick with a short sword (for 8 damage)

[22:34] <Shalanda> (He shifted, however he shifted into my threatened space still)

[22:34] <Abaddos> (Question! If I shift Goblin 1 or 2 one space forward, do I get to decide if they appear on the ground or if they fall from the ledge's height?)

[22:34] <DM_Tolman> (he was already in your threatened space... discuss later plz)

[22:34] <DM_Tolman> Kaiser falls over still trying to get his armor on.

[22:35] <DM_Tolman> (Abaddos, you're up)

[22:36] <DM_Tolman> (there, that is clearer)

[22:36] <DM_Tolman> (Ab?)

[22:36] * Abaddos raises his hands, chanting, then throws a dark, cackling orb at a goblin.

[22:36] <Abaddos> (Eldritch blast on G3)

[22:37] <DM_Tolman> (roll)

[22:37] <DM_Tolman> `power eldritch b

[22:37] <Abaddos> 1d20+4 vs. Reflex

[22:37] <TolBot> Abaddos's 1d20+4 vs. Reflex: 23

[22:38] <DM_Tolman> (hit)

[22:38] <Abaddos> (damn i'm good... :P)

[22:38] <Abaddos> 1d10+5 (Eldritch damage)

[22:38] <TolBot> Abaddos's 1d10+5 (Eldritch damage): 11

[22:38] <DM_Tolman> Abaddos blasts a goblin which falls down.

[22:38] <Abaddos> 1d6 (Curse Damage)

[22:38] <TolBot> Abaddos's 1d6 (Curse Damage): 2

[22:39] <Abaddos> (Owait... he dead?)

[22:39] <DM_Tolman> (with the curse dam)

[22:40] <Abaddos> (Fey step 3 places, then move behind other boulder, then warlock's curse on the other goblin)

[22:40] <Abaddos> (G4)

[22:40] <DM_Tolman> The goblins move down from the ledge as blake acts

[22:41] * Blake`` uses his second Inspiring word towards Lucius (minor action, you can use a healing surge for 1d6 health, if you have any left) and attacks Goblin4, using Bation of Defense, calling out "We shall not fall!"

[22:41] <Blake``> 1d20+6

[22:41] <TolBot> Blake``'s 1d20+6: 17

[22:41] <DM_Tolman> (hit)

[22:41] <Blake``> 3d8+2

[22:41] <TolBot> Blake``'s 3d8+2: 18

[22:42] <DM_Tolman> The golin sustains a mighty blow as Shalanda acts.

[22:42] <Shalanda> (Is he dead?)

[22:42] <Blake``> (everyone within 5 squares gets +1 power bonus to all defenses until end of encounter and 9 temp hit points)

[22:42] <Blake``> (8 hps)

[22:43] <Blake``> (not 9)

[22:43] * Shalanda takes a swing at the recently injured goblin (will move if I kill it)

[22:43] <DM_Tolman> (... as Shalanda acts)

[22:43] <Shalanda> (Repost: Is he dead?)

[22:43] <Shalanda> 1d20+1

[22:43] <TolBot> Shalanda's 1d20+1: 15

[22:43] <DM_Tolman> (no)

[22:44] <Shalanda> 2d4+2

[22:44] <TolBot> Shalanda's 2d4+2: 4

[22:44] <Blake``> (and marr if you want to use a healing surge, roll a 1d6)

[22:44] <DM_Tolman> (miss)

[22:44] <Lucius_Marbrand> (hmm .. how much damage do I have?)

[22:45] <Shalanda> (Wait, I had flanking which would give me +2 to that roll)

[22:45] <DM_Tolman> (ok)

[22:45] <Shalanda> (Not sure if that would have made that roll a hit or not)

[22:45] <Lucius_Marbrand> (14)

[22:46] <Lucius_Marbrand> (so what does inspiring word do?)

[22:46] <Blake``> (its a minor action i can use twice in an encounter, so I picked you, and it lets you add 1d6 hps if you spend a healing surge)

[22:47] <DM_Tolman> The Goblin is felled by Shalanda's swing.

[22:47] <DM_Tolman> (Lucius)

[22:47] <Abaddos> (misty step)

[22:47] * Shalanda will call upon the blessings of the Raven Queen as her foe is felled, then moves to safety.

[22:47] <Lucius_Marbrand> (ok, healing surge major action, then second move?)

[22:48] <DM_Tolman> (ok)

[22:48] <Lucius_Marbrand> 1d6

[22:48] <TolBot> Lucius_Marbrand's 1d6: 6

[22:48] <Lucius_Marbrand> (that's a complete heal)

[22:48] <Shalanda> (Whomever is most wounded will be my target and can spend a healing surge and get an extra +3 hps on top of that.)

[22:49] <Abaddos> (I'm full health...)

[22:49] <DM_Tolman> 1d20+6

[22:49] <TolBot> DM_Tolman's 1d20+6: 15

[22:49] <Lucius_Marbrand> (full health)

[22:49] <Shalanda> (I guess I'm the target then, seeing as everybody else seems fine)

[22:49] <DM_Tolman> A Goblin stabs at Lucius with a spear and then runs.

[22:50] <DM_Tolman> (Lucius, a free melee attack)

[22:50] <Lucius_Marbrand> 1d20+2

[22:50] <TolBot> Lucius_Marbrand's 1d20+2: 11

[22:50] <Lucius_Marbrand> (do I have flanking?)

[22:50] <Shalanda> (no)

[22:50] <Lucius_Marbrand> (since he's running away)

[22:50] <DM_Tolman> (NO!!!!)

[22:50] <DM_Tolman> (You get the Opp Att since he's running away)

[22:50] <Shalanda> (Flanking is when another PC is directly opposite your target)

[22:50] <Lucius_Marbrand> (that's a 12.. it's +3 not +2)

[22:51] <Abaddos> (Then... if he's running between me and him, I think I also get a basic attack...)

[22:51] <DM_Tolman> (lol, true, but he's not)

[22:51] <Lucius_Marbrand> (hit or miss?)

[22:51] <DM_Tolman> `init report

[22:51] <TolBot> Initiative Order: Goblin Blackblades, 25, Kaiser, 18, Abaddos, 16, Goblin Warriors, 12, Blake``, 10, Shalanda, 7, Lucius_Marbrand, 5

[22:51] <Abaddos> (why do they always run?)

[22:52] <Blake``> (they wanna live)

[22:52] <DM_Tolman> Lucius swings and misses a fleeing Goblin. The other one is out of sight already as Kaiser gives chase, finally with armor donned, but then trips over the fire, catching fire to himself.

[22:52] <DM_Tolman> (Abaddos is up)

[22:52] <Shalanda> (Dork)

[22:52] <Abaddos> (which way'd they go?)

[22:53] <DM_Tolman> Goblin1 ran "out of teh screen" above where Goblin 2 is.

[22:53] <DM_Tolman> 1d6

[22:53] <TolBot> DM_Tolman's 1d6: 4

[22:53] <DM_Tolman> Kaiser rolls on teh ground and takes 4 damage before the fire is off of him.

[22:54] * Abaddos runs out of the camp and looks wildly left and right.

[22:54] * Shalanda shouts out from her vantage point in Goblin "When I get my hands on you, I will skin and fillet you alive."

[22:54] <Lucius_Marbrand> `power bull rush

[22:55] <Lucius_Marbrand> `skill bull rush

[22:56] <DM_Tolman> (go blake, shal and lucius)

[22:57] * Shalanda dons her chainmail

[22:57] <DM_Tolman> (uhm, were y'all all taking the -2 exhausted penatly during the battle?)

[22:58] <Shalanda> (I was)

[22:58] <Lucius_Marbrand> (yes)

[22:58] <Abaddos> (I was)

[22:58] <Shalanda> (Reduced my attack from +3 to +1)

[22:58] <DM_Tolman> The goblins have moved out of sight.

[22:58] <Blake``> (crap, i forgot, so i probably missed on my attack)

[22:58] <Lucius_Marbrand> (reduced my +6 attack to +4)

[22:58] <Blake``> (15)

[22:58] <Abaddos> (Same as lucius for me)

[22:59] * Lucius_Marbrand gives chase to the fleeing goblin'

[23:00] <Lucius_Marbrand> (is he off the grid already?)

[23:00] <DM_Tolman> Lucius runs out into the darkness, around a ledge

[23:00] <Lucius_Marbrand> (not enough light for low-light vision?)

[23:00] <DM_Tolman> (no)

[23:01] <DM_Tolman> Lucius, you think you can make out a goblin 50 feet away.

[23:01] <Aron> (is there a command I can use to kill the Abaddos nick?)

[23:01] <DM_Tolman> (by sound as much as sight)

[23:02] * Lucius_Marbrand gives up pursuit

[23:02] * Lucius_Marbrand returns

[23:02] <DM_Tolman> (anyone else?)

[23:02] <Aron> (nah)

[23:02] <DM_Tolman> Lucius returns to teh camp. Two nights of sudden attacks has taken its toll. Your bones ache from weariness.

[23:02] <Shalanda> (/nickserv ghost abaddos password)

[23:03] <DM_Tolman> Kaiser finishes rolling on the ground putting out the flames...

[23:03] <Aron> (I never registered the name)

[23:03] <Shalanda> (Then patience will do that)

[23:03] <DM_Tolman> *** as this session of Können land campaign comes to a close ***

1-25-2009:

[20:10] <DM_Tolman> *** Game recap ***

[20:11] <DM_Tolman> A group of adventurers, thrust into companionship by odds, has been making their way west, through road and desert, in search of a trail they hope to pick up in a city called Jalem. They ventured into a coastal region known as Können, in pursuit of captors who seemed to rob them all of any magical or precious items.

[20:12] <DM_Tolman> (cut off?)

[20:12] <Kaiser_Trantin> (precious items.)

[20:14] <DM_Tolman> After working one night for an orchard farmer in order to raise a bit of coin, the party turned north in hopes to reach Jalem in three, if not two days. Camping in craggy bluffs on a lake shore, the group found itself attacked by a small band of goblins. After fending them off, licking their wounds, and dousing self-inflicted flames, they pause in the still of the night.

[20:14] <DM_Tolman> (cut off?)

[20:14] <Lucius_Marbrand> (the night)

[20:15] <DM_Tolman> *** Thus begins session 16 of the Können Land campaign ***

[20:15] * Lucius_Marbrand cleans his blade

[20:15] <DM_Tolman> Two nights of sudden attacks has taken its toll. Your bones ache from weariness as you stair out of the cave into the midnight sky.

[20:16] <Lucius_Marbrand> "And, thus more go to meet our beloved Raven Queen."

[20:16] * Kaiser_Trantin cleans his blade and checks his wounds

[20:16] <Abaddos> "Not quite enough if you ask me."

[20:16] * TolBot (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:16] * Shalanda stands over the corpse of the goblin that she fell and stares at the body.

[20:16] * Abaddos looks over. "Any good loot? I call dibs..."

[20:16] * Lucius_Marbrand sheathes his weapon

[20:16] <Lucius_Marbrand> "If we want to go, get your own loot."

[20:17] * Abaddos shrugs, and starts pilfering through goblin pockets.

[20:18] * Shalanda keeps Abaddos from the goblin she stands over.

[20:18] * Lucius_Marbrand keeps his eyes peeled for more attackers

[20:19] * Abaddos speaks up. "Oy, what's the big deal?"

[20:20] <DM_Tolman> As you search the two dead Goblins, each is wearing leather armor and held a spear. You can salvage 4 javelins as well as 2 copper pieces for everyone.

[20:20] <Shalanda> "It is the first life I have taken with my own hands. Have you no respect for the dead?"

[20:20] <DM_Tolman> (Note: the way I run the game, I award coinage even distributed after any treasure find or looting.)

[20:21] <Abaddos> (fair enough)

[20:21] <Kaiser_Trantin> "I've taken many, it's always the same"

[20:21] * Lucius_Marbrand shrugs

[20:21] <Abaddos> "Besides, anything worth respecting sure isn't in there now." He nudges the body with his toe, and rifles through the pockets again.

[20:21] <Lucius_Marbrand> "They all bleed and die the same way."

[20:21] * Shalanda smacks Abaddos' hand with the handle of her scythe.

[20:22] * Abaddos snatches back his hand, hissing. "I thought we were on the same side, here. Don't you want to figure out WHY they attacked us?"

[20:22] <Shalanda> "One could say the same of any of us Lucius. It would not be the way I would want to be remembered."

[20:24] * Shalanda stares at the body for a moment longer.

[20:24] <Shalanda> "Take what you need vulture, but leave the body and armor intact."

[20:24] * Abaddos grumbles. "Yeah, yeah, whatever."

[20:24] <Lucius_Marbrand> "Priestess, i don't blame you. of your order you have always been among the more scholarly, and ecclesiastic. However, among the militant orders, we see the every day effect of the Raven Queen's final kiss. Death isn't a noble affair, everybody dies, and everybody is the same once they go back to the mud, and consequently back to her eminence."

[20:24] <Kaiser_Trantin> "Oh, why not remove the heads, put them on lances, and parade them around, maybe they would think twice," *he grins*

[20:25] * Abaddos grins up. "Well, it sure would help her be remembered."

[20:26] <Lucius_Marbrand> "This, is not the first time I will kill in the name of the Lady of Ravens. It will not be the last, I have never seen any reason to give the journey to the other side of one individual any greater weight than that of the next."

[20:27] <Lucius_Marbrand> "We better rest up, if we want to be prepared for tomorrow."

[20:28] <Shalanda> "Perhaps that is a fault, I don't know. I would hope that my journey would be one of great weight."

[20:28] <Shalanda> "For each of us leaves a ripple in our passings, felt in the hearts and minds of others."

[20:29] * Abaddos sobers up for a minute, and stares up at Shalanda. "My father always had a saying. When you die, you're just a memory waiting to fade. While you're alive, you're a legend waiting to be told."

[20:30] <Abaddos> "He said, 'live in glory, and death can't touch you.'"

[20:30] <Shalanda> "And thus a greater weight in death you would have. Now if you are done with the body, there is something I wish to do."

[20:31] * Abaddos shrugs and steps back. "All yours, princess."

[20:31] * Lucius_Marbrand shrugs and continues keeping watch

[20:32] * Shalanda takes the body outside and starts to look for rocks to build a stone grave for the goblin.

[20:32] <DM_Tolman> (2 goblin corpses)

[20:32] <Shalanda> (I only care about the one I killed)

[20:32] <Kaiser_Trantin> (What movie do I want to put in, Firehouse Dog, or "Employee of the Month")

[20:33] <DM_Tolman> (oh, ok, now I understand)

[20:33] <DM_Tolman> (you want to concentrate on playing D&D)

[20:33] <Kaiser_Trantin> (Nah, I'm a multi-tasker)

[20:34] <Lucius_Marbrand> (watch porn?)

[20:34] <Kaiser_Trantin> (*turns on "Tropic Thunger" Because he hasn't watched it yet*)

[20:34] <Abaddos> (*replaces "Tropic Thunger" with the more widely known "Tropic Thunder"*)

[20:36] * Shalanda will return to the cave once she has completed the stacked stone grave for the goblin.

[20:36] * Abaddos just loots the other goblin corpse, and leaves it to rot, walking back and stretching near the others.

[20:37] * Kaiser_Trantin sits quietly and rests

[20:37] <DM_Tolman> Shalanda spends an hour and a half laying the goblin to rest in a manner she desires as others toy with returning to sleep.

[20:39] * Abaddos lays down. "Sure you don't need some help with that, princess?"

[20:40] <Shalanda> "I do not have a problem making a second one tonight if you so desire."

[20:41] * Abaddos just shrugs, and nods off.

[20:41] * Shalanda rests when she is done.

[20:42] <Kaiser_Trantin> (brb, need some munchies)

[20:42] <DM_Tolman> The night grows late.

[20:43] <Abaddos> (Daily powers refreshed now?)

[20:44] <DM_Tolman> (not until you sleep)

[20:44] <Abaddos> (k)

[20:45] * Abaddos snores.

[20:45] <DM_Tolman> The group goes to rest.

[20:47] <Kaiser_Trantin> (I've been sleeping lol)

[20:48] <DM_Tolman> Morning breaks.

[20:51] * Kaiser_Trantin wakes quietly at day break and takes care of Azira while he waits for the others to wake

[20:53] * Shalanda stares off into space in a trance, until she feels refreshed enough to arise.

[20:54] <DM_Tolman> (10 minute break... tucking kids in)

[20:55] * Abaddos jerks awake.

[20:55] * Shalanda then begins her morning rituals of prayer.

[20:56] * Abaddos watches

[21:03] <DM_Tolman> The sun now visible, the air outside the cave begins to warm up.

[21:05] <Shalanda> "Well, I hope it will be a pleasant day today."

[21:05] * Shalanda pauses to look over at Abaddos

[21:05] <Shalanda> "But I may be mistaken."

[21:06] * Kaiser_Trantin puts Azira back in his pouch and gets to his feet, checking his gear

[21:06] * Shalanda pulls out 2 apples and starts to chew on them.

[21:07] * Abaddos wonders what that look was all about, shrugs, and then grabs an apple and munches.

[21:09] * Lucius_Marbrand shines an apple an armour on his apple and eats it

[21:12] <DM_Tolman> The group gears up and preps for the journey.

[21:14] <DM_Tolman> (heading out?)

[21:14] <Shalanda> (yes)

[21:14] * Kaiser_Trantin stretches and pops his neck "Lets go while the day is still young"

[21:15] * Abaddos nods.

[21:15] <DM_Tolman> As you weave out of the rocky outcroppings, the road looks busy. You can see travellers each direction off in the distance.

[21:16] <Shalanda> (BRB, need to reboot)

[21:16] <Kaiser_Trantin> (aight)

[21:16] * Shalanda (Have.a@4dc7c06f.cpe.92acce23.net.hmsk) Quit (Quit: Leaving)

[21:17] <Kaiser_Trantin> (It's one of those days)

[21:18] * Magestar (Have.a@4dc7c06f.cpe.92acce23.net.hmsk) has joined #groveewood

[21:18] * ChanServ sets mode: +o Magestar

[21:18] * Magestar is now known as Shalanda

[21:19] <Abaddos> (yup)

[21:20] * Abaddos looks at the others, then joins the throng of people.

[21:20] <Shalanda> (throng of people?)

[21:21] <Abaddos> (it's a busy road)

[21:25] <DM_Tolman> (so...)

[21:26] <Kaiser_Trantin> (Clarification, is this where we met the old due)

[21:26] <Kaiser_Trantin> (due == dude)

[21:26] <DM_Tolman> (You're on a spot in the road not near any town)

[21:26] <DM_Tolman> (do you mean the old farmer?)

[21:27] <Kaiser_Trantin> (yea)

[21:27] <DM_Tolman> (You met him at the foot of the town of Mashod, a day's journey back south)

[21:27] <Kaiser_Trantin> (ah, didn't know we went through the tollway already)

[21:30] <Shalanda> (the tollway was to get into Mashod. We are heading north to Jalem)

[21:31] <Kaiser_Trantin> ("I see" said the blind man peeing into the wind, "It's all coming back to me now.")

[21:31] * Shalanda continues on down the road, looking for a roadway to Jalem.

[21:32] <DM_Tolman> The group reaches the road and turns to the right, making their way north towards Jalem.

[21:35] * Abaddos trudges along with the others.

[21:35] * Kaiser_Trantin goes along quietly

[21:35] <DM_Tolman> In half an hour of walking, you pass or are passed by more than one traveller. Mixed races, mostly human and dwarf, but some elf and eladrin and halfling. You see no Dragonborn.

[21:36] * Abaddos doesn't pay much attention, just keeps walking, mind still on finding his staff

[21:37] <DM_Tolman> As the morning wanes, the road has left the lake on the right and clearly made its way now westward, straight into the range of hills that has been on the left.

[21:38] * Shalanda looks ahead hoping that this is the end of it.

[21:43] <DM_Tolman> The road uphill winds with switchbacks. You see a flocks being tended spotting the hills you now enter. You pass olive orchard on the left.

[21:43] <DM_Tolman> As mid-day comes, the apple and other food has run out.

[21:44] * Abaddos 's stomach growls, and he looks in his pockets, then the bag, but comes up empty.

[21:45] <Abaddos> "Guys... I think we have an issue."

[21:46] <Lucius_Marbrand> "Oh?"

[21:46] <Shalanda> "Toughen it up."

[21:46] * Kaiser_Trantin shrugs

[21:46] <DM_Tolman> You top a hill, and see the sun has started its descent passing the afternoon.

[21:46] * Abaddos glares at her.

[21:46] <Kaiser_Trantin> "Probably to busy around here to try to hunt"

[21:47] <Abaddos> "I say we eat her."

[21:47] <Kaiser_Trantin> "Why don't we eat you Teifling, Shalanda, has done no wrong among us."

[21:48] * Abaddos sighs. "Sorry, it's the empty stomach talking." As if to accent his point, his stomach gurgles loudly.

[21:49] <DM_Tolman> Rounding another hill, amidst discussions of hunger, you see a small village ahead in teh distance.

[21:50] <DM_Tolman> You hear a loud noise behind you.

[21:51] * Shalanda turns to look.

[21:51] * Abaddos looks over his shoulder.

[21:51] <DM_Tolman> No less than two dozen riders in uniform are bearing down on you from behind.

[21:51] <Abaddos> "...Guys? I think we have a bigger issue."

[21:51] * Shalanda moves out of the road to allow them to pass.

[21:51] <DM_Tolman> They gallop closer.

[21:51] * Abaddos leaps aside.

[21:52] <DM_Tolman> You all safely move aside as the garrison of large horses blows past. The earth shakes below.

[21:52] * Kaiser_Trantin steps off the road and looks back at them, allowing them passage

[21:52] <Abaddos> "What... in the name of the Fey... was all that about?"

[21:53] <Shalanda> "They are obviously in a hurry... so sayth this Fey."

[21:53] * Abaddos looks at her sideways. "Eh, you're more like a Fey-Ette."

[21:53] * Lucius_Marbrand moves aside

[21:54] <Lucius_Marbrand> "That made.. no sense.."

[21:54] * Lucius_Marbrand eyes the riders

[21:54] <Lucius_Marbrand> (any symbols i recognize?)

[21:54] * Abaddos shrugs, and watches the riders.

[21:56] <Abaddos> (what can you tell us about the riders and their uniforms?)

[21:56] <DM_Tolman> As you move down the hill and nearer to the village, the large road you travel passes it by, as did the large group of riders. A smaller road leads off to the left a short distance to the town.

[21:57] <DM_Tolman> The riders now in the distance were human by quick look, wearing chain mail in parts, with metal caps.

[21:57] * Kaiser_Trantin stretches as they walk

[21:58] <Abaddos> "So... then... where to now, boys?" He glances at Shalanda. "And girl..."

[21:59] <Shalanda> "Ahead towards Jalem."

[21:59] * Warbudgie (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #grovewood

[21:59] * ChanServ sets mode: +o Warbudgie

[21:59] <Warbudgie> (sorry guys)

[21:59] <Kaiser_Trantin> (Now he shows up lol)

[21:59] <Shalanda> (Slacker)

[21:59] <Abaddos> (Well that was a fun session. Same time next week, guys?)

[22:00] <Warbudgie> (:)

[22:00] * Warbudgie is now known as Blake``

[22:00] <Abaddos> (We also had to beat off a demon... wait, that was me masturbating.)

[22:01] <Kaiser_Trantin> (perv)

[22:01] <Blake``> (lol)

[22:01] <Abaddos> (Hey, you're the one making all the "beat off" comments. I just took advantage.)

[22:01] <Shalanda> (A little in appropriate. Let's keep it somewhat clean in here.)

[22:02] <Kaiser_Trantin> (Yea Abaddos)

[22:02] * Lucius_Marbrand rubs his chin and continues towards Jalem

[22:02] <Abaddos> (fine fine, whatever)

[22:02] <DM_Tolman> Moving along the road, you come to the junction where the smaller road leads off to a village to teh left.

[22:03] <DM_Tolman> Moving on, the road turns north and over more hills as the afternoon grows long.

[22:09] * Blake`` continues on

[22:09] * Kaiser_Trantin continues on quietly

[22:10] <Blake``> "I still don't understand why my old history books were taken, they were of little value as far as I know"

[22:11] <Kaiser_Trantin> "As soon as we obtain what was taken from us, I have another long journey ahead of me."

[22:11] <Abaddos> "What's that?"

[22:11] <DM_Tolman> You wind between hills and over hills into the late afternoon. After one peak, your sight is teased with the sign of a large civilization ahead.

[22:12] <Kaiser_Trantin> "I will not divulge my secret to a Tiefling"

[22:12] <Blake``> "well, looks like we might be getting that stuff back soon" Blake points towards the new landscape

[22:13] <DM_Tolman> It disappears out of sight, until you round another hill, and make out what can only be a walled city.

[22:14] <DM_Tolman> (I have an idea... since someone brought up the "what was taken from us" topic, can someone please ask in character what each of you lost and everyone explain what item(s) was taken from you by the captor? Offer a little background of why that item was important.)

[22:15] <Blake``> "What did they take from you anyway Kaiser?"

[22:15] <Kaiser_Trantin> "An Heirloom, a pendant."

[22:15] <DM_Tolman> (just a tad more?)

[22:15] <Kaiser_Trantin> "It was my fathers, proved my blood status in the kingdom."

[22:16] <DM_Tolman> (excellent)

[22:16] <Blake``> "See now that is soemthign important, my books, although important to me, were nothing like that"

[22:17] <Kaiser_Trantin> "If I do not obtain the pendant, I cannot begin the rite of passage that it provides the directions to."

[22:17] <Blake``> "You know, its interesting too, how likely the same captors stole that staff from you Abaddos, I think its fate that you are with us"

[22:17] <Blake``> "That is your next long journey then"

[22:18] <Abaddos> "Well, why would you care? I'm just a tiefling, remember?" He sneers, and spits on the ground.

[22:18] <Kaiser_Trantin> "Yes, you are all welcome to join me," he sighs and eye Abaddos, "The Tiefling included, if he does not prove to be backstabbing like those in the past."

[22:19] <Shalanda> "I may take you up on that. It's not like I have anywhere important to be."

[22:19] <DM_Tolman> (everyone please answer in kind, providing info on your missing item)

[22:20] <Blake``> "You know i'll be there of course"

[22:20] <Blake``> "As for your staff Abaddos, I assume it wasn't jsut some old walking staff"

[22:21] <Blake``> "you seemed like you were rather upset and angry after you realized it was gone"

[22:22] * Abaddos glares at him, then snorts. "It was my father's. A gift from the feywilds. It is a symbol of the contract that my family has with the fey. It could be said that the magic of that contract is what proves that we are different from the demon-worshippers we're portrayed as..." He looks again at Kaiser, glaring. "Despite what some may assume."

[22:22] <DM_Tolman> (someone please ask Shalanda, too, so she can stay in character.)

[22:23] <Shalanda> (Bah, DM prodding)

[22:23] * Abaddos turns, and nods towards Shalanda. "What about you, princess?"

[22:23] <DM_Tolman> (lol... and can anyone help out Lucius... he's forgotten what he lost)

[22:23] <Abaddos> (can I hit him over the head with something?)

[22:23] <Shalanda> "What business is it of yours? Do you plan on stealing it off my corpse after you place one of your little hexes on me?"

[22:24] <DM_Tolman> (DM is prodding here, cause as you get to jalem, this info is plot critical... so pay attention to each other)

[22:24] * Abaddos smiles sweetly. "No, havn't you been paying attention? I'm going to offer it up to my evil gods of hellfire and destruction, since that's all Tieflings ever seem to do."

[22:25] * Kaiser_Trantin eyes Abaddos, "You see, my dislike is genuine, my family was slaughtered by Tieflings."

[22:25] <Kaiser_Trantin> "That where once our friends."

[22:25] <Abaddos> "And my mother's tail was cut off by humans, inch by inch. I think we're even."

[22:26] <Kaiser_Trantin> "What happens in the world of Humans is of no concern of mine."

[22:26] <Blake``> "I think that we should consider that fact that can't hold a grudge on an entire race, because of what certain individuals did, we need to trust each other when we enter that city"

[22:26] <Shalanda> "Oh is that all? I would think you would find it hard to offer up a pair of holy symbols to Asmodeus and Gruumsh."

[22:27] <Abaddos> "Who said I was talking about the artifacts, and not your corpse?"

[22:27] * Kaiser_Trantin eyes Abaddos and offers his hand "So be it, let it be known that you are the first Tiefling I will offer my trust to since that day so long ago."

[22:28] * Lucius_Marbrand raises an eyebrow

[22:28] <Shalanda> "Who says you'll have that chance?"

[22:29] <Lucius_Marbrand> "Hmm.."

[22:29] <DM_Tolman> You walk on.

[22:29] * Abaddos looks at the hand but doesn't take it. "Arkhosia is long dead. So is Bael Turath. Those two should be left in the history books."

[22:29] <Shalanda> (I forgot what Lucius lost, or I'd help out.)

[22:29] <DM_Tolman> (Still waiting on Shal and lucius)

[22:29] <Shalanda> (I already vaguely mentioned mine.)

[22:30] <Blake``> "So, we need to find books, a staff, and amulet, and a holy symbol"

[22:30] * Kaiser_Trantin shakes his head and walks up to Shalanda, "When the time comes, it would be an honor to have you join me on the long journey ahead of me."

[22:30] <Lucius_Marbrand> (Heres the thing.. I joined late, and from my logs, I was never told that I should think of something that I lost)

[22:30] <Blake``> (if i knew it was a holy symbol, might have said something i didn't know)

[22:30] <Shalanda> (You got it right)

[22:31] * Abaddos thinks for a moment, then looks up at Shalanda. "Well... hm... Eh... Truce?"

[22:31] * Blake`` seems interested in the possible truce and listens

[22:31] <Shalanda> "If my path continues to entwine in yours once this part of my journey is over, then I would be happy to continue to aid you Kaiser."

[22:32] <Shalanda> "As for you... I'll consider your truce, if I think you mean it."

[22:33] * Abaddos grins. "And in return... I'll wait untill I'm starving to death before I eat you."

[22:33] * Shalanda groans.

[22:34] <Shalanda> "Some pact with the fey you have, if you plan on eating a member of the fey."

[22:34] <Abaddos> (He's TRYING to be nice.)

[22:35] <Shalanda> (I'm trying to stay in character)

[22:35] <Abaddos> (lol. I know)

[22:36] <Lucius_Marbrand> (you should be happy Lucius hasn't attacked the Tiefling..yet)

[22:36] <DM_Tolman> As you peak each hilltop, you see more of this expansive city. The road leaves the final hill, having passed through the range and then up towards teh walled city.

[22:36] * Abaddos grins. "Our bloodline doesn't rule us. For instance, I've yet to see a dragonborn fly like his ancestors."

[22:37] * Kaiser_Trantin shakes his head and ignores Abaddos

[22:38] <DM_Tolman> You see homes and settlements sparsed around the hillside off to the right and also down the plains to the left.

[22:39] <Blake``> "Look, who knows who might recognize us when we enter these walls, we could be in danger right away, lets try to go unnoticed, hopefully we can figure out some allies this city. We need to learn about the different factions"

[22:39] <Kaiser_Trantin> "I'll probably stand out like a sore thumb as usual"

[22:39] * Abaddos grins. "You and I have something in common, pretty boy."

[22:40] <Shalanda> "Just don't yell Kobold Blake."

[22:42] <Abaddos> (kobold?)

[22:42] * Blake`` smiles "I'll do my best"

[22:42] * Lucius_Marbrand yawns and continues on

[22:42] <DM_Tolman> You follow the road, which leads over a stream and up towards a gate.

[22:43] <DM_Tolman> Several people go in and out continually.

[22:44] <DM_Tolman> A dwarf rushes past you into the gate. Two Tiedflings emerge and dart off to the right along the wall. A group human children follow two elves into the gate.

[22:44] * Kaiser_Trantin looks around trying to see any other DragonBorns

[22:44] <Shalanda> "Busy place."

[22:45] <Blake``> "dwarves, elves, tiedflings and men, very busy"

[22:46] * Blake`` attempts to follow the humans through the gate

[22:46] <DM_Tolman> The walls along the city are nearly 30 feet high and stretch out farther than you can make out. The gate is tall and wide and open.

[22:46] <DM_Tolman> Blake takes the lead as you all enter through an archway, and see enscribed atop the words "JALEM GATE".

[22:47] <Abaddos> "No dragonborn, though... maybe you're even more unique than myself."

[22:47] <Kaiser_Trantin> "It seems that there are very few DragonBorns in this region"

[22:48] <Abaddos> "Maybe some goddess somewhere smiles down on me." He smirks jokingly at Kaiser.

[22:48] <DM_Tolman> As you enter through the gates, you see cobbled roads and a few street vendors. There are city officials standing at post just inside the city and you see the occasional person walk up, clearly asking for information.

[22:48] <Shalanda> "I'd think scowl might be a more appropriate word instead of smile."

[22:49] * Kaiser_Trantin grins at Shalanda and whispers "If he keeps this up, I doubt he'll be around much longer."

[22:49] <DM_Tolman> One of the officials, a guard leans against a table and watches you.

[22:50] * Blake`` approaches one of the officials

[22:50] <Shalanda> "I don't know, you are the one who said you trusted him."

[22:50] * Shalanda replies.

[22:50] <Kaiser_Trantin> "I'm beginning to regret it. . "

[22:50] <DM_Tolman> The guard smiles at Blake as he approaches.

[22:50] * Blake`` nods politely back

[22:51] * Kaiser_Trantin walks quietly, not paying the guards much attention, or trying to give them a reason to notice him

[22:51] * Abaddos glares subtly at the guards, especially the human ones.

[22:52] <Blake``> "We are looking for a some food and a place to rest our feet"

[22:53] <DM_Tolman> The guard keeps leaning on the table, "Food and rest? Are you saying this is your first time to the city?"

[22:54] <Blake``> "Well we are travelling with a Dragonborn"

[22:54] <Blake``> "I'd have to say, yes, it is"

[22:54] * Kaiser_Trantin shakes his head and walks up behind Blake

[22:54] <DM_Tolman> She straightens up, "We do not see many of his kind here. Are you from Können at all then? What brings you to Jalem, then?"

[22:55] * Abaddos walks up to the others, keeping quiet for now.

[22:55] <Blake``> "adventure I suppose, in fact, the truth is I am in this region in search of some lost books of mine"

[22:56] <Blake``> (so much for keeping quiet, shold listen to my own advice)

[22:57] <Blake``> "so, where's a good place to eat and rest?"

[22:57] * Kaiser_Trantin looks at the Guard "It's a pleasure to be here in your city Ma'am. I myself am not from Konnen, I've been on the road for some years. "

[22:57] <DM_Tolman> She seems to lose interest in teh conversation and delivers what seems like a rote memorize and well practiced speach, "Well, off there into the common district... you'll find a place to stay... food to eat. Public buildings to the right, including the palaces. The Temple square is off ahead... etc. etc."

[22:58] * Blake`` moves over to let Kaiser have a better spot to talk to the guard

[22:58] <Lucius_Marbrand> "Temple Square..

[22:58] <Lucius_Marbrand> Lucius says as his eye light up

[22:59] <DM_Tolman> As she finishes, you have a basic sense that the city is divided into three sections, one large section where most dwelling takes place, a public sector where civil and market life is conducted, and a small temple square where holy buildings are housed, including the high temple.

[22:59] <Lucius_Marbrand> "You know.. I haven't been to a temple in some times." He said looking around

[22:59] <DM_Tolman> (city sketch here: http://docs.google.com/Presentation?id=dcg2tm5h_47bxphzgx)

[22:59] <Kaiser_Trantin> "Thank you for your help Ma'am," he bows to show respect gently and backs away to rejoin the party

[22:59] * Blake`` nods and thanks the guard "see you around then"

[23:00] * Abaddos flashes a dazzling smile at the lady as he rejoins the others.

[23:00] <DM_Tolman> She leans the other way and starts talking to another city official who was laughing at the hat an old lady was wearing.

[23:01] * Lucius_Marbrand shrugs

[23:01] <Lucius_Marbrand> "To the temple square?"

[23:01] * Blake`` gathers with the others

[23:01] <Shalanda> "I suggest we start by getting food."

[23:01] <DM_Tolman> Light sets over the city wall.

[23:01] <Shalanda> "And then a room for the night."

[23:01] * Abaddos sighs. "Herded like sheep..."

[23:02] <Blake``> "Agreed"

[23:03] <DM_Tolman> As the day teases with the concept of evening, the party walks into the long-sought-after city of Jalem, in search of food, shelter, and orientation for the future...

[23:03] <DM_Tolman> *** as this session of Können comes to a close ***

2-08-2009:

[19:49] <DM_Tolman> *** Recap ***

[19:50] <DM_Tolman> After two days of travel from an old farmer's orchard, the group arrived at the gates of the long sought after city of Jalem, the heart and soul of the region of Können.

[19:52] <DM_Tolman> Thrust together by fate and common assailants, the individuals formed together on the trail of brigands who captured and robbed them all. Through a desert and along roads beside a large lake, the group in time has reached its destination.

[19:53] <DM_Tolman> Once inside the busy gates, met by passerby's of every stripe (except dragonkind), a female gate guard provided a brief description of the city.

[19:53] <DM_Tolman> As she finished, you have a basic sense that the city is divided into three sections, one large section where most dwelling takes place, a public sector where civil and market life is conducted,

[19:53] <DM_Tolman> and a small temple square where holy buildings are housed, including the high temple.

[19:54] <DM_Tolman> The group steps inside the gate. As the day teases with the concept of evening, the party walks into the long-sought-after city of Jalem, in search of food, shelter, and orientation for the future...

[19:54] <DM_Tolman> *** As session 17 of Können Land campaign begins ***

[19:55] <Blake``> "well, anyone against finding a place where we can all stay first?"

[19:55] <Shalanda> "Sounds like a good start."

[19:56] * Abaddos nods. "Do we have any leads on the thieves?"

[19:56] <Shalanda> "We just got here, so I'd say... no!"

[19:57] <Abaddos> "Well, excuse me for remembering why we came here IN THE FIRST PLACE."

[19:57] * Kaiser_Trintin follows quietly, keeping an eye out for any more of his kind

[19:57] <Blake``> "Its important that we have sort of a home base first Abaddos, don't you agree?"

[19:57] <DM_Tolman> (Azrael- are you /away?)

[19:57] <Blake``> "I would think either the temples or maybe an inn somewhere"

[19:58] <Abaddos> "I do, but it's also important to remember our main objective and not get too distracted."

[19:58] <Azrael-> (I'm here, about to come back now)

[19:58] * Azrael- walks back getting the groups attention

[19:58] <Blake``> "We won't get distracted, but we need to meet some people first, let's see who will take us in"

[19:59] * Shalanda looks around

[19:59] * Blake`` gives Azrael a look of recognition, but says nothing

[19:59] <DM_Tolman> As you enter the gates, you go through a tunnel, and then immediately must choose to go left, straight, or to the right, into 1 of 3 different sections of the city.

[20:00] * Abaddos gives a blank look.

[20:00] <DM_Tolman> As you walk through the tunnel, you see many folks standing around and sitting against the walls--loiterers, beggars and all.

[20:00] <Azrael-> (Afkish need to fix the font on this thing)

[20:01] <Blake``> "Shalanda, do you think you will be able to find us a place to stay at the temples, or no?"

[20:01] <DM_Tolman> In the midst of them, you see Azrael leaning against a wall.

[20:01] * Tolman (Tolman@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:01] <Blake``> (wb)

[20:01] <Tolman> In the midst of them, you see Azrael leaning against a wall.

[20:03] <Shalanda> "Well I was wondering if Azrael, Harrast, or Torasin made it here. I guess at least one of them did."

[20:04] * Shalanda points towards the direction of the beggars.

[20:04] * Abaddos blinks at her. "

[20:04] * Azrael- notices Shalanda pointing towards him and nods

[20:04] <Abaddos> "Who?"

[20:04] <Blake``> "seems so"

[20:05] <Blake``> "simply a nod"

[20:05] <Shalanda> "The out of place looking Eldarin nodding in our direction."

[20:05] <Azrael-> (Bleh, can't find the handbook anywhere >.>)

[20:05] <Tolman> You see the young Eldarin Azrael, his short stature and white hair as he paces a bit.

[20:06] <Shalanda> "That's Azrael... or was it Harrast. I know Torasin was the crazy one that talked to sticks."

[20:06] * Kaiser_Trantin eyes Azrael, but doesn't speak

[20:06] * Shalanda scratches her head.

[20:08] * Abaddos looks at Shalanda, also scratching his head, appearing very confused.

[20:09] <Tolman> (what?)

[20:09] <Blake``> "lets go talk to him"

[20:09] <Azrael-> (@Ryu)

[20:09] <Blake``> "see what he has to say"

[20:12] * Shalanda motions Azrael to join them.

[20:12] * Azrael- sluggishly walks over to where Shalanda is.

[20:13] <Shalanda> "So. I see the three of you made it here in one piece. How long have you been here?"

[20:14] <Azrael-> "I'm not sure about the other two... Hitched a ride to get here, and I think I've been here for 4 days sleeping on the streets..."

[20:15] <Shalanda> "So you separated?"

[20:15] <Azrael-> "Yeah... the other two refused to get in the wagon for obvious reason..."

[20:16] <Shalanda> "I can see why."

[20:16] * Shalanda shudders

[20:16] <Azrael-> "And as you can already tell, I've injured my leg on the way here..."

[20:18] <Blake``> "How'd you injure it?"

[20:19] * ChanServ sets mode: +o Magestar

[20:19] <Kaiser_Trantin> "Would it not be wise to get out of the street before we share our stories? Who knows who may try to pick our pockets of what little objects of value we have."

[20:20] * Blake`` nods

[20:20] <Tolman> As you get reacquainted with Azrael, folk push past you back and forth from the common sector to the left, the public sector to the right, and to a lesser exten, the temple square straight ahead.

[20:20] * Tolman is now known as DM_Tolman

[20:20] <Azrael-> "Agreed..."

[20:21] <Blake``> "Temples or an inn?"

[20:21] * Magestar is now known as Shalanda

[20:22] <Azrael-> "there should be an inn to the left... though since I'm without money, I can't give you anymore details other than that"

[20:25] <Azrael-> "Other than that the only thing I can recall is something about hills"

[20:25] <DM_Tolman> A dwarf bumps into Blake, who stands in the tunnel, "Move alone won'tcha?"

[20:25] <DM_Tolman> The dwarf walks away.

[20:25] * Blake`` checks his coin immediately after Kaisers warning

[20:25] <DM_Tolman> (Your 2 coins are still there)

[20:25] <Blake``> "lets head to the inn then"

[20:26] <DM_Tolman> (that was a guess, don't you have 2 coins?)

[20:26] <Blake``> (yeah)

[20:26] * Blake`` goes left

[20:26] * Abaddos follows.

[20:27] <Shalanda> "It will be nice to sleep in a warm soft bed for a change."

[20:27] * Azrael- limps behind Blake``

[20:27] <Azrael-> "Would be nice, wouldn't it"

[20:28] <Shalanda> "Mmmmmm"

[20:29] <Blake``> "Lets hope we can afford a room"

[20:30] <DM_Tolman> As you make your way into the Common sector, you see a sprawling city before you. house upon house, all leaning against each other line the slope down before you.

[20:30] * Abaddos whistles at all the houses. "This is nothing like home."

[20:30] * Blake`` nods "Finding our things is not going to be easy"

[20:31] <Shalanda> "Hmmm, a fire would destroy this section of the city."

[20:31] <Blake``> (are they made of wood?)

[20:32] <Abaddos> "We should probably start in the taverns. Aside from being the center of gossip in a town like this, they're also the most likely place someone would go to sell stolen items."

[20:32] <DM_Tolman> Immediately ahead, there is a public pool for watering. Off to the left, along the walls of the city, ou see several shops in teh distance. (buildings 6-12). A passerby points you to the right as you inquire about an inn. (building 4)

[20:32] <Azrael-> "We should probably start with a good nights rest"

[20:32] <DM_Tolman> (Please RP a few minutes... gotta read bed time story)

[20:33] * Abaddos looks around. "It isn't dark yet."

[20:33] <Blake``> "your right, we will have to figure out some people we can trust and see learn what we can about the dealings in this city"

[20:33] <Shalanda> "I would prefer to start with a good dark ale myself."

[20:33] * Abaddos snorts. "The lady drinks?"

[20:34] <Shalanda> "Oh, is that such a surprise?"

[20:34] <Shalanda> "I suspect I could drink you under a table."

[20:34] <Abaddos> "It's a rough part of town, I'm sure, and you look... dainty."

[20:34] <Kaiser_Trantin> "Drink or no, time off my feet would be appreciated"

[20:35] <Azrael-> "She does more than drinks... In fact I think she could take Kaiser single handedly"

[20:35] <Shalanda> "Dainty? A woman walking around with a scythe looks dainty?"

[20:35] <Abaddos> "I'm exceedingly interested in seeing her do that."

[20:36] * Abaddos smirks. "It almost looks like the next time you swing it, you'll fall over."

[20:36] <Shalanda> "Carry the scythe or drink?"

[20:36] <Kaiser_Trantin> "She may very well be able to, who knows, I do not care for conflict today"

[20:36] <Abaddos> "Take down the lizardboy."

[20:37] <Azrael-> (Gah all this talk of sleep make ME want to go to bed @_@)

[20:38] <Azrael-> "I know the feeling, only I need to get off this leg"

[20:38] <Abaddos> "It's settled then." He turns to Azrael. "Which way's the tavern?"

[20:39] * Atreyu (Atreyu@2b418df9.hsd1.mi.5aa6454b.net.hmsk) has joined #grovewood

[20:42] <Shalanda> "Problem is, I don't think we can afford to have a drinking fest until much later."

[20:42] <Blake``> (we are im the city, we met up with Azrael, and are heading to an inn)

[20:43] <Abaddos> (I thought we were going to a tavern.)

[20:44] <Blake``> (tavern, inn)

[20:44] <Shalanda> (Eventually. Waiting for the DM's bedtime story about Tollers Dragonbane to end.)

[20:46] <DM_Tolman> You move along, following a wall that separates this sector from the rest of the city. It slopes up some, and you see an immense building ahead, at the top of the slope. To your left, you continue to see and endless sea of small homes huddled together.

[20:48] <Shalanda> "I wonder if that's the inn?"

[20:49] <Blake``> "only one way to find out"

[20:52] * Abaddos nods.

[20:52] <Azrael-> "Limps towards the buildings entrance signaling the others to come along"

[20:52] <Azrael-> (oh hell)

[20:52] * Kaiser_Trantin goes quietly

[20:53] <DM_Tolman> At the top of the slope, you come to a large inn and tavern. You can make out three stories of the structure, the shape of which is rather odd. It must have been added onto more than once.

[20:54] <Shalanda> "This looks promising.

[20:54] * Blake`` nods "shall we"

[20:54] * Kaiser_Trantin looks around for the black carriage

[20:54] <Shalanda> "We shall."

[20:55] <Azrael-> "Indeed we shall"

[20:55] <DM_Tolman> You move around, passing up a couple small doors and make for a large entrance facing west. A sign outside reads "Calvar's Hilltop Inn and Tavern"

[20:57] * Shalanda enters

[20:59] <Azrael-> (Brb)

[20:59] <DM_Tolman> The dimming sky outside offers little contrast to the light of the entrance hall to "Calvar's".

[21:00] * Shalanda glances around, taking in the smells and visual sensations of the tavern.

[21:01] * Abaddos glances around, trying to absorb all the available information.

[21:01] <DM_Tolman> The place is busy. To the right you see a table with busy workers, all halfling. Ahead to the left you catch a glimpse of some sort of common room. ahead are stairs up and down, and a hallway stretches to the right.

[21:01] * Lucius_Marbrand 's stomach rumbles

[21:02] * Shalanda veers to the left, towards the common room.

[21:03] <DM_Tolman> You walk past the tables to the right of the entrance hall and enter a doorway to the left. You are met with a large, but modest eating establishment.

[21:04] * Shalanda looks around for a place to sit.

[21:05] <DM_Tolman> You find a table with 6 chairs in the room which is only half full.

[21:05] * Shalanda takes a seat facing the doorway.

[21:06] * Abaddos sits next to Shalanda.

[21:07] * Kaiser_Trantin sits in one of the chairs at random

[21:08] <Shalanda> "Well this is a surprise. I did not expect you to want to sit next to me."

[21:08] <Abaddos> "Just in case you need protection, darling."

[21:08] * Abaddos smirks and winks.

[21:08] <Azrael-> "He's probably in love with you~"

[21:08] <Azrael-> (Might have to go in a bit)

[21:08] <Shalanda> "That's why Lucius stays so close by."

[21:08] * Shalanda smirks.

[21:09] * Shalanda looks over at Azrael.

[21:09] <Shalanda> "Ugh"

[21:09] <Lucius_Marbrand> server -m irc.sorcery.net

[21:09] <Kaiser_Trantin> (you know Marr, thank goodness you where trying to go to a naughty server, else I would have had to laugh)

[21:10] <Lucius_Marbrand> (LoL)

[21:12] <Azrael-> "As for me, I believe I've had my fill of female enjoyment for a while~"

[21:13] * Shalanda raises a brow.

[21:13] <Shalanda> "Oh?"

[21:14] * Abaddos glares at Azrael.

[21:14] <Azrael-> "In fact, it's part of the reason I'm not home now."

[21:14] <DM_Tolman> You sit for a time until a halfling woman comes up to your table, "It's pork loin tonight. Comes wit bread and beans. You want potatos or dumplings?"

[21:15] <Kaiser_Trantin> "The cost?"

[21:15] <DM_Tolman> She looks at Kaiser, and furrows her brow a bit, "Sup is two silver."

[21:15] <Shalanda> "Is both an option?"

[21:16] <DM_Tolman> Halfling waitstaff, "If you're all eating, I can have a bowl of each."

[21:16] <DM_Tolman> (I think you each have 2 gp, is that right?)

[21:16] <Shalanda> "Then do that please."

[21:16] <Shalanda> (Should be accurate.)

[21:17] <Kaiser_Trantin> (Yes)

[21:17] <Shalanda> (Though I have 2 gp and 2 cp noted)

[21:17] <Kaiser_Trantin> (Ditto)

[21:17] <DM_Tolman> (note that a standard room rate is 5 sp)

[21:18] <Azrael-> (I'm hoping 1 gp = 100 sp)

[21:18] <Shalanda> (You would be hoping incorrectly)

[21:18] <DM_Tolman> (1 gp = 10 sp)

[21:18] <DM_Tolman> "Everyone eating? Wine for all?"

[21:19] * Abaddos nods.

[21:19] * Blake`` nods as well

[21:19] * Abaddos sets a gold coin on the table.

[21:19] <DM_Tolman> She turns to scurry off.

[21:20] * Abaddos calls out. "Hey, wait a minute, waitress."

[21:20] <DM_Tolman> The halfling woman turns and steps back, "Forget somethin?"

[21:20] * Abaddos beckons her back over. "You forgot this... and depending on if you can help us with information, you may have forgotten a second one."

[21:21] * Abaddos twirls the coin between his fingers.

[21:21] <DM_Tolman> "Yes?"

[21:21] * Blake`` whispers "whats she gonna know?"

[21:22] <Abaddos> "We're looking for someone who came to this city in the past couple days. ...friends of ours, so to speak. We'd be very appreciative if they could be located. They drive a black carriage."

[21:22] * Shalanda lets out a groan

[21:23] * Abaddos glares at her.

[21:24] * Azrael- whisper to Shalanda "Wasn't that carriage back in the cliff?"

[21:25] * Shalanda glares back, ignoring Azrael for the moment.

[21:25] <Abaddos> "They could possibly be selling certain...items. A black ornate staff, an ornate symbol..."

[21:26] * Lucius_Marbrand seems to be very interested in his hand

[21:27] <DM_Tolman> The halfling looks at you, "I don't see what people travel in. I'm in the eatery sunup to sundown... and noone sells here either."

[21:28] <Kaiser_Trantin> "While he's got you here," he hands her a GP, "For my food and a room for the night, if you kindly arrange it for me."

[21:28] <DM_Tolman> She turns and walks away.

[21:28] <DM_Tolman> She stops and looks at Kaiser.

[21:29] * Abaddos leans back in his chair. "It was worth a shot." He glances over at Shalanda. "...What?"

[21:29] <DM_Tolman> "I don't arrange rooms. Prolly filling up at this hour... did you not see the host tables in the entrance hall?"

[21:30] <Kaiser_Trantin> "Sadly no, oh well, for the food anyways."

[21:30] <DM_Tolman> She takes the coin, "There are six of you... two more silver."

[21:31] <Kaiser_Trantin> (Abaddos, put a gold down, I was paying the extra two for my own)

[21:31] <DM_Tolman> She makes change and then leaves (everyone spend 2 sp)

[21:32] <Azrael-> (er yeah...)

[21:32] <Azrael-> (who paid for me O.o)

[21:32] <DM_Tolman> (yeah, someone needs to pay for Az)

[21:32] <Kaiser_Trantin> "After we eat, I think I will like to visit the temple of Bahamut if there is one here."

[21:33] <Kaiser_Trantin> (Guess I will)

[21:33] <DM_Tolman> Another halfling adolescent brings you glasses and a pitcher of reddish wine.

[21:33] <DM_Tolman> As you wait for the food, you look around and note how quiet the room is. The only sound is small table talk here and there.

[21:35] <Shalanda> "I am no friend of those slavers. I'm sure that they are probably not friends of anybody else here as well, so don't call them my friends or ask in public where they can be found. I'll not have them looking for us, or people throwing us out, because they think we are with them."

[21:35] <Kaiser_Trantin> "Agreed, think before you speak Tiefling"

[21:36] <Blake``> "I agree, we need to know who we can trust first"

[21:36] <DM_Tolman> After a bit, the two halflings bring plates and big bowls of pork loin, potatoes, dumplings, beans and bread.

[21:37] <Azrael-> "You all can trust me to not do anything I would normally do if I wasn't around~"

[21:37] <Abaddos> "We know that they have what we want. Finding them or them finding us would most likely be to our advantage. Also, these robbers have made a name for themselves by attacking and robbing people. I doubt they're afraid of the law, meaning they most likely have authority in the city, especially considering their trade. Therefore, it could also be to our advantage to be associated with them... for a while."

[21:37] <Azrael-> "er if you weren't around"

[21:37] * Kaiser_Trantin starts to eat as its put in front of him, giving Azira some food as well

[21:38] * Azrael- eats slowly savouring each bite of food

[21:38] * Abaddos looks at Shadala. "Besides, the only ones who would be bothered by our association with them will be their victims, allies, and enemies. Each of those groups would probably be able to tell us where to find them."

[21:39] <Shalanda> "If they didn't try to kill us first."

[21:40] <Azrael-> "Yes lets go around asking about a group of slavers/thieves that are probably loathed or feared in this town~"

[21:40] <Abaddos> "Why should we? That waitress will handle some of the work for us."

[21:41] <Abaddos> "All we need to do is find a shadier tavern and repeat the process."

[21:41] <Azrael-> "Things like this can't be approached any which way~, you have to get the information but also hide your motives.:

[21:41] * Shalanda groans

[21:41] * Kaiser_Trantin eyes Abaddos "Have fun, I already stand out to well, I do not wish to draw more attention to myself"

[21:42] * Shalanda helps herself to some food before Kaiser eats it all.

[21:42] <Shalanda> "We all stand out."

[21:42] <Abaddos> "So far we've seemed like a group that is unafraid or unaware of the consequences of messing with the slavers. They'll either think we're fools, in which case they'll underestimate us, or that we're dangerous, in which case they'll come to us or flee, leaving a noticeable trail behind in their haste."

[21:43] * Kaiser_Trantin eats his share, and takes a small piece of bread and puts it in Azira's pouch as he stands, "I wish to get a room and visit the Temple of Bahamut."

[21:43] <Shalanda> "Or they will just capture us as they did before, and we get to learn what they wanted us for in the first place."

[21:43] <Azrael-> "Thats only your perspective of us. Other people see things differently"

[21:43] * Azrael- eats a bit more food

[21:43] <Abaddos> "I don't know about each of you, but I was captured because I wasn't expecting it. Now I am."

[21:44] * Kaiser_Trantin heads to the lobby to see about getting a room

[21:44] * Abaddos finishes up his meal and chugs the rest of the glass.

[21:44] <Shalanda> "I was expecting it, and I was still caught with some ease. You are the one underestimating them, and it will end up costing all of us dearly."

[21:44] <Azrael-> "It doesn't help that there was a psychotic driver who easily overpowered most of us."

[21:45] * Abaddos shrugs. "The fact remains that we'll never get our things back without taking risks."

[21:45] * Azrael- finishes up his meal as well

[21:45] <Shalanda> "Take risks that are not foolish and reckless."

[21:45] <Azrael-> "Right now the risk is to great. Learn to have some patience"

[21:46] <Azrael-> "Rushing in head first will surely get is captured, or even killed!"

[21:46] <Blake``> "We will have a chance to ask questions, but lets take those risks with the proper people, not servant girls at the inn"

[21:46] <Abaddos> "If they're not reckless, they aren't risks. I'm going to search for a shadier, slummier tavern in a bad part of town. Everything would be much more effective and...safe... if you would join me."

[21:47] <Azrael-> "Learn how to determine the odds against you."

[21:47] * Abaddos stands up. "Learn how to strike back."

[21:48] <Azrael-> "Oh yes, strike back at a woman, who by the way, took me out like I was nothing but a small animal"

[21:48] * Shalanda stands up and smashes her fist into the table.

[21:48] <Kaiser_Trantin> (<http://icanhascheezburger.com/2009/02/05/funny-pictures-game-of-rock-paper-claws/> <- Rofl)

[21:48] <Shalanda> "Learn to shut up and stop trying to get us killed."

[21:49] * Abaddos grins. "Does that mean you're not coming?"

[21:50] <Shalanda> "You want answers, don't go to another tavern, go to where you can actually find information."

[21:50] * Abaddos holds out his hand. "Lead the way, then."

[21:50] <Azrael-> "It would be wiser to prepare tonight, and head out tomorrow."

[21:50] <Shalanda> "Sit, I have not finished eating yet."

[21:50] * Kaiser_Trantin walks back out and eyes Shalanda standing and approaches

[21:51] <Azrael-> "If those individuals are here, I doubt they will be leaving anytime soon."

[21:51] * Shalanda is not asking nicely anymore.

[21:51] * Abaddos grins at her, eyes flaring. "And what gives you the authority to give me orders?"

[21:51] <Azrael-> "At the very least, if they are gone, we can find our valuables in a random shop."

[21:51] <Azrael-> "And I'm being ignored..."

[21:52] * Kaiser_Trantin sits back in his chair "It would be wise for those who wish a room to get one quickly."

[21:52] <Abaddos> ((I'm curious as to whether I should make an intimidate check against Shalanda. :P))

[21:53] <Shalanda> "Anybody at this table right now has more sense than you. Learn to listen and cooperate, because it's no longer your neck on the line."

[21:53] <Azrael-> (It's your life XD)

[21:53] <DM_Tolman> (those checks are hard to enforce between 2 pc's... I'd prefer you guys Role Play things out)

[21:53] <Abaddos> ((ya, I know. I wasn't being serious.))

[21:54] * Shalanda nods to Kaiser

[21:54] <Azrael-> "I have no money... and since we gathering information, It would be in our best interest that I didn't pilfer anything..."

[21:54] <Shalanda> "I'll be right back... and I heard everything you said Azrael."

[21:54] * Shalanda heads off to get a room.

[21:54] <DM_Tolman> As you finish the meal, the young halfling collects plates and bowls. He seems not to notice or care about your volatile conversation

[21:55] * Abaddos shakes his head. "Women."

[21:55] <Azrael-> "That my friend is no mere woman"

[21:55] <Abaddos> "That just makes her all the more trying."

[21:56] <Azrael-> "If I did what I normally did, I would quite possibly be on my way to the next world over"

[21:56] * Blake`` stretches his arms up

[21:57] <Azrael-> (nice Ryu)

[21:58] * Abaddos just shakes his head again, and goes off to get a room. "For the record," he says as he leaves, "...getting rooms close to each other would probably be very wise."

[21:58] * Blake`` tries to listen in on any interesting conversations around the inn while sitting at the table.

[21:58] * Shalanda glares at Abaddos as she passes him in the hallway returning with a room key.

[21:58] <DM_Tolman> The halfling collects and empty wine pitcher from the table, "Anythin else?"

[21:59] * Abaddos looks at the key, then looks at her and grins. "You going to shack up with me tonight, darling?"

[21:59] * Blake`` shakes his head "im fine myself"

[21:59] * Shalanda mutters under her breath as she passes "If that means I get to put you in a coff..."

[22:00] <Azrael-> "Kaiser I think it would be wise if someone where to keep that child in his room..."

[22:00] <DM_Tolman> Blake, you hear nothing special in conversations.

[22:00] * Shalanda takes her seat at the table and resume her meal in silence.

[22:00] <Abaddos> ((Yes, I wanna hire a man-whore for Shalanda. She obviously needs to get laid big time...))

[22:00] <Kaiser_Trantin> "I do not care for the Tiefling"

[22:00] * TolBot (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[22:01] * Abaddos reaches the counter and leans on it. "A room please?"

[22:01] <Azrael-> "Well as long as he can't be traced back to us if he gets in trouble..."

[22:04] <Shalanda> "I think we should try the temple of Sehanine."

[22:04] * Shalanda says inbetween bites.

[22:04] <Blake``> "why is that?"

[22:04] * Lucius_Marbrand nods

[22:04] <Lucius_Marbrand> "You're right.. I think we should try there.."

[22:05] <Shalanda> "She is a patron deity of thieves, though I know not what kind of ties she may have in this city if any."

[22:05] <Azrael-> "Nice choice, Sehanine is actually my deity~"

[22:05] <Lucius_Marbrand> "Which temples are in this city?"

[22:06] <Shalanda> "I also probably don't know what kind of questions would be appropriate to try not to arouse suspicion, though I could try asking them anyway."

[22:06] <DM_Tolman> (while I gave you a map, please feel free to RP sensibly, without perfect knowledge)

[22:06] <Blake``> "see what you can learn"

[22:06] <Shalanda> "No clue, but this city is large enough we may get lucky with a number of the more popular ones."

[22:07] <Shalanda> "Hopefully Sehanine would be one of them, since she is also a patron of lovers."

[22:07] * Abaddos walks back in. "Aw, did someone catch your infatuation, Shalanda?"

[22:08] <Blake``> "I was thinking I would try to learn what I could from any local herald, if they have one, and see what news is floating around"

[22:08] <Lucius_Marbrand> "Yes, but would we find.. a certain other deity here.." Lucius said glancing down at the raven emblazoned on his cloaks clasp

[22:09] <Shalanda> "That I would like Lucius, though I can not yet afford to replace my lost symbol."

[22:09] <Kaiser_Trantin> "The only Diety I wish to visit myself is bahamut"

[22:10] <Lucius_Marbrand> "Well.. I have mine, I think they would take my word of vouching for you.."

[22:10] * Abaddos crosses his arms. "So when is the temple-hunt going to occur?"

[22:11] <Shalanda> "They still cost coin to create. I'll come to that road when its time has come.

[22:11] <Shalanda> "Tomorrow."

[22:11] <Azrael-> "I have no symbol, nor did I ever have one."

[22:11] * Blake`` gets up "I don't plan on doing any research until tomorrow, though I am going to see about a room, since I see most of you already have"

[22:12] * Blake`` gets up in search for the innkeeper.

[22:12] <Azrael-> "Yeah... I guess I will be on the floor in Kaisers room or something..."

[22:14] * Shalanda glances over at Kaiser.

[22:14] <Shalanda> "So are you a follower of the platinum dragon's code?"

[22:16] <Kaiser_Trantin> "Yes"

[22:16] <Azrael-> (Man it's too hot in my room. Dunno why but if the room is heated or if the AC is on I fall asleep @_@)

[22:17] <Shalanda> (Unusual that the AC would do that.)

[22:17] * Blake`` returns to the table "this place isn't cheap"

[22:17] <Kaiser_Trantin> "I have already obtained my room for the night."

[22:17] <Shalanda> "I suppose that's admirable, I guess."

[22:18] <Shalanda> "Oh? The price seemed reasonable and competitive."

[22:19] <DM_Tolman> As the hour grows later, the room has begun to clear out.

[22:19] <DM_Tolman> (dinner hour, that is)

[22:20] <Blake``> "Considering our wealth, its is expensive"

[22:20] * Shalanda chuckles

[22:21] <Azrael-> "If needed, I could see about taking from the rich to provide for the needy~"

[22:21] <Shalanda> "Uh, no."

[22:22] <Shalanda> "And with that, I am turning in for the night."

[22:22] <Azrael-> "It was a joke Shalanda, or did you forgot what I said earlier."

[22:22] <Abaddos> "I could always look for a gambler or two. I'm usually not too bad when it comes to swindling the swindlers."

[22:23] <Azrael-> "Unfortunately, like I said earlier, things like that would bring about the wrong attention towards us"

[22:23] <Shalanda> "I'm turning in, I want to be refreshed in the morning."

[22:23] * Shalanda excuses herself and heads for her room.

[22:24] <DM_Tolman> Shalanda rises and heads to her room. She holds a key with her room number on it.

[22:24] <DM_Tolman> (Rooms are 204 Kaiser, 221 Shalanda, 306 Abbados, 321 Blake)

[22:25] * Lucius_Marbrand arranges for a room

[22:25] <Abaddos> "I suppose I should call it a night. We have much work to do tomorrow."

[22:25] * Abaddos stands up and walks upstairs.

[22:25] <DM_Tolman> Lucius, you head up to the table in the lobby and are told that all rooms are sold out.

[22:26] <DM_Tolman> Lucius, you see Shalada walk past, towards the upward stairs.

[22:26] * Lucius_Marbrand goes to another inn to find room

[22:26] * Blake`` gets up again, "ill be right back"

[22:26] * Kaiser_Trantin heads up to his room as well

[22:27] * Azrael- follows behind Kaiser

[22:27] <DM_Tolman> Blake walks out into the lobby. You run into Lucius, who is leaving the tables looking dejected.

[22:28] <Blake``> "Whats wrong Lucius?"

[22:29] <DM_Tolman> Kaiser, you read room 204 one story up. Azrael follows behind you.

[22:29] <Lucius_Marbrand> "Oh, the rooms are sold out at this inn.."

[22:29] <DM_Tolman> Shalanda, you reach your room on the second floor.

[22:29] * Blake`` hands Lucius his key "Good thing I have a room then, you can bunk with me"

[22:30] <Lucius_Marbrand> "Why.. thank you" Lucius said appreciatively

[22:30] * Shalanda checks the number on the key to that on the door, then enters.

[22:30] <Blake``> "321, i'm going to go see if I can spark on conversation with some fellas I heard talking earlier"

[22:30] * Lucius_Marbrand nods

[22:30] <Lucius_Marbrand> "Thank you"

[22:31] * Blake`` nods and smiles "your welcome"

[22:31] * Blake`` heads over to some steps and goes down

[22:31] <DM_Tolman> Those of you entering rooms, you booked small rooms... a bed, a chair, a table, a small window, a washroom in the hall, and little else.

[22:32] <DM_Tolman> Blake, you head down 2 flights of stairs to a hallway. To one direction are more rooms, but to the other is "The Purple Skull" tavern, and dark yet busy room of drinking and socializing.

[22:33] * Lucius_Marbrand sets up his bed roll on the floor

[22:34] * Blake`` heads in and takes a stroll, making his way to the bar

[22:34] <DM_Tolman> Blake, you pass many characters... small conversations, and a loud boistrous table in one corner.

[22:34] * Lucius_Marbrand sits down for his nightly prayer before rest

[22:35] * Blake`` orders an Ale and tries to hang out near the loud table and listen while he has his beer.

[22:36] <DM_Tolman> Blake, you sip on your beer, and hear tales of female conquest. One human at the table is boasting of cheating on his wife... some at the table cringe at his open confession.

[22:36] <DM_Tolman> 1d100

[22:36] <TolBot> DM_Tolman's 1d100: 80

[22:37] <DM_Tolman> Blake, from another table, you hear of trouble at the local wood mill. Workers have left.

[22:37] <DM_Tolman> Those of you in your rooms find it comfortable enough to settle down for the night.

[22:37] <DM_Tolman> 1d100

[22:37] <TolBot> DM_Tolman's 1d100: 3

[22:37] * Blake`` moves to focus more on that conversation

[22:38] <DM_Tolman> The mill apparently cared little for worker safety, and after 2 maimings and one death, several walked out.

[22:39] * Shalanda lets herself slip into a trance and shuts her eyes so she can listen to the ambient sounds around her.

[22:39] * Blake`` finishes the last of his ale and heads out, satisfied.

[22:39] <DM_Tolman> Blake from another table you hear about the religious festivals that go on nearly every day in the temple court.

[22:39] <Blake``> (sorry)

[22:39] <Blake``> (wasnt sure i should take up to much time solo)

[22:39] <Azrael-> (You can catch it as you walk out)

[22:39] <Blake``> (if i can keep going save that for after i've heard my share)

[22:40] <DM_Tolman> Blake, as you finish your ale and head out, you pass by one table and hear a local grocier telling a sad story about his primary supplier, a farmer Arguile from near Mashod, who was just murdered by a local tyrrant named Baros.

[22:40] * Azrael- enters a trance as he prepares for tomorrows challenges "Gone for the night Kaiser."

[22:41] <DM_Tolman> *** As this session of Können Land comes to a close ***

2-22-2009:

[20:10] <DM_Tolman> *** Recap***

[20:11] <DM_Tolman> The group of adventurers, thrust into companionship by fate and by some band of ruthless raiders of some sort who captured each in turn, taking from them that which was most precious in each case, finally arrived at the regional city of Jalem.

[20:13] <DM_Tolman> After an initial introduction into the city, they made their way to Calvar's Hilltop Inn and Tavern.

[20:13] <DM_Tolman> After sup in the quiet dining hall, the group passes on the tavern in the basement level and retires early, weary from so long on the road.

[20:14] <DM_Tolman> Some coupled in a room, others alone, you find sleep a welcome thing. The night passes without event.

[20:14] <DM_Tolman> *** Thus begins session 18 of Können Land campaign ***

[20:14] * Shalanda trances a little longer than usual before getting up for her morning rituals and then a hearty breakfast.

[20:15] <DM_Tolman> As you wake and make your way through your own morning rituals, you familiarize yourself with the setting.

[20:15] * Blake`` heads down for breakfast and to meet the others in the morning

[20:16] <DM_Tolman> The rooms you rented each have one bed, a wash basin, a small table and a small window. A rack for clothing and one shelf with a mirror.

[20:17] <DM_Tolman> Inquiring about breakfast, as you step into the hall, you will find a halfling attendant who serves you toast and jam or a biscuit and a boiled egg with milk to eat in your room.

[20:17] <Blake``> "did you know there was a tavern in the basement?"

[20:18] <Blake``> (assuming someone is around)

[20:18] * Abaddos eats his food in his room without ever fully waking up.

[20:18] <Shalanda> "I did not."

[20:18] <DM_Tolman> Blake finishes his room fodder and then runs into Shalanda down in the common room.

[20:18] * Shalanda says as she collects her food.

[20:20] <Blake``> "well I decided to go there last night after most have you turned in, and I heard some news...it isn't good news either"

[20:21] <Shalanda> "Oh?"

[20:22] <Blake``> "that farmer that helped us out...he was killed, and I think we should investigate it"

[20:23] <Blake``> "it was one of the local grocers that mentioned this, perhaps we should visit him today, we need to meet people anyway if we plan to gain any information about who has our things"

[20:23] <Shalanda> "Why? It's none of our concern."

[20:24] * Shalanda takes a bite of toast.

[20:24] <Blake``> "Well, I wonder if this group of thieves has any connection to the people we are with, it might be a place to start"

[20:24] <Blake``> (we are with = we are after)

[20:24] <Shalanda> "It was a rivalry between land owners, these things happen. I'm sure you feel responsible for it in some way, but it's not our problem."

[20:25] <Blake``> "or at least, we should talk to the grocer and find out more about them, I am sure he has hear the farmer complain in the past about them"

[20:26] <Blake``> "I am going to talk to the grocer anyway"

[20:26] <Shalanda> "As you wish. I will likely head to the temple today and see what I may learn."

[20:26] <Blake``> "If the wanted the farmer dead they would have done it long ago, he was killed because we killed the other ones thieves"

[20:27] <Blake``> "What will you ask them?"

[20:27] <Shalanda> "Hopefully the right questions to get us closer to our goal."

[20:28] <Shalanda> "We should discuss this with the others in any case."

[20:28] <DM_Tolman> Abaddos, your food was satisfactory as you begin to wonder about your companions.

[20:29] * Blake`` nods and takes eats some food

[20:29] <Abaddos> (sorry, was afk trying to teach folks the wonders of the laptop)

[20:30] <DM_Tolman> (just kinda hard to be down to 2 players)

[20:30] * Abaddos trudges down the steps, wiping his eyes and yawning as he meanders into the middle of the discussion.

[20:30] <Abaddos> "Discuss what?"

[20:31] <DM_Tolman> Abaddos heads to the floor level and finds Shalnda and Blake in the dining hall, standing and talking.

[20:31] <Shalanda> "Gathering information. I want to track down information on the slavers, Blake here wants to get information on the farmer we did work for that was killed."

[20:33] * Abaddos shrugs. "I kinda figured they'd kill the guy. Correct me if I'm wrong, though, but the farmer told us who was after him, and that guy doesn't have a reason to go anywhere. In th emeantime, the people who still have our stuff have no reason to stop going wherever. Wouldn't it be smarter to follow the vanishing trail before it vanishes, then come back to deal with the rest?"

[20:33] <Blake``> "I just think its worthwhile investigating it"

[20:33] <Blake``> "I just don't think you will have much luck asking around about slavers, I hope I am wrong of course"

[20:35] <Abaddos> "I'm just saying that we can find out about the farmer any time, but the trail to the slavers isn't getting any warmer."

[20:37] <Blake``> "Well I am not saying that we shouldnt still look for the slavers, I am just saying, I am going to investigate it, you never know what it could lead to, thieves associate with thieves"

[20:37] <Shalanda> "That's why I want to see if this city has a temple to Sehanine."

[20:38] * Blake`` nods "are we all going to each place together or seperately, I want to see if I can find that grocer"

[20:38] <Blake``> "but I am in no rush, I don't mind going to the temple as well"

[20:39] <Shalanda> "I think it's a fool's errand to go looking for a grocer in a giant city such as this, when you know he comes he at night to drink, eat, or whatever you saw him do. Why waste time looking for him, when you can have him come to you?"

[20:40] <Abaddos> "By those words, it sounds like you have an idea, precious."

[20:41] <Blake``> "I am sure he is in the market, although I will check back at night if I have no luck"

[20:41] <Shalanda> "Yes it's a simple idea that even one such as yourself can understand. Don't look for the grocer and help us look for clues. You can find your grocer here next time he comes back."

[20:41] <Shalanda> "And I'm not your precious."

[20:41] * Abaddos grins.

[20:42] <Abaddos> "Yet."

[20:42] <Shalanda> "Ever"

[20:42] <Blake``> "I am going to look for him no matter what, I want to know more about it, i'll ask about the slavers at the same time" Blake jests "perhaps he supplies them with food"

[20:42] * Shalanda sighs

[20:43] <Shalanda> "It's no use talking sense to you, you've already made up your mind long ago. Let's get a move on and get looking while the others sleep. They looked exhausted last night and can use the extra rest I'm sure."

[20:43] <Abaddos> "Just don't get yourself killed. You're no good as a living shield to me if you're dead."

[20:44] * Blake`` nods "meet back here for lunch then?"

[20:45] <Shalanda> "Um, let's not separate. Though we could cover more ground apart, we are safer together until we know we can trust this city."

[20:45] * Abaddos leans in closer to her. "Don't worry, doll, I'm more than enough protection for you."

[20:45] <DM_Tolman> (Recall the Jalem map is at http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[20:46] <Shalanda> "Oh geez, you're the little playboy today aren't you?"

[20:46] <Blake``> "fine, lets go to the temples then"

[20:46] <Abaddos> "That depends. Is it working?"

[20:46] * Shalanda heads to where she got her room key.

[20:47] * Abaddos already has his tucked into his shirt.

[20:48] <Shalanda> "Excuse me, we are new to the city and I was wondering if there were temples here where I could pay my respects."

[20:48] <Blake``> (marr has my key and is in my room sleeping i assume)

[20:49] <Shalanda> (Assuming that the halflings that rented her the room are there)

[20:50] <Blake``> (assuming Shalanda gave me her gold this morning)

[20:50] <Shalanda> (Why would I give you my gold?)

[20:51] <Blake``> (i dunno, just assumed it :))

[20:52] <Abaddos> (Sorry, I already took your gold)

[20:53] <Blake``> (:))

[20:53] <Blake``> (assuming our role playing put the DM to sleep)

[20:53] <Shalanda> (Agreed)

[20:53] * Blake`` slaps DM_Tolman around a bit with a large trout

[20:53] <Abaddos> (maybe we should kill random npcs?)

[20:53] <Blake``> (sounds good)

[20:54] <Shalanda> (Kill the sleeping PCs. More XP and they can't fight back)

[20:54] <Abaddos> (dibs on the virgins. They shall be sacrificed to Tiamat)

[20:56] <Blake``> (which pc has the most gold?, Kaiser, Lucius or Azreal?)

[20:57] <Shalanda> (Azreal was bumming, so I'd say Lucius because he didn't pay for a room)

[20:57] <Shalanda> (So I call dibs on Lucius)

[20:58] <DM_Tolman> (sorry)

[20:58] <Abaddos> (Lucius has GOT to be a virgin, so no)

[20:59] <Shalanda> (Sorry I called dibs, you can have Azreal. I doubt anybody would make love with a crazy guy.)

[20:59] <Shalanda> (No problem Tol. REPOST:)

[20:59] * Shalanda heads to where she got her room key.

[20:59] <Shalanda> (Assuming that the halflings that rented her the room are there)

[20:59] <Shalanda> "Excuse me, we are new to the city and I was wondering if there were temples here where I could pay my respects."

[21:00] <DM_Tolman> Shalanda moves out of the common sitting area outside of the dining hall and heads over to the entrance lobby tables. She finds three halflings attending to folks at the table.

[21:02] * Shalanda looks at them, hoping one of them heard her question.

[21:03] * Blake`` clears his throat

[21:03] <DM_Tolman> In turn, and female halfling looks up at Shalandra, "Good morning."

[21:04] <Shalanda> "Good morning. We just arrived last eve and was wondering if there are any temples here where we could pay our respects?"

[21:06] * Shalanda scratches her head briefly.

[21:06] <DM_Tolman> She looks at you curiously after attending to some stack on the table.

[21:06] <DM_Tolman> "There are temples to all the gods in the Temple Square."

[21:07] <Shalanda> "Ah thank you. Could you point me in the proper direction of the temple square please?"

[21:07] <DM_Tolman> "The Schism Gate is just on the north side of Calvar's, which leads into the square."

[21:08] <DM_Tolman> "I'd suggest a walk around the city to get your bearings, too."

[21:08] <Shalanda> "Um... uh... thank you."

[21:08] <DM_Tolman> She moves back to her stack, fumbling through a pile of papers, mind on another task.

[21:08] <Blake``> "Alos...I was wondering if you knew where the grocer that was in the tavern last night might be today, or in general where the market area would be?"

[21:09] <DM_Tolman> She looks up at Blake, "Er... no, I'm sorry."

[21:09] * Shalanda looks confused, but decides that trying to get the halfling to point in the direction of the temples is too hard a task.

[21:09] * Abaddos walks up and stands beside Shalanda. "What's takin so long?"

[21:10] * Shalanda steps out of the inn, and looks for somebody in the streets to point out the direction.

[21:10] * Shalanda looks over at Abaddos once she's out in the street.

[21:10] * Blake`` heads out as well

[21:11] <Shalanda> "I think there was something wrong with her hearing. I asked her three times and got a cryptic answer about gates and getting my bearings in response.

[21:12] <DM_Tolman> The three of you walk through the entrance lobby and out into the bright sun. You stand on the porch of Calvar's Hilltop Inn. Before you, a sea of small shanties and houses sprawl down the hilltop to the edge of the city wall in the distance.

[21:12] <Shalanda> "There is a temple square around here somewhere, we can ask somebody along the road better directions as we go."

[21:13] <Blake``> "were are going to have to, I mean she didn't even know where the market was, I doubt they get out of that inn much"

[21:13] <Blake``> (were = we)

[21:14] <DM_Tolman> (uhm, you did see her say the Schism gate, on then north side of the inn leads into the temple square, didn't you?)

[21:14] <Blake``> (yeah but we ignored it :))

[21:15] <Abaddos> (I didn't hear it, Shalanda did.)

[21:15] * Abaddos just shrugs.

[21:15] <Shalanda> (Forgot the inn was name Caviars, so if I look at the inn sign I can get my bearings.)

[21:16] * Shalanda looks around for a gate other than the one she came in from.

[21:16] <DM_Tolman> (ah, you forgot you were AT Calvar's)

[21:16] <Abaddos> (lol @ Caviar's.)

[21:17] * Shalanda starts heading in the direction she thinks is north.

[21:17] <DM_Tolman> Shalanda turns to the right and heads north around the inn. Ahead of you is a large industry building. As the breeze turns, you can a less than sweet smell come from the place.

[21:19] * Shalanda avoids the building as best as she can.

[21:19] <Blake``> "wow, I can't even imagine being any closer to that place"

[21:19] * Abaddos sniffs the air.

[21:20] <Abaddos> "What is that?"

[21:20] <Shalanda> "Your body odor."

[21:20] * Shalanda casually says as she continues to avoid the building on her quest for the temple square.

[21:22] * Abaddos growls. "You're not exactly a rose either, princess."

[21:22] * Shalanda snickers.

[21:22] <DM_Tolman> As you pass by the inn, you see traffic heading to towards a gate.

[21:23] * Shalanda steers herself towards that gate.

[21:24] * Abaddos glares at her back.

[21:24] * Blake`` heads towards the gate as well

[21:26] <DM_Tolman> Moving closer, you come to an open gate. Sparse but consistent foot traffic moves both directions through the gate. The road leading our of the gate heads straight north towards a far away city wall.

[21:27] <DM_Tolman> The road heading north is the only break in the endless sea of homes and small buildings.

[21:27] <DM_Tolman> As you peak through the Schism gate itself, you see a courtyard beyond.

[21:28] * Shalanda heads to the gate to get a better look at the courtyard beyond, hoping it's the temple square she seeks.

[21:29] * Blake`` follows along

[21:30] <DM_Tolman> The three of you pass through the gate and follow the path into a large walled courtyard. A cacophony of sights and textures flood your senses. The hair stands up on the back of your neck.

[21:30] * Abaddos joins.

[21:31] <DM_Tolman> The walled square is lined with extremely diverse structures, each with their own materials, landscaping and even basic shape.

[21:32] <Shalanda> "I think we found what we are looking for."

[21:32] <DM_Tolman> The buildings' shapes each seem to bare bizarre intentionality behind them. On the far side of the courtyard, and mount stands above the floor of the square, with steps leading to the top and a lone structure jutting into the sky from the top.

[21:32] * Blake`` smiles "nice work"

[21:32] * Shalanda soaks in the sights, unaccustomed to such lavish architecture.

[21:33] <DM_Tolman> Ahead of you, in the center of the square, there is a gathering, a group of some 100 figures engaged in some nondetermined activity.

[21:34] * Shalanda briefly attempts to focus herself to determine where a temple of Sehanine or the Raven Queen is.

[21:34] <Blake``> (pulls out his sword and charged them)

[21:35] * Blake`` takes in his surroundings waiting for Shalandra to figure out her next move

[21:35] * Abaddos steps discreetly closer to the group, attempting to determine what's going on.

[21:40] <DM_Tolman> As you move forward looking around and taking in all understanding possible, you can see that the gathering in the center of the courtyard is mostly Elvish. They are singing some song whilst 4 leaders in front stand atop tall blocks and lead them in different poses.

[21:41] <Shalanda> "How very odd."

[21:42] <DM_Tolman> You skirt the circle of the area, examining each building as you pass. Each of them has symbols and emblems in some form on their face. In time, you begin to suspect many of the buildings are built in the same shape as these identifying symbols themselves.

[21:42] <DM_Tolman> (The symbols correspond to those in the PHB. Up to you whether you RP recognizing one or not_

[21:42] <Blake``> "so many"

[21:43] <Shalanda> (As I am trained in religion, I would suspect I would recognize them.)

[21:43] <DM_Tolman> By your count, there are 10 temples that surround the courtyard, and possibly another temple atop the hill.

[21:43] <Abaddos> (As I am not, I do not.)

[21:43] * Shalanda starts pointing out temples.

[21:44] <Abaddos> "You know who all of those are for?"

[21:45] <Shalanda> "If these are designed as I suspect they may be, then that should be Kord's symbol, that over there is the Raven Queen's mark, which makes that Sehanine to the Queen's right."

[21:46] * Blake`` nods "thats the one then?"

[21:46] <Shalanda> "If I am not mistaken."

[21:47] * Shalanda heads in the direction of the temple she believes to be Sehanine, nodding in respect to the temple of the Raven Queen as she passes.

[21:48] * Blake`` looks at Abaddos and shrugs then nods and follows Shalandra

[21:48] <DM_Tolman> You circle around the crowd a safe distance and head towards a round building. A series of small round windows span the wall, and moving around you find a small courtyard is encircled by this temple to Sehanine.

[21:49] * Shalanda approaches the entrance.

[21:51] <DM_Tolman> You move through the courtyard and see benches lining the inside of the courtyard up against the building. Many of the benches are taken by folks, halflings and elves in particular.

[21:52] * Blake`` whispers "its so busy"

[21:52] <DM_Tolman> You don't so much as see an obvious open door, though the benches that line the wall of the building are filled with some you might adress.

[21:52] <Shalanda> "I must say I'm surprised."

[21:53] * Shalanda tries to pick out somebody who may be associated with the temple and approaches them.

[21:54] * Abaddos looks around all nervous, and trying to hide it.

[21:54] <DM_Tolman> Two elves look up, "Blessed horizons, traveller."

[21:54] <Shalanda> "Thank you, and to the both of you as well."

[21:55] <Shalanda> "I was wondering if I could ask of you two a few questions?"

[21:55] <DM_Tolman> "You may."

[21:57] <Shalanda> "We are in search of a companion who was kidnapped by a black carrage. Might you be able to help us to locate him?"

[21:57] <Shalanda> "We believe they may have came here."

[21:58] <DM_Tolman> "I do not understand."

[21:58] * Shalanda thinks.

[21:59] <DM_Tolman> One of the elves rises and moves off.

[22:00] <Shalanda> "Our friend was resting at a small stream by the road many days ago, when a black carriage came upon him. People were chained to the back of it, and they took him against his will. We tracked them to this city, but do not know where to look."

[22:00] * Shalanda briefly looks over at the leaving elf.

[22:01] <DM_Tolman> She looks up at Shalanda, "I am sorry for your friend. I do not know how I can help you."

[22:01] * Blake`` watches the other elf as well

[22:01] <Shalanda> "That's ok. I thank you for your time. May the blessings of Sehanine lead you to many new experiences."

[22:01] <DM_Tolman> Another elf walks up from another bench, having been sent by the one who left. She wears a tiar in the shape of a moon.

[22:02] <DM_Tolman> Priestess: "You are looking for someone who has been to the temple?"

[22:02] <Shalanda> (tiar = tiara?)

[22:02] <DM_Tolman> (yes, sorry)

[22:02] * Abaddos stands still and silent.

[22:03] <Shalanda> "I am looking for a friend who was taken against his will. I do not think he was taken to this temple. I'm sorry if I caused confusion with my question."

[22:03] <DM_Tolman> She nods, "Then blessed horizons to you."

[22:03] <Shalanda> "And to you as well."

[22:04] <Blake``> "can I ask a question? I am one of her companions"

[22:05] <DM_Tolman> The priestess of Sehanin looks at you, Blake.

[22:05] <DM_Tolman> She nods.

[22:05] * Blake`` says quietly "with all due respects...why are there so many elves and halflings about?"

[22:05] <DM_Tolman> Priestess: "You do not walk in the grey light of Autumn?"

[22:05] * Shalanda feels her face flush a little at the question.

[22:06] <Blake``> "I am not sure if I do"

[22:06] <DM_Tolman> Priestess: "Many of those drawn to Sehanine's love are Elven and Halfling folk."

[22:06] <Blake``> "I am, as I am sure you can tell, only half-elven"

[22:07] * Blake`` nods

[22:09] <Blake``> "Then perhaps I do walk in the grey light of Autumn" Blake smiles "one last thing and I will leave you be, I promise, but where is the market place?"

[22:10] <DM_Tolman> She tilts her head, and walks away.

[22:10] * Aron (fujingod89@987e5dd0.dc.dc.6ca6b017.net.hmsk) has joined #grovewood

[22:10] <DM_Tolman> The elven woman on the bench rises, "You gain the audience of a priestess of Sehanine and you ask her for directions?!?! Please leave."

[22:11] <Aron> (sorry, can you replay that? I lost it when they said that half elves are drawn to sehanine)

[22:11] <DM_Tolman> Blake``: "Then perhaps I do walk in the grey light of Autumn" Blake smiles "one last thing and I will leave you be, I promise, but where is the market place?"

[22:11] <DM_Tolman> DM_Tolman: She tilts her head, and walks away.

[22:11] <DM_Tolman> The elven woman on the bench rises, "You gain the audience of a priestess of Sehanine and you ask her for directions?!?! Please leave."

[22:11] <Shalanda> "My apologies, had I known he would have been so disrespectful, I would have asked him not to speak."

[22:11] * Blake`` frowns at the elven woman "I asked her several things, and you should not eavesdrop"

[22:12] <Shalanda> "Thanks enough Blake."

[22:12] <Shalanda> (Thanks = That's

[22:12] <Blake``> "I was in no way disrespectful"

[22:12] <Blake``> "but I will leave, since this elven woman is so angry, for absolutely no reason"

[22:12] * Shalanda feels her face turn another darker shade of red.

[22:13] * Blake`` turns and heads out

[22:13] * Shalanda follows after Blake.

[22:13] * Abaddos (fujingod89@987e5dd0.dc.dc.6ca6b017.net.hmsk) Quit (Ping timeout: 272 seconds)

[22:14] * Aron is now known as Abaddos

[22:14] * Abaddos opens his mouth, to try and say something to the elven woman, then just gives an apologetic smile and rushes off after the others.

[22:14] <Blake``> "Well, seems as though the High Priest did not know anything about our slavers"

[22:14] <Shalanda> "I suggest we try the temple of the Raven Queen while we are here. The carriage carried the dead on it, and perhaps they may know something that the temple of Sehanine did not."

[22:15] <Abaddos> "I still say we need to start hitting the lowest scoundrel bars in the city, and not insulting high priestesses."

[22:15] * Blake`` nods

[22:15] <Blake``> "lead on"

[22:16] * Shalanda heads towards to the Raven Queen temple.

[22:16] <Shalanda> "If this doesn't work, I think Abaddos' idea may be our next best bet... that and I need a drink."

[22:16] <Abaddos> "We could've made an acquaintance with the temples. I guess that's not going to happen."

[22:16] <DM_Tolman> You move out of the courtyard surrounded by the structures of the temple to Sehanine and around to the right towards a bulky building.

[22:18] <Blake``> "I our answers will come to us, I still suggest we learn more about this farmer and its history"

[22:18] <Blake``> (I = I think)

[22:18] <Shalanda> "I think looking for information on the farmer is a fool's errand, but you are entitled to your opinion."

[22:19] <Abaddos> "Yes, because every farmer in the world has hidden ties to criminals."

[22:19] * Blake`` shakes his head

[22:19] * Shalanda approaches the bulky Raven shaped temple in search of somebody of her own faith.

[22:20] <DM_Tolman> You approach the building, constructed of dark teal stone. The door is shut.

[22:21] * Abaddos stops on the doorstep and looks at Shalanda questioningly.

[22:21] * Shalanda tests the door to see if it is locked.

[22:21] <DM_Tolman> The door opens.

[22:22] <Kaiser_Trantin> (Well I'm back, think Its done unless more donators come up)

[22:22] <DM_Tolman> (want to join in?)

[22:22] * Shalanda pauses at the entrance and peers inside for a moment (in case Kaiser wants to join in)

[22:23] <Kaiser_Trantin> (Want to fill me in, in PM rough draft wise, my eyes hurt from staring at the editing software lol)

[22:23] <DM_Tolman> Kaiser, as you finish up at the inn, you make your way through the Schism gate and into the Temple Square. Across the courtyard ot the left, you see your companions enter a dark blue building.

[22:24] * Kaiser_Trantin looks at them questioningly before taking the sight of the temples in himself, trying to determine if he recognizes any of them (He worships Bahamut)

[22:24] * Shalanda enters the building, advising his companions not to touch anything they shouldn't be touching... especially any corpses that may or may not be within."

[22:24] <DM_Tolman> (Bahamut's temple is blocked from view)

[22:25] * Kaiser_Trantin shrugs and heads towards the others

[22:25] <DM_Tolman> (Jalem map: http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[22:25] <Kaiser_Trantin> (can't load it, nets messed up)

[22:26] <Kaiser_Trantin> (my net speed is whats messed up, ebil ISP is screwed up, I'm getting under 1KB/s)

[22:26] <DM_Tolman> As you enter, the temple of the Raven Queen, you are in a dark room. A cloaked person sits at a simple desk.

[22:26] <DM_Tolman> (ok)

[22:27] * Shalanda approaches and bows in respect.

[22:27] * Abaddos whispers to Shalanda. "Psst... they gonna try to kill me?"

[22:28] <Shalanda> "Doubt it"

[22:28] <DM_Tolman> A man looks up at you and the others, "5 pieces of gold for a funeral right. Does the dead have a burial place already?"

[22:28] <Kaiser_Trantin> (rofl)

[22:29] <Shalanda> "I am not yet looking for a funeral service. I am a sister of this faith and was hoping I could ask some questions."

[22:29] * Blake`` stands there "5 gold?"

[22:29] * Blake`` stops and listens "sorry"

[22:30] <DM_Tolman> (was supposed to be 15)

[22:30] <DM_Tolman> The man looks at Blake, "FifTEEN gold, sir."

[22:30] * Abaddos shudders and nudges Blake. "Uhh... death goddess' clergy. Not someone you wanna ask directions from." He lowers his voice. "Between you and me, though, you can't even afford to die these days."

[22:30] <DM_Tolman> "Tomorrow, then? And as for buri..."

[22:30] <Kaiser_Trantin> (let me know whenever I enter)

[22:31] <DM_Tolman> The man stands up as the door opens behind you and a dragonborn figure enters the temple.

[22:31] * Blake`` nods at Abaddos

[22:31] * Shalanda looks over her shoulder at whatever just got the man's attention.

[22:31] * Blake`` looks back

[22:31] <DM_Tolman> Kaiser walks up and joins you.

[22:32] * Kaiser_Trantin stretches and cracks his neck "Finally caught up with you."

[22:32] * Shalanda nods, then turns her attention back to the man at the desk.

[22:33] * Abaddos stands beside Kaiser. "You missed it," he whispers, "Thanks to Blake, the temple of Sehanine is now ticked at us."

[22:33] <DM_Tolman> "So, what day do you need services?"

[22:33] * Kaiser_Trantin grins at Abaddos "Are you sure it wasn't your fault Tiefling."

[22:34] <Shalanda> "We are not in need of services at this time. I was hoping I could ask other questions?"

[22:34] <DM_Tolman> "Questions? This is not a library of knowledge."

[22:35] * Abaddos sneers. "I am so happy I have beyond the mental simplicity of blaming all my problems on one particular species... lizard lips."

[22:35] <Abaddos> (*evolved beyond)

[22:36] <Kaiser_Trantin> "Well Tiedling, you 'do' seem to be the one that causes the most problems. . . oh well, we are in the place of a god, might as well do our job and hold our tongues."

[22:37] <Shalanda> "I understand that and I would not suggest such, however I was hoping a member of my own faith may be able to help me, perhaps if I lent my services in return?"

[22:37] * Abaddos smirks. "At least my tongue isn't forked."

[22:37] <DM_Tolman> He looks you up and down, "A cleric are you?"

[22:37] * Kaiser_Trantin whispers to Abaddos, "Well, your loss, the ladies love it." (Sorry. . .)

[22:38] <Shalanda> "That is correct. I am able to perform the ritual of gentle repose if it is so required."

[22:38] <DM_Tolman> "Let me see your holy symbol."

[22:38] * Abaddos mutters under his breath. "Really? Your mother seemed to find plenty of use for my horns."

[22:39] <Shalanda> "Unfortunately, one of the questions I wish to ask relates to why I no longer have mine."

[22:39] <DM_Tolman> "I see. What is your question then."

[22:39] * Kaiser_Trantin glares at Abaddos, before turning and exiting, mumbling under his breath, his sword arm shaking in rage.

[22:40] * TolBot (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[22:41] <Shalanda> "A man in a black carriage abducted the four of us from beyond the desert near Urma. With it he took belongings we each held dear, my holy symbol being one of them. We have reason to believe he may be in or have passed through this city, with the bodies of some dead and perhaps slaves on his carriage.

[22:41] <Shalanda> "Would you perhaps know where to find this man?"

[22:42] <DM_Tolman> "What is this man to the temple of the Queen? I know not of what you speak."

[22:43] <Shalanda> "Then by chance do you know of somebody who regularly brings bodies of the dead to the temple of the Queen?"

[22:43] <DM_Tolman> "Hmm"

[22:44] <DM_Tolman> "Only the city guard."

[22:44] <Shalanda> "Nobody outside of the guard, perhaps somebody of affluence?"

[22:44] <DM_Tolman> "No"

[22:46] <DM_Tolman> (anything else?)

[22:46] <Shalanda> "Is it possible then that I may trade my services in exchange for a new holy symbol? My abilities to smite the followers of Orcus with the sacred flames of the Queen are limited without one?"

[22:46] <Shalanda> (Just that)

[22:47] * Abaddos grins as Kaiser leaves, feeling smug in his victory.

[22:48] * Blake`` heads out after Kaiser

[22:48] <DM_Tolman> "You are not know to us, madam. Come back on Freiday, check in the morning. (5 days away)"

[22:48] <Shalanda> "Thank you, if I am still in the city I shall do that. May the blessings of the Queen be with you."

[22:48] <DM_Tolman> Lucius is sitting outside the temple as you exit, Kaiser and Blake. He is eating an apple.

[22:49] * Kaiser_Trantin does not speak or even look at Lucius, he continues to walk away from the temple.

[22:49] <Shalanda> (Figures Lucius doesn't come in to the temple and leaves me hanging. :()

[22:49] <DM_Tolman> Lucius: "I've had no luck yet... been asking around with folk on the street. I came just to look at the temple... didn't know you werwe in here."

[22:49] <Blake``> "Kaiser, Lucius, I am tired of these temples, lets find the market, I want to learn more about what happened to the farmer that helped us"

[22:50] <Blake``> "Hopefully those two will follow us"

[22:50] * Shalanda says as she exits the temple.

[22:50] <Shalanda> "I need a drink."

[22:50] <DM_Tolman> Lucius: "I think you're right, Blake. But we should split up and check markets and taverns, any public place for info."

[22:50] <Abaddos> "Which means we can check out taverns on the way."

[22:51] * Abaddos grins smugly at Kaiser.

[22:51] * Kaiser_Trantin stops and turns "I wish to visit one temple, I do not wish to be followed by that Tiefling, any others are welcome to join me."

[22:51] * Blake`` groans

[22:51] * Abaddos smiles innocently. "Now what did I do?" He rubs his hand casually over his horns.

[22:51] <Shalanda> "I am not comfortable in the house of the Platinum Dragon, but I can point out where it is if you like."

[22:51] <Kaiser_Trantin> "I just wish to pay my respects to my lord Bahamut, and pay that he puts me on the right path."

[22:51] <DM_Tolman> (sorry, did not intend Lucius to say "you're right" about searching for info on the farmer... just on gathering info in public places)

[22:52] <Blake``> (i know)

[22:52] <Kaiser_Trantin> (pay == pray)

[22:52] <DM_Tolman> Kaiser makes his way to the temple of Bahamut, Shalanda heads off to a tavern, Blake and Lucius head towards the central market, Abbadoss heads out elsewhere.

[22:52] <Kaiser_Trantin> "Please do Shalanda, I will catch up with the rest of you in the market then."

[22:53] <Abaddos> (oy, why do I head out elsewhere?)

[22:53] * Shalanda drags Lucius with her.

[22:53] <Shalanda> (Nevermind, looks like he went with Blake)

[22:53] <Blake``> "I have to say, I am surprised none of you care about the farmer who helped us, he deserves..."
Blake trails off as everyone splits up

[22:53] <DM_Tolman> (wanting to no RP each temple and tavern interaction)

[22:53] * Shalanda points off in the direction of the temple of Bahamut before looking for a tavern.

[22:53] <Abaddos> (???)

[22:53] <Blake``> (we can stay together)

[22:54] <DM_Tolman> Kaiser, you find a nice bema upon which to place your prayers.

[22:54] <Kaiser_Trantin> (Fine with me, I should get Azira babtised (sp?))

[22:54] * Abaddos joins Shalanda.

[22:54] <Shalanda> (I'm happy with the non RP interaction)

[22:54] <Blake``> (yeah that works too)

[22:54] <DM_Tolman> Blake, you find the central market, where small shops are lined in rows. It is busy.

[22:54] <DM_Tolman> Shalanda, you find a patio bar near the market wehre you blow the froth off a couple.

[22:55] <DM_Tolman> Abaddos, you look around as well.

[22:55] <DM_Tolman> You meet for lunch and then presumably do something similar the second half of the day.

[22:56] <DM_Tolman> As evening comes, none of you learn anything about a black carriage, someone who captures travelers, a spooky black carriage, or any farmer named Arguie.

[22:56] <DM_Tolman> (or Arguille, for that matter)

[22:57] <Blake``> (did we locate the guy from the tavern?)

[22:57] <DM_Tolman> (The grocer? no)

[22:57] <Blake``> (k)

[22:58] <Blake``> "tonight, I am going to take your advice Shalandra and see if that grocer returns to the tavern"

[22:58] <Blake``> "if anyone cares to join me down there, its been a long day"

[22:59] <DM_Tolman> You spend the evening discovering the dark tavern in the basement level of Calvar's Hilltop Inn. A hostess has collected from you another day's stay as your funds are quickly depleting.

[22:59] <Shalanda> "I am just may do that."

[22:59] <DM_Tolman> The night passes watching an entertainer playing a harp and juggling with his feet.

[23:00] <DM_Tolman> You discover no grocer that looks familiar, nor do you learn any good information.

[23:00] * Kaiser_Trantin eats, feeds Azira as well, then heads to his room (how much did it cost this time lol)

[23:00] * Abaddos fumes over a wasted day. He tries to catch Shalanda's eye and beckon her over.

[23:00] <DM_Tolman> (5 silver for the room again)

[23:01] <DM_Tolman> Bed time approaches and the night passes without incident.

[23:01] <DM_Tolman> After morning routines, you find one another in the lobby downstairs the next morning.

[23:01] <DM_Tolman> (Plans for this day?)

[23:01] <DM_Tolman> (Same skirting around for info?)

[23:02] <Shalanda> (I'm going to explore the city I think.)

[23:03] <Kaiser_Trantin> "We need to find work if we wish to stay here much longer. . ."

[23:03] <Blake``> (i am going to look for that grocer again, I search fruit stands and ask about Arguille again, i would also like to ask about the problem at the lumberyard if I find it)

[23:03] <Kaiser_Trantin> (I'll look around for odd jobs that can be quickly and easilly accomplished to get some funds)

[23:03] <Abaddos> (I'm hitting the shady bars, tryint to gamble for money and find info.)

[23:04] <DM_Tolman> Again, you spend the day scouring the city. You drink, you chat up the locals. You discover the smell comes from the wood mill near the tavern. Blake finds the grocer by days end and learns just that Farmer Gazebo Guilles was a good man and that Baros is a regional bully down near Mashad but probably doesn't own a black carriage.

[23:05] <DM_Tolman> You learn that the central market in teh public sector is skirted by plublic buildings, including palaces of royal officials. You learn that a dwarven sea musical is showing a tthe theatre tomorrow night and that the day after there will be an event at the Hippodrome (stadium)

[23:05] <DM_Tolman> But beyond that, as evening falls once more you learn nothing as you compare notes and sit in the dining hall and eat.

[23:08] <DM_Tolman> Night comes uneventfully. Morning breaks on the third day.

[23:08] <Blake``> "I want to go back to Gazebo farm and then find this Baros, I have a feeling he might be able to answer our questions, or give us a better leed, if not at least we might stop a regional bully"

[23:08] <Kaiser_Trantin> "We're just wasting time here, we don't even know if he came this way."

[23:08] <Blake``> "or we can eventually stay here and sleep on the streets"

[23:09] <Shalanda> "We need some from ent at the Hippodrome (stadium)

[23:09] <Shalanda> <DM_Tolman> B

[23:09] <Shalanda> (oops)

[23:09] <Blake``> "In other words, lets avenge the farmer that helped us, and perhaps earn a reward in doing so, it is possible"

[23:09] <DM_Tolman> `jargon gazebo

[23:09] <Shalanda> "We need some money, and I for one do not want to get into fights with some local Baron who can hire people to come after us."

[23:10] <Shalanda> "A reward? From who?"

[23:10] <Blake``> "If he is a regional bully, i am sure he is wanted by someone"

[23:10] <Kaiser_Trantin> "lets just find some food and be on our way."

[23:10] <Blake``> "there will be food there, we can use whatever we have left to get enough food for the trip"

[23:11] <Blake``> "We wouldn't even be here if it was not for that murdered farmer"

[23:11] <Abaddos> "Shalanda has a point. We don't know if there's anyone who will give us a reward AFTER we already beat the guy, and we can't go around looking to see if anyone's offering."

[23:11] <Blake``> "we would have no money, no food and have been on the streets"

[23:12] <Abaddos> "What's worse is we have no information whatsoever. Untill we find something, every day spent here is a waste of time,"

[23:12] <Kaiser_Trantin> "Best way to find out about a reward, ask the city guards."

[23:12] <Shalanda> "If you want to go avenge the man, then go. I don't think anybody here will stop you. I however will continue to look for clues to the whereabouts of our abductors, and try to earn some money as well."

[23:13] * Blake`` walks over teh Abaddos and whispers "plus, who knows what things of value you might find, more than you will find here"

[23:13] <DM_Tolman> As you argue, the few patrons in the room glance at you in turn.

[23:13] <DM_Tolman> Two dwarven women sip cups and stare at you then go back to knitting and chatting.

[23:13] <DM_Tolman> A man looks up from a dusty book he's thumbing through.

[23:14] * Kaiser_Trantin stands and looks to the door, "Sit here if you will, I'll go talk to the guards and see what I can find out about this person, and anything else they may be able to help us with."

[23:14] <DM_Tolman> Blake, as you lean over to whisper to Abaddos, your eyes meet with the man reading as you turn away, you think your might have recognized something.

[23:15] * Blake`` looks at the book

[23:15] <DM_Tolman> The book looks familiar.

[23:15] * Blake`` slowly moves towards the man reading the book "where did you get that book?"

[23:16] <DM_Tolman> The man looks up, "Beg your pardon?"

[23:16] * Abaddos sees some sort of emotion flash across Blake's face, and his brow furrows as he watches Blake walk towards the man.

[23:16] * Shalanda looks up over the rim of her tankard at the new scene Blake is causing.

[23:16] * Kaiser_Trantin looks at blake and sits down

[23:17] <Blake``> "that book you are reading, whats the title?"

[23:18] * Abaddos thinks he knows where he is going, and tenses up, looking across the table at his companions, but not otherwise moving.

[23:18] <Abaddos> (*this, not the second he)

[23:18] <DM_Tolman> Book reader: "I bought several from Herman's book shoppe. This one is a local history book."

[23:18] <Blake``> "can I come over and take a look at it?"

[23:19] <DM_Tolman> "I study cultural histories, and this one... what?"

[23:19] <Blake``> "I study history as well"

[23:19] <Blake``> "I am Blake, Blake of the Roads"

[23:20] <DM_Tolman> Blake, unmistakably, the book on the table is one of your grandfather's books that he passed on to you--one of the two books taken by the captors more than a week ago.

[23:20] <Kaiser_Trantin> (How come a Tinker Gnome named Decker jus' popped in my head. . .)

[23:20] <DM_Tolman> The man stutters: " I'm reading about a place called Soldier's Pass..."

[23:20] * Shalanda goes back to drinking from her tankard, muttering something about learning the hard way

[23:20] <Blake``> "yes, Soldier's Pass"

[23:20] <DM_Tolman> *** as this session of Können land comes to a close ***

3-1-2009:

[19:57] <DM_Tolman> *** Recap ***

[19:58] <DM_Tolman> The party roamed has spend two days roaming the streets of Jalem, in search of a trail. They visited temples in the square, they cruised shops and public ways. At the end of the day, they had nothing, not one iota of a clue.

[19:59] <DM_Tolman> Until fate caused Blake to make a surprising discovery.

[20:00] <DM_Tolman> One of his two books, coveted by him after his grandfather gifted them, yet stolen by his captors three weeks ago, has turned up on three tables away.

[20:01] <DM_Tolman> Blake, unmistakably, the book on the table is one of your grandfather's books that he passed on to you--one of the two books taken by the captors more than a week ago.

[20:01] <DM_Tolman> The man stutters: " I'm reading about a place called Soldier's Pass..."

[20:01] <DM_Tolman> *** Thus begins session 19 of Können Land ***

[20:02] * Blake`` takes another step closer "yes, Soldier's Pass, you know I have been to one of the ruins described in that book, that book was once mine"

[20:02] <DM_Tolman> The man gets a surprise look, "Did you sell it to Briar's?"

[20:03] * Shalanda lifts up a brow and looks over, starting to piece together what's going on here.

[20:03] * Lucius_Marbrand bites his nail thoughtfully

[20:06] * Warbudgie (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #grovewood

[20:06] * ChanServ sets mode: +o Warbudgie

[20:06] <Warbudgie> "It was stolen, and it must have ended up here, we have here in search of lost items"

[20:07] * Warbudgie is now known as Blake``

[20:07] <DM_Tolman> The man looks scared, "... uh, *I* didn't steal it..."

[20:07] <Blake``> "I know you didn't"

[20:07] <DM_Tolman> "I just bought the book at Behamon Briar's Bountiful Book Barn"

[20:07] <Blake``> "but we need to know where that book store is"

[20:07] <DM_Tolman> "Yesterday morn."

[20:08] <Lucius_Marbrand> (nice alliteration)

[20:08] <Shalanda> "Hmmm"

[20:08] <Blake``> (sorry, gf cvall

[20:09] * Lucius_Marbrand scratches his head

[20:09] <Blake``> (sorry gf called and i got disconnected there, i am back to full attention)

[20:09] <Lucius_Marbrand> "interesting.."

[20:09] <DM_Tolman> The man slides the book across the table to you, "Are you sure it's yours?"

[20:09] <Lucius_Marbrand> "How many did you pay for it?"

[20:09] <Blake``> "I would rather you have the chance to read it"

[20:10] <Lucius_Marbrand> (much*)

[20:10] <DM_Tolman> The man waits for you to examine it.

[20:11] * Blake`` looks over the book to make sure its his, "can you give us directions to Briars?"

[20:11] <DM_Tolman> (The book is yours.)

[20:11] * Blake`` pulls up a seat at the table "also, how much did you pay for it?"

[20:12] <DM_Tolman> "Behamon Briar's Bountiful Book Barn? It's here in the common sector, on the west wall."

[20:12] <DM_Tolman> (Building 6 on your map)

[20:12] <Blake``> (can i have that link once more, and i will bookmark it this time)

[20:13] <DM_Tolman> (http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx&hl=en)

[20:14] * Blake`` pulls out a couple silver coins "I appreciate you returning this to me, it was a gift from my grandfather...I don't have much to offer in return"

[20:14] <DM_Tolman> "I paid 5 gold for it, but I'll not keep ill-gotten gains."

[20:14] * Shalanda looks over at Lucius then back at Blake doing the talking to the man.

[20:15] <DM_Tolman> The man sighs, "But Sid had better answer for this."

[20:15] * Blake`` slides over the silver "thank you, I assume Sid is the owner of the bookstore?"

[20:16] <DM_Tolman> The man looks up, "Yeah, Sid. He owns the book barn. Dehanon died in a crocodile altercation."

[20:16] <Shalanda> "A crocodile altercation?"

[20:16] <DM_Tolman> "You keep your coins, good sir."

[20:16] * Blake`` looks at Shalanda "these are my companions, they have also come to reclaim stolen goods"

[20:17] <DM_Tolman> The man stands and turns around digging in a rock sack.

[20:17] <DM_Tolman> He lays four more books on the table, "Here's all I have, but surely this cannot be."

[20:18] * Blake`` looks at the books

[20:18] <Shalanda> "I didn't have a book stolen from me, just holy symbols.

[20:19] <DM_Tolman> You see a book on prairie grasses, on one the wildlife of Mount Ainais, and two volumes on the habits of Beetles.

[20:19] <Blake``> "yes, it was only I that lost two books on History"

[20:20] * Blake`` offers the man his hand.."I'll look for my other lost book at Briars, again thank you for your kindness"

[20:21] <DM_Tolman> The man nods, "Sorry for your troubles. I'm glad the book found it's way to you. Sid is a good man, so this surprises me."

[20:22] <Blake``> "He likely had no idea it was stolen, thought he might remember who sold him the book, hopefully he has a good memory"

[20:22] <Shalanda> "He probably did not realise his error, it's typical."

[20:22] * Blake`` agrees with Shalanda

[20:22] * Lucius_Marbrand nods

[20:23] <Blake``> "So, shall we visit this book store, might be a good place to find a leed"

[20:23] <Shalanda> "It's definitely a place to start."

[20:23] * Blake`` takes his book and places it in his pack, happy to have it back.

[20:24] * Shalanda rises and adjusts her pack and scythe.

[20:25] <DM_Tolman> (It's late at night)

[20:25] <Shalanda> (I thought it was morning?)

[20:25] <DM_Tolman> (is it? lemme check)

[20:26] <DM_Tolman> (you're right, morning.... sorry)

[20:27] <DM_Tolman> (so, subtract a second 5 sp, btw)

[20:27] <Blake``> (we stayed a second night though)

[20:27] <Blake``> (nevermind, read that wrong0

[20:27] * Abaddos (fujingod89@987e5dd0.dc.dc.6ca6b017.net.hmsk) has joined #grovewood

[20:27] <Abaddos> (Omg, sorry I'm late.)

[20:27] <DM_Tolman> (welcome)

[20:27] <Shalanda> "Time is wasting, let's investigate while Abaddos and Kaiser are sleeping in again.

[20:28] <Abaddos> (What'd I miss?)

[20:28] <Shalanda> (The city guard just planted your head on a pike at the city gates as a warning for all tieflings to come)

[20:28] <Ryu> (Sorry about that, I jus' woke up, was taking nap, since I have to work in th emorning)

[20:29] <Shalanda> (Woot! He took a nap like I suggested. :))

[20:29] <Blake``> (not much, i got a book back, and we are gonna hit the book store up, see what we can discover)

[20:29] <Ryu> (Namely because I didn't get any sleep the night before)

[20:29] <Abaddos> (i KNEW you humans were racist!)

[20:29] <Shalanda> (That's why there are no more humans in the party)

[20:30] <DM_Tolman> Abbados wanders into the room after sleeping in apparently this morning.

[20:30] <Ryu> (I'm AFK for a few more, need to wait fo rmy eyes to adjust and get some food in my system)

[20:30] <Abaddos> (srsly, though, anything big that I missed? Last I knew, we were finding out about the book)

[20:31] <Shalanda> (We just found out about the book and are going to the book shop it was sold from)

[20:31] <DM_Tolman> Abbados gets caught up on the fact that Blake found a man in the dining hall reading one of his lost books, given to him by his grandfather, and one of two that were stolen by those captors three weeks ago.

[20:32] * Abaddos wipes the sleep from his eyes as he gets caught up. "So, what's the plan? Rush in full force or scout out?"

[20:33] <Lucius_Marbrand> "Knock on the door, and politely ask about the book?"

[20:33] * TolBot (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:33] <Shalanda> "Now that sounds like a sane sound idea."

[20:35] * Blake`` smiles

[20:35] <Blake``> "let's go see what he knows"

[20:35] * Abaddos nods. "But if we think he's lying, I get to blow up his shop, right?"

[20:36] <Shalanda> "No"

[20:37] <Shalanda> "I'll go drag Kaiser out of bed and meet you all outside."

[20:37] <Blake``> "sounds good"

[20:37] <Ryu> (OK, i'm back)

[20:38] * Shalanda heads up to Kaiser's room and knocks on the door with the end of her scythe.

[20:38] * Blake`` heads outside the inn "Oh Abaddos, you know eventually a situation will arise where you will get to rush in and blow things up"

[20:39] <Blake``> (open the door with your dragonbreath Kaiser)

[20:39] <Abaddos> "One can only hope."

[20:39] <Ryu> "Yea. . ." *he stretches with a rather large yawn*

[20:40] <Shalanda> "Get out of bed, we have a lead on those slavers."

[20:40] * Ryu gets up, checks on Azira, then heads out

[20:41] <Kaiser_Trantin> (I almost didn't get out of bed and jus' said screw it lol)

[20:42] <Abaddos> (wow, the nerd turned into a dragon...)

[20:42] * Shalanda patiently waits outside the door, enjoying the quiet.

[20:43] <DM_Tolman> The group gathers itself and then moves out the entrance of the Calvar's Hilltop Inn and Tavern.

[20:44] <Shalanda> "Shall we get going. Hopefully sleepy head here will wake up along the way."

[20:44] <Kaiser_Trantin> (Nah, nerd == booksmart know it all who has little to no practical experience in the field. imo atleast)

[20:45] <Blake``> "Let's give him a minute"

[20:45] <Kaiser_Trantin> (I said I headed out :-P)

[20:45] * Abaddos taps his foot impatiently.

[20:45] <Kaiser_Trantin> (Do I need to open the door and throw the Tiefling through a wall or osomething?)

[20:45] <Blake``> (yes)

[20:46] <Blake``> (ok so we are all together then?)

[20:46] <Shalanda> (yes)

[20:46] <DM_Tolman> The morning is cloudy. A grey hazy shadow covers the landscape of homes sprawled out before you.

[20:46] * Kaiser_Trantin sets mode: +vv Abaddos TolBot

[20:46] <Blake``> "lets go, he said along the west wall"

[20:46] <Kaiser_Trantin> (The Mist! It's returned! Wait. . thats smog.)

[20:46] <DM_Tolman> 1d20+3

[20:46] <TolBot> DM_Tolman's 1d20+3: 7

[20:47] <Blake``> "the west wall in this sector of the city, which is the common sector"

[20:48] <Abaddos> (wow... hazy... smog... what is this, NYC DnD?)

[20:48] <DM_Tolman> You begin moving towards Jalem gate, to pass around the clutter of homes, as the man suggested.

[20:50] <DM_Tolman> A small city wall along your left separates this sector from another portion of the city until you reach the public baths, just beside Jalem gate. Activity at the main city gate is already peaked. You see many locals passing to and fro.

[20:50] * Blake`` continues along the wall of this sector

[20:50] * Abaddos looks at the public baths, then suddenly gets a sneaky grin on his face, which he quickly tries to hide.

[20:51] <DM_Tolman> You pass by the gate and head towards the west wall.

[20:53] * Blake`` continues to look for the Briar's bookstore

[20:54] * Shalanda quietly follows around.

[20:54] <DM_Tolman> You come to the first larger building in a row of public shoppes and mills that line this wall of the city.

[20:55] <DM_Tolman> As you approach, you see the building (#6 on the map) has a table outside with books on display. Painted on the stucco building is "Behamon Briar's Bountiful Book Barn".

[20:55] <Abaddos> "Wow... say that five times fast..."

[20:55] <Lucius_Marbrand> "That's the building.."

[20:55] <Blake``> "Let's go see if Sid is around"

[20:56] * Blake`` heads towards the book shop

[20:56] <Kaiser_Trantin> (I made close to 50 gallons of coffee today, and people wonder why I don't drink any)

[20:56] * Abaddos follows, trying to say the name of the store five times fast aloud repeatedly.

[20:56] <DM_Tolman> Blake, you see a man setting books up on a second table outside the door.

[20:57] * Blake`` approaches the man and greets him "Good mornin'"

[20:58] <DM_Tolman> The elf looks up: "Good morning. Can I point you in a direction, or just browsin'?"

[20:59] <DM_Tolman> Sid: "Plenty more inside, come see, come see."

[20:59] <Blake``> "Well, we, are looking for Sid, is he around?" Blake points out the others

[20:59] * Kaiser_Trantin stands quietly siffling another yawn

[20:59] <DM_Tolman> The elven male looks at you, "Sid would be I. Someone sent you special? What type of book you looking for?"

[21:00] * Abaddos stands behind blake, muttering. "...Bountiful blook blarn... gah... Behamon Briar's..."

[21:01] * Blake`` takes a moment to retrieve his book from his pack "we need your help actually, we have lost some items and one of them turned up in your book shop"

[21:01] <DM_Tolman> Sid backs away inside his doorway, "Excuse me?"

[21:02] <DM_Tolman> Sid: "I'm not taking your meaning."

[21:02] * Blake`` holds out the book "you are the only one that can help us, so please, listen for a moment, if you don't wish to after, that is fine"

[21:03] <Blake``> "This book was mine, it was stolen from me several weeks ago...we tracked the brigands here, we found a friend of your with it at the inn, he gave it back to us...do you remember who sold you this book, or how you aquired it?"

[21:04] <Blake``> (your = yours)

[21:04] * Shalanda quietly watches.

[21:05] * Abaddos is still muttering. "...bountiful book barn..."

[21:05] <Kaiser_Trantin> (Don't mind me, i'm falling back to sleep and my keyboard looks like a nice pillow)

[21:06] <DM_Tolman> (Make diplomacy check, Balke)

[21:06] <Blake``> 1d20+14

[21:06] <TolBot> Blake``'s 1d20+14: 18

[21:06] <DM_Tolman> Sid steps forward and takes the book.

[21:07] <DM_Tolman> Sid: "No friend of mine bought this book."

[21:07] <Blake``> "He knew your name in any case, more importantly, do you know when or who you aquired it from?"

[21:08] <DM_Tolman> Sid: "I do remember this book... It sold maybe just yesterday... this came into my shop just a few days ago.

[21:08] <Shalanda> "A few days ago?"

[21:11] <DM_Tolman> Sid: "Yes. I'm sure it was less than four days ago, because I recall being surprised it sold so quickly."

[21:12] <DM_Tolman> Sid: "It was stolen from you, you say?"

[21:13] <DM_Tolman> Sid: "I don't deal stolen books, you can be sure I hadn't the suspicion it had seedy history to it."

[21:13] <Blake``> "I had two stolen from me, another one about travels and strange weird subjects"

[21:13] <Blake``> "I understand and I believe you, can you recall the person that sold you the book?"

[21:13] <DM_Tolman> Sid: "Hmm, all the books that came in from Fallow that day are over here."

[21:14] <Blake``> "Mind if I look?"

[21:14] <DM_Tolman> Sid enters his shop and moves to a stack of 8 books on a table.

[21:14] <DM_Tolman> He motions for you to follow.

[21:14] <DM_Tolman> Among the books you see none resembling your grandfather's other book.

[21:14] * Blake`` sighs, "none of these are it, but at least I have found one...thanks for letting me look"

[21:15] <DM_Tolman> Sid: "As for where it came from, I'd suggest asking Fallow and his men; they're just goods suppliers. Lots of shoppes use him."

[21:15] <Abaddos> "Fallow?"

[21:15] <DM_Tolman> Sid: "Whom did you say you got the book from?"

[21:16] <Blake``> (we never asked his name did we)

[21:16] <DM_Tolman> (nope)

[21:16] <Shalanda> "Where do we find this Fallow person?"

[21:17] <Blake``> "You know, we never asked his name, but he knew you, he bought several books...prairie grasses, beetles and wildlife"

[21:18] <DM_Tolman> Sid: "He's one of the intercity traders, so must be gone by now. He comes round on MOndays typical. I don't always buy from him, though"

[21:19] <DM_Tolman> Sid: "Ah yes, I know the man.. Did you buy the book from him? I'll want to pay you back, then."

[21:19] <Blake``> "He gave it back to us"

[21:20] <DM_Tolman> Sid: "Then next time he's in I'll broach the subject. Yes, to find Fallow, I'd check at the Market on Sunday maybe even."

[21:21] <Abaddos> "How many men, exactly, does this Fallow guy have?"

[21:21] <DM_Tolman> Sid: "But for sure he should come round here by Moonday."

[21:22] <DM_Tolman> A woman peruses a book table outside. Her head is covered in bonnet.

[21:22] * Blake`` nods "Thanks again Sid, by the way, I am Blake, we've been staying at the inn, but its rather expensive, incase you need to find us, hopefully we will be able to stay long enough to meet Fallow"

[21:23] <Shalanda> "What city did this Fallow go to, after he stopped here."

[21:26] [Shalanda:#grove wood PING]

[21:26] <Blake``> (I think Mage is lagged out)

[21:27] <Kaiser_Trantin> (I'm here. . physically, my brain is sleeping again)

[21:27] <DM_Tolman> Sid: "I would have no idea. That's been four days... I wouldn't think he always goes to the same towns. You not from around here?"

[21:27] <Shalanda> (I have a 1-3 sec ping to everybody except DM_Tolman)

[21:27] <DM_Tolman> Sid: "Many traders move from Jalem to other smaller towns and sell items in need elsewhere."

[21:28] <Shalanda> "Ah I see."

[21:29] * Blake`` kids around with Sid about Kaiser being from the area and being our guide

[21:29] <Lucius_Marbrand> "Hmm..."

[21:30] <Lucius_Marbrand> "This seems rather convoluted.."

[21:30] <Abaddos> "How many men, exactly, does this Fallow guy have?"

[21:30] * Shalanda looks at Blake as if he's out of his mind.

[21:33] <DM_Tolman> (Note: The Week Is: Sunday, Moonday, Toolsd ay, Windday, Thirstday, Freeday, Satyrday. Today is Thirstday)

[21:33] <Kaiser_Trantin> (Winday should have been Humpday. . .lol)

[21:33] <Abaddos> (When is sexy time?)

[21:34] <DM_Tolman> Sid looks at Abaddos, "He seems to have a couple others who work for him. Not sure it's always the same. He's only one of half a dozen merchants who come by offering books. Don't know him well."

[21:35] * Shalanda nods

[21:35] * Abaddos rubs his chin. "I see... You say Sunday, Moonday at the latest?" He turns to the others. "Well, everyone, I guess we're sticking around a few more days."

[21:37] <Shalanda> "We may want to check some of the other shops around here, in case some of our other items showed up."

[21:38] <Blake``> "I agree"

[21:39] <Abaddos> "Good idea." He looks at Sid. "I know you don't know the guy well, but have you any guesses as to what other shops he may frequent, other than this one?"

[21:39] <Abaddos> "

[21:40] * Lucius_Marbrand rubs his chin

[21:40] <Lucius_Marbrand> "Jewelry shop?"

[21:41] <DM_Tolman> Sid: "I would guess most of the Market. Not sure I could say. Prolly different merchants have their own folk they like."

[21:42] <Abaddos> "I see. Thank you for your time, Mister Sid. I hope we can count on your assistance should a situation arise with Fallow?"

[21:44] <DM_Tolman> Sid raises an eyebrow, "You're welcome."

[21:44] <DM_Tolman> He moves to speak with the woman at the other table, "Ah, cookbooks?"

[21:44] * Shalanda turns to the others.

[21:45] <Shalanda> "We should probably checks shops that may sell some of the items we lost, and try to get more clues.

[21:45] <Lucius_Marbrand> "You know what I wonder if this shop has?"

[21:45] * Lucius_Marbrand waits to inquire about maps, or an atlas

[21:46] * Abaddos speaks. "There's nothing else for us here. We could see if there's any shops that specialize in items similar to what was taken from us. A holy symbol can be passed off as jewelry, for example..."

[21:49] <Shalanda> "Alright then."

[21:50] <DM_Tolman> Sid stops with the woman for a moment and informs Lucius about Cato's Colourful Cartography Cache.

[21:50] <DM_Tolman> ... just a few buildings up.

[21:52] <Abaddos> "Everyone ready to leave?"

[21:52] <Shalanda> "Looks like Lucius needs to make a pit stop along the way."

[21:52] * Blake`` looks ready

[21:55] * Kaiser_Trantin nods

[21:56] * Lucius_Marbrand thinks

[21:59] * Blake`` reads the signs as they go along

[22:00] <DM_Tolman> As you move along, you pass a building with a canvas tarp covering the front, with metal implements hanging on racks. The sign reads "Terrance Trainer's Timely Tool Tent

[22:01] <DM_Tolman> Beyond it is a large building, with quite a bit more traffic. Otherwise non-descript, it is painted on all sides with the words "Grainger Gatsby's Goodtime Grocier"

[22:02] <Abaddos> "...What is it with this place and the names of the stores? It's really starting to bug me..."

[22:02] <Lucius_Marbrand> "They certainly like their alliterations here"

[22:02] <DM_Tolman> Beyond this building stands two structures built side by side, "Archibald Anselm's Auspicious Weaponry" as well as "William Wilhelm's Wonderful Armoury"

[22:02] <Abaddos> "...Ok, that's really starting to push it."

[22:02] <Ryu> "Hmm, I should start a shop. . Kaiser Trintins Kick Your Ass Fast Shack. . ." *he laughs quietly to himself*

[22:03] <Blake``> "We going to look in any of these shops?"

[22:03] <Abaddos> "It depends. I've forgotten, exactly what items have been taken from all of you?"

[22:03] <Lucius_Marbrand> "That's not an alliteration.." Lucius commented

[22:03] <Ryu> "An Amulet."

[22:06] <Abaddos> "Well, The Amulet would probably be sold with the jewelry, along with Shalanda's holy symbol. I suppose my staff would fall under the weapons category, if you're all willing to join me in browsing around in there... As for the books, well, we have a direct source for those."

[22:06] <Blake``> "I'll go in with you"

[22:07] <DM_Tolman> Abaddos enters Archibald Anselm's Auspicious Weaponry.

[22:07] * Blake`` heads to teh weapon shop with Abaddos to browse

[22:07] <Ryu> (Somebody was having fun with names)

[22:08] <Abaddos> (Now we have proof- DM's don't have lives.)

[22:09] * Abaddos walks through the doors and looks around.

[22:10] <DM_Tolman> You spend the morning sifting through the trade shops on this row. After inquiring about your lost items you discover nothing. Some do mention they sometimes buy and sell with Fallow, but most of these shops exist in this sector because they employ folks and make their own items.

[22:11] * Lucius_Marbrand picks up maps while they look around

[22:11] <DM_Tolman> You spend the morning sifting through the trade shops on this row. After inquiring about your lost items you discover nothing. Some do mention they sometimes buy and sell with Fallow, but most of these shops exist in this sector because they employ folks and make their own items.

[22:11] <DM_Tolman> Lucius enters Catos Colourful Cartography Cache. He is greeted by an elf named Ned.

[22:12] * Ryu is now known as Kaiser_Trantin

[22:12] <DM_Tolman> Ned: "Greetings. What can i do you for?"

[22:12] <Kaiser_Trantin> (lol, I jus' noticed)

[22:12] <Blake``> (:))

[22:12] <Lucius_Marbrand> "Hello"

[22:12] * Lucius_Marbrand looks around

[22:13] <Lucius_Marbrand> "I am looking to buy some maps of the area..."

[22:13] <DM_Tolman> Ned: "You have come to the right place. What areas are you interested in particular."

[22:14] <Lucius_Marbrand> "This area, the surrounding roads and paths.."

[22:15] <Lucius_Marbrand> "Also I would like a general map which outlines the continent"

[22:16] <Lucius_Marbrand> "The continental map doesn't need to be detailed"

[22:20] <DM_Tolman> Ned: "A map of all Oikumenos?"

[22:21] <DM_Tolman> Ned: "That is some map. Far you travel?"

[22:21] <Lucius_Marbrand> "No... I just like maps.." Lucius said grinning

[22:21] <Lucius_Marbrand> "But the local area map is more pressing"

[22:21] <Lucius_Marbrand> "Limited to this region.."

[22:22] <DM_Tolman> Ned pulls a scroll sleeve off a shelf, "Local area? You mean a map of Können Land, then?"

[22:22] <DM_Tolman> Ned: "I've a map of all Können Land, everything between the desert and the coast."

[22:23] <DM_Tolman> Ned: "Most common map I sell."

[22:23] * Lucius_Marbrand looks at the map

[22:23] <DM_Tolman> Ned does not unfurl the map.

[22:23] <Lucius_Marbrand> "May I see it?"

[22:26] <DM_Tolman> Ned looks suspiciously as he unfuls the map. You see a map of a land between a desert and an ocean coast. He does not hold it open for long.

[22:29] <Lucius_Marbrand> "How much?"

[22:30] <DM_Tolman> Ned: "It's scale is very accurate. Every town and village in Können is here."

[22:30] <DM_Tolman> Ned: "I sell this map for 35 gold."

[22:32] * Shalanda looks a bit surprised.

[22:34] <DM_Tolman> The map seems to be of good quality. Ned rolls it back up.

[22:35] <DM_Tolman> (everyone back asleep?)

[22:35] <Shalanda> (no)

[22:35] * Kaiser_Trantin yawns and stretches

[22:35] <Kaiser_Trantin> (I am about back asleep IRL)

[22:36] <Abaddos> (I'm here)

[22:36] <Shalanda> "Perhaps we can come back later for a map?"

[22:36] <DM_Tolman> As mid-day approaches, and Lucius comes to terms with the fact that he has not enough money (yet) to purchase a map, this session of Können Land comes to a close.

[22:36] <DM_Tolman> *** End Session ***

3-8-2009:

[20:50] <Tolman> *** Recap ***

[20:51] <DM_Tolman> The party now being their third day in Jalem, has followed up on one clue to the fate of their lost items.

[20:52] <DM_Tolman> They caught on to a trail for which they must now resign to wait three days before they can continue the hunt.

[20:53] <DM_Tolman> The last trade shop they visited was Cato's Colourful Cartography Cache, who sells a traveller's map of this region of Können, a map that clearly would prove quite useful, though it is priced beyond their means.

[20:53] <DM_Tolman> *** Thus begins session 20 of the Können Land campaign ***

[20:54] <DM_Tolman> The group stands outside the row of trade shops along the western city wall. The sun is at high noon.

[20:55] <Shalanda> "Were we going to check the jeweler's next or a different shop?"

[20:55] <Lucius_Marbrand> "The jeweller's shop sounds good to me."

[20:57] <DM_Tolman> Finding no jewelry shop in this row of trade shops, a passerby when asked would direct you to the lower market, in the public sector.

[20:57] <Blake``> "let's go"

[20:58] <Shalanda> "There's nothing else we need to check while we are here?"

[20:59] <Lucius_Marbrand> "Nothing I need to check.."

[21:01] * Lucius_Marbrand points in the direction they should head

[21:01] <Lucius_Marbrand> "Shall we?"

[21:01] * Blake`` follows

[21:01] <Shalanda> "We shall."

[21:02] * Lucius_Marbrand heads off in the direction of the lower market to find a jewelry store

[21:03] <DM_Tolman> The group heads towards the Jalem gate. You approach the Public Bath Pools just prior to the gate.

[21:05] <Shalanda> "Public baths... what ever happened to modesty?"

[21:08] * Blake`` shrugs "This place is different"

[21:08] <DM_Tolman> As you approach the portculis of Jalem gate, you see the familiar crowd of loiterers and loafers, beggars and quick-salesmen.

[21:09] <DM_Tolman> A woman pushes a necklace in your face, Shalanda. "Much pretty."

[21:09] * Blake`` takes a look

[21:09] * Shalanda scowls

[21:10] <DM_Tolman> A half-elf moves up to Lucius, "Good day. New in the city?"

[21:10] * Abaddos (fujingod89@987e5dd0.dc.dc.6ca6b017.net.hmsk) has joined #grovewood

[21:10] * Shalanda fey-steps away from the hawkers and beggars.

[21:11] <DM_Tolman> The group moves from the area of the shops and towards Jalem gate.

[21:11] <DM_Tolman> As you approach the portculis of Jalem gate, you see the familiar crowd of loiterers and loafers, beggars and quick-salesmen.

[21:11] <Abaddos> (I hate the internet... I really do...)

[21:11] <DM_Tolman> (welcome, abbados)

[21:11] <Abaddos> (More than anything, I hate how it cuts off right at 8:14 pm.)

[21:11] <DM_Tolman> Shalanda draws no small amount of attention as she poofs out of view and on the other side of the gate enclosure.

[21:12] <Abaddos> (I'm really terribly sorry about missing so much. Any way I can get a quick catchup?)

[21:12] <DM_Tolman> The half-elf extends a hand to Lucious.

[21:12] <DM_Tolman> (you just got it... we started an hour late)

[21:12] <Abaddos> (Oh, good. ok. Anything happen yet?)

[21:12] <DM_Tolman> (the group is exploring shops, looking for places that might be selling their lost items)

[21:13] <Abaddos> (Ok. Thanks. Sorry again.)

[21:14] * Abaddos attempts to ignore all the others, while keeping a hand subtly over his money pouch, just in case of pickpockets.

[21:15] * Lucius_Marbrand looks at the hand

[21:17] <DM_Tolman> The half-elf also greets Blake, "Welcome to Jalem... need help with anything?"

[21:18] <DM_Tolman> A dwarf smiles at Abbados, "Got a job?"

[21:18] * Shalanda breaths a sigh of relief at escaping the mob.

[21:18] * Abaddos glares. "

[21:18] <Blake``> "Well, we need some work, maybe some information on"

[21:18] <Abaddos> "Beat it, runt."

[21:18] <Blake``> "you know much about Jalem?"

[21:19] <Lucius_Marbrand> "Busy.." Lucius says "maybe later.." and heads to the other side of the gate enclosure

[21:21] <DM_Tolman> The half elf looks up at Blake, "Call me Getz. I know plenty."

[21:22] <Blake``> "I'm Blake, we're here in search of some missing things, but i have some other personal interests, know a fellow named Baros or one named Fallow?"

[21:22] <DM_Tolman> Getz: "Fallow, the trader?"

[21:23] <Blake``> "yeah"

[21:23] <DM_Tolman> Getz gets a quizzical look, as if your question surprised him, "That's an odd thing to ask. I meant, you need help with a good pie, or maybe buying a nice house? You need a house?"

[21:24] <Blake``> "we need a place to sleep that doesn't cost, but I doubt that is easy to come by"

[21:24] <DM_Tolman> "Fallow's one of them travelling traders... buys and sells from merchants in the city and then makes the rounds to other towns in Können."

[21:24] <DM_Tolman> Getz: "Nuttin's free, man."

[21:25] <DM_Tolman> The dwarf growls at you, Abaddos and walks away.

[21:25] * Blake`` nods "we also need work, Baros interests me as well, but anyway Getz, i should catch up to my friends"

[21:25] <DM_Tolman> Getz holds out his hand, expectantly.

[21:26] * Blake`` shakes his hand and catches up

[21:26] <DM_Tolman> Getz: "Er... Fallow. Sunday... should be back by on Sunday."

[21:26] <DM_Tolman> Getz hollers out as Blake rushes away, "I could tell ya where!"

[21:27] * Shalanda waits by the gate for the others, having a shred of pity for what they are going through.

[21:27] * Abaddos walks up to Getz. "You know where he meets?"

[21:28] <DM_Tolman> Getz looks at Abaddos, surprised until he surmises that you two are together.

[21:28] <DM_Tolman> Getz holds out his hand.

[21:29] <Blake``> "where does he meet?"

[21:29] * Abaddos reaches in a pouch and holds up a coin, making as if to give it away, then jerking it back. "Well?"

[21:29] <DM_Tolman> Getz smiles at Blake, with his hand extended.

[21:30] * Blake`` extends his hand as well "that would be great to know"

[21:30] <DM_Tolman> Getz looks at his empty hand and then back at Abaddos, his other hand on his hip.

[21:30] * Shalanda shakes her head as she watches.

[21:31] <Blake``> (oh, i get it)

[21:31] * Abaddos grins. "I am no fool. You're going to have to earn money to get money."

[21:32] <Blake``> "nevermind Getz, if that information costs, i'll figure it out another way"

[21:32] * Blake`` turns back to head over to Shalanda

[21:32] * Abaddos steps closer. "Or you can keep wasting our time with your sealed lips and extended hand, and I can just take out my frustration on those poor fingers of yours..."

[21:33] <DM_Tolman> Getz places his other hand on his hip, "Mean one, you are. Just trying to get by."

[21:33] <DM_Tolman> Getz: "Jalem's a big place. Good luck finding him without help."

[21:33] <DM_Tolman> Getz turns as you see opportunity walk out the gate.

[21:34] * Abaddos glares at Blake.

[21:34] * Shalanda looks at Blake has he approaches.

[21:34] <Shalanda> "So what did he want, a hand out?"

[21:34] <DM_Tolman> Blake and LUCius catch up with Shalanda.

[21:36] <Abaddos> "He wanted to trade money for information. Unfortunately, some of us are too GOOD to do things the easy way."

[21:36] * Lucius_Marbrand rubs his eyes as he walks

[21:36] <Shalanda> "Huh?"

[21:36] * Shalanda scratches her head at Abaddos

[21:36] <Shalanda> "What are you talking about?"

[21:36] <Blake``> "I am sure we can find out where Fallows comes from the bookstore"

[21:37] <Shalanda> "Fallows?"

[21:37] * Abaddos blinks. "Are you all right in the head?"

[21:38] <DM_Tolman> A busy, eclectic crowd passes around you each way as you stand beside the gate entrance on teh public sector side.

[21:38] <Shalanda> "In case you didn't realize, I was over here, while you were over there talking to the street urchin."

[21:38] <Blake``> "yeah the merchant we have to meet up with in a couple days"

[21:39] <Shalanda> "What did that guy say?"

[21:40] <DM_Tolman> (Note: Today is still Thirstday, so 3 days til Satyrday)

[21:40] <Abaddos> "He said he know how to meet Fallow. Blake made certain that he left without giving us that information."

[21:41] <Shalanda> "Are you serious?"

[21:42] <Blake``> "You could have gotten it"

[21:42] * Shalanda groans

[21:42] <Blake``> "Eithe of you could have, i opened up to opportunity"

[21:42] * TolBot (me@360a19f2.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:42] <Blake``> (to = the)

[21:42] * Shalanda starts walking towards the street urchins.

[21:42] <Shalanda> "I'll find out myself."

[21:43] * Shalanda tries to make herself look extra intimidating so nobody else bothers her as she approaches.

[21:43] <DM_Tolman> Shalanda enters the crowded covering of the gate chamber which has three openings, one to the south towards the public sector, one north towards teh common sector, and a larger gate west leading out of the city.

[21:43] * Lucius_Marbrand stays out of the crowd

[21:43] <DM_Tolman> A woman moves up to Shalanda holding up a necklace, "Change your mind?"

[21:43] * Shalanda glares

[21:44] * Blake`` moves along with the others

[21:44] * Abaddos glares at Blake's back, following him.

[21:45] * Shalanda heads for the guy the others were talking to.

[21:45] <DM_Tolman> The crowd moves by, skirting around the loiterers.

[21:45] <DM_Tolman> You do not see the guy the others were talking to.

[21:45] * Shalanda looks around for that guy.

[21:46] <Blake``> "his name was Getz, hes gone by now"

[21:46] <Abaddos> "No point in looking for him, I believe."

[21:47] <DM_Tolman> You meander around the crowd but see him not.

[21:47] * Shalanda stomps her foot and curses in Elven.

[21:48] * Lucius_Marbrand blinks at Shalanda and murmurs to himself "how lady like.."

[21:48] <Blake``> "Fallows isn't going to hide, he is a merchant, he wants business, we will find him"

[21:49] * Shalanda grumbles.

[21:49] <Abaddos> "And if he should catch wind of us, he will hide and we won't. That's why it's so important to always know where he is, especially if he doesn't know where we are. That way we can FOLLOW him."

[21:49] <Shalanda> "They just lost a lead to this Fallows guy, and it's disheartening, and just makes me angry."

[21:50] <Abaddos> "Who is this 'they' you speak of? I was trying to gain information from him."

[21:50] * Shalanda sighs.

[21:50] <Shalanda> "Let's just go."

[21:51] * Shalanda heads back towards the gate to get to the jewelry store.

[21:51] * Blake`` heads off "Shalanda we would be in this spot if I had not talked to him in any case, and we will be able to find Fallows, he isn't hiding from us"

[21:51] <Blake``> "Chances are he bought the items from someone else, and all we are looking is to find out who that was, and keep on tracing it back"

[21:51] <DM_Tolman> You leave the gate and enter the public sector.

[21:52] <DM_Tolman> (Map: http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx&hl=en)

[21:52] <Abaddos> "Then you'd better hope you don't let him escape."

[21:54] <Abaddos> "So... I suppose we can simply wait, then."

[21:54] <DM_Tolman> You pass by three towers along the city wall near the Jalem gate. Off you your left, you see a building, and up ahead on the right is the tremendous governor's palace. In front of it, behind the theatre is the Lower Market, lined with rows and rows of booths and tents and tables of merchants sellign their wares.

[21:55] <Blake``> "why would he escape Abaddos, am I missing something here?"

[21:55] <Lucius_Marbrand> "That's what I was wondering too..."

[21:57] <Shalanda> "Maybe that Getz guy is going to talk to one of this Fallows fellow's henchmen about us."

[21:57] <Abaddos> "Gah.... Why do you people always assume someone is good at heart? Untill further notice, we should treat this Fallows guy as if he's the one who stole our items. That means he has something to hide, which in turn means he's willing to run instead of having it drawn into the open."

[21:58] <Shalanda> "Why are you assuming I'm guilable?"

[21:58] <Blake``> "Then same with the person who was going to give us the information, he might have just been making it up"

[21:59] * Abaddos nods to Blake. "Now you're catching on."

[21:59] <Blake``> "We should treat Fallows as if he is simply a merchant who we want information from"

[21:59] <DM_Tolman> The group wanders around the Market, still bickering amongst one another. You see every possible type of booth. Health elixirs, hand tools, leather bags, trinkets, jewelry, fresh eggs, shields, gauntlets, knives, ropes, candles, adventuring kits, and more.

[22:00] * Abaddos snorts. "You do that. Invite him to tea, if you like. All I know is that I'm going to be keeping an eye on his sword-arm."

[22:00] * Lucius_Marbrand stops along the way to check prices for supplies they might need in the future

[22:01] <DM_Tolman> (Note, Abbados, you weren't here for that part of the game, so, to fill you in, the other group members experienced very impressive feats of power and skill from those who abducted them, and so did you.)

[22:01] <DM_Tolman> (This amount of power and skill would not fit the description of someone who was a mere trader.)

[22:02] <Blake``> (brb)

[22:03] * Shalanda checks the booths that look like they may sell holy symbols.

[22:04] <DM_Tolman> (You can purchase anything in PHB for PHB prices in the Lower Market. The exception would be anything beyond the most basic weapons, and armor. Those will take an order.)

[22:06] <Abaddos> (I get it, the point is that he may be working with the thieves, and more importantly, Ab's a paranoid Tiefling.)

[22:06] <DM_Tolman> (that's all great. just wanted to fill you in on that part of the plot)

[22:07] <DM_Tolman> The group spends time looking around the shops. You do not find any of your items among them.

[22:07] * Shalanda sighs.

[22:07] <Lucius_Marbrand> "I guess.. it just wasn't to be"

[22:07] <Shalanda> "Looking at all these things, reminds me that we need to get jobs."

[22:08] <Lucius_Marbrand> "Jobs? Like at a Bakery?"

[22:08] * Abaddos grins, eyeing Shalanda up and down. "Or working as a bar-dancer."

[22:09] <Shalanda> "If that's what it takes."

[22:10] <Shalanda> "Though I can't dance for crap."

[22:10] <Blake``> "let's get looking then"

[22:11] <Shalanda> "Either that, or we are going to have to start doubling or tripling up on rooms to stretch our money as far as we can."

[22:11] <Lucius_Marbrand> "Maybe we should try to find a job guarding a caravan or something.. "

[22:12] <Lucius_Marbrand> "Why don't we go out and see what we can find in terms of people hiring for jobs, then meet back at the inn at sunset?"

[22:12] <DM_Tolman> The group sits down at the benches beside the theatre, tired after walking around the booths and plotting the next move..

[22:13] <Blake``> "I like how you think Lucius, our abilities are always sought after"

[22:13] <Blake``> "I agree"

[22:13] <DM_Tolman> You review what you've gleaned while at Jalem (ie. here's a reposting of all the rumors and info since you're not the best at note taking it seems)

[22:13] <DM_Tolman> Random Rumors & Info Acquired in Jalem

[22:13] <DM_Tolman> (some of which is bound to be utterly useless)

[22:13] <DM_Tolman> 1. "The Purple Skull" tavern is in the basement of Calvar's Mountain Inn, a dark yet busy room of drinking and socializing.

[22:14] <DM_Tolman> 2. One human at a tavern table is boasting of cheating on his wife... some at the table cringe at his open confession.

[22:14] <DM_Tolman> 3. Blake, from another table, you hear of trouble at the local wood mill. Workers have left. The mill apparently cared little for worker safety, and after 2 maimings and one death, several walked out.

[22:14] <DM_Tolman> 4. Blake from another table you hear about the religious festivals that go on nearly every day in the temple court.

[22:14] <DM_Tolman> 5. Blake, as you finish your ale and head out, you pass by one table and hear a local grocier telling a sad story about his primary supplier, a farmer Arguile from near Mashod, who was just murdered by a local tyrrant named Baros. Blake finds the grocer the next day and learns just that Farmer Gazebo Guilles was a good man and that Baros is a regional bully down near Mashad but probably doesn't own a black carriage.

[22:14] <DM_Tolman> 6. You learn that the central market in the public sector is skirted by public buildings, including palaces of royal officials and the city hall including the Bill Board of work and skills wanted.

[22:14] <DM_Tolman> 7. You hear that the dwarven sea musical showing at the theatre this week is getting mixed reviews.

[22:14] <DM_Tolman> 8. On Freeday there will be a tournament event at the Hippodrome, the stadium.

[22:14] <DM_Tolman> Blake's book was bought at Briar's Book Barn. Sid there said Fallow the trader sold it to him.

[22:14] <DM_Tolman> 9. Met Getz at the gate, who says Fallow can be found on Sunday, but where, you never found out.

[22:14] <DM_Tolman> (You're welcome)

[22:15] <Shalanda> (I don't recall #6, so thank you.)

[22:16] <DM_Tolman> (The relevance of #6 is what prompted me to post this)

[22:16] <Abaddos> "So... to the central market then? To check the papers?"

[22:16] <Lucius_Marbrand> "I think I am going to enter that Tournament.."

[22:16] <Shalanda> "Papers? What papers?"

[22:16] <DM_Tolman> (You just spent 3 hours at the central market)

[22:17] <Abaddos> (Oops.)

[22:17] <DM_Tolman> (also called the Lower Market... The city slopes down this direction)

[22:17] <Abaddos> "The Billboard."

[22:17] <Shalanda> "I wonder what kind of tournament that is."

[22:18] <Abaddos> "Hm... Well, it seems interesting. Who's up for finding out more about it?"

[22:18] <Blake``> "Let's go to the postings then, and also see about this tournament"

[22:18] <Shalanda> "I suppose it wouldn't hurt."

[22:19] * Abaddos nods.

[22:20] <DM_Tolman> You rise from the benches. To the east is a stretch of homes. While the view of houses is almost as expansive as those in the common sector, the stark contrast shows how these homes are order, clean, made of white stone.

[22:20] <DM_Tolman> You move between the nice homes and the theatre toward City Hall (building 21).

[22:21] <DM_Tolman> (no, 20)

[22:22] <Lucius_Marbrand> (brb)

[22:23] <Shalanda> "I like the houses in this district. One day it would be nice to live in a home like this... but in the forest."

[22:24] <DM_Tolman> You enter the central hall of the City building. In one direction, you see signs about the city archives. The other direction leads to a large room with side offices. Each office has an open window where you can step up to do business, some relating to paying taxes, another regarding city betterment, another regarding real estate, another pertaining to licenses. On one large wall, spanning some 40 feet, you see a board with notes and

[22:25] <Abaddos> "Hmph. These homes were built for the corrupt and powerful."

[22:26] <DM_Tolman> Numerous folk peruse the Bill Board, which is divided into sections. Public announcements. Entertainment adverts. Items for sale. Jobs available. Miscellaneous.

[22:26] <Shalanda> (Cut off at: spanning some 40 feet, you see a board with notes and)

[22:26] <DM_Tolman> On one large wall, spanning some 40 feet, you see a board with notes and bills posted on it.

[22:27] * Abaddos browses the available jobs and miscellaneous sections, waiting for something to pop out at him.

[22:27] <Shalanda> "There you go stereotyping people again."

[22:28] * Shalanda starts scanning the wall, looking for anybody in need of funeral service, or other priestly type jobs, or something interesting.

[22:28] <Abaddos> "Are you saying I'm wrong?"

[22:28] <Shalanda> "I am."

[22:29] <DM_Tolman> YOU see items like 'day laborer', 'entertainer', 'hired blade', excavator', 'seamstress'. On the Entertainment board, you read about the patron/matron champion's tourney at the Stadium beginning Freeday.

[22:29] * Blake`` reads over the hired blade

[22:30] * Lucius_Marbrand reads over the patron/matron tourney information

[22:30] * Shalanda looks at the excavator listing before the tourney listing.

[22:31] <DM_Tolman> Blake, you see a handful of different postings... muscle to help rid wild beasts from a farm. An adventurer needed to help in exploring a mountain. A fighter needed to help purify an infested dungeon.

[22:31] <DM_Tolman> Shalnda, it seems to be related to identifying precious metals in a river.

[22:32] * Blake`` takes the one about the dungeon

[22:32] <DM_Tolman> Regarding the tournament, 20 patrons and matrons in the city have qualified to enter a team of champions into the champions' Tourney in honor of a festival day. Experience feats of skill and wonder.

[22:34] * Abaddos reads the tourney paper, looking for information about joining.

[22:35] <DM_Tolman> The posting seems more geared towards inviting folks to attend.

[22:35] * Lucius_Marbrand looks at the list of patrons/matrons

[22:36] * Shalanda shrugs at the postings.

[22:36] <Shalanda> "Anything interesting?"

[22:36] <Blake``> "Look at this one"

[22:36] * Abaddos reads over it. "Hmm... interesting. What's the pay?"

[22:36] * Shalanda takes a look.

[22:37] <Blake``> "A Fighter needed to purify an infested dungeon, now that sounds like something we could handle"

[22:37] <Shalanda> "Hmm cliché, but if it pays well.."

[22:37] <DM_Tolman> Lucius, you see at the bottom of the post the names of 20 folks, every name seems to have a title Lord or Lady or Duke, or some other qualifier as in "Tillie the Keeper".

[22:38] <DM_Tolman> ("Atilla the hun" and "Jabba the Hut" are not there)

[22:38] * Abaddos grins at Shalanda. "We're looking at a town notice board to find jobs. Isn't that a cliché in itself?"

[22:38] <Abaddos> (What about Puff the Magic Dragon?)

[22:39] * Blake`` reads the entire page to get more information

[22:39] * Shalanda shrugs

[22:40] <Lucius_Marbrand> "I wonder if any of those teams have any openings.."

[22:40] <Abaddos> "One way to find out."

[22:41] <DM_Tolman> Lucious, the flyer does not give the status of the teams, and begs further investigation regarding the entries from another source. Blake, it says "Spoils as compensation" "Risky business" "Inquire with Archie at Achibald Anselm's Auspicious Weaponry."

[22:41] <Shalanda> "Too bad you weren't a Duke or something."

[22:42] <Blake``> "Well, on another note, the reward here is the spoils, sounds good"

[22:43] <Shalanda> "If there are any spoils."

[22:44] <Blake``> "There will be spoils"

[22:44] <Abaddos> "At least it won't be boring and we'll get to actually use our skills."

[22:44] <Blake``> "And if we plan on getting our stuff back, we do need to practice, those wagon riders were very skilled"

[22:45] * Abaddos shrugs. "Just take all the hired blade fliers and we can check their availability one by one, and split up if we need to."

[22:45] <Blake``> "I've explored ruins before, we will need some supplies"

[22:45] <Blake``> "There are two more on there Abaddos"

[22:45] * Abaddos grabs them.

[22:47] <Shalanda> "Any there about cheating husbands?"

[22:48] * Abaddos blinks.

[22:48] <Blake``> "Let's head over to Achibald Anselm's Weaponry, and ask more about this flyer, maybe hes had trouble getting help and we can get him to give us extra coin for supplies"

[22:49] <Lucius_Marbrand> "Yea.. maybe he knows if someone is hiring for that tournament.."

[22:49] <Shalanda> "Worth a look into, I suppose."

[22:50] * Blake`` nods and heads towards the weaponry shop (we were there already once right?)

[22:50] * Abaddos agrees.

[22:50] <DM_Tolman> (yes)

[22:50] * Lucius_Marbrand heads to the weapon shop

[22:51] <DM_Tolman> The group takes down three 'advernturers wanted' type info, and then heads toward Anselm's.

[22:52] <DM_Tolman> After meeting with Archibald, you learn more about an associate that he can contact if you're interested. It would take an estimate week to do the venture, and could be arranged to commence in two days.

[22:54] <Abaddos> "A week? But we'd miss our chance to see Fallow..." Abaddos whispers to his teammates.

[22:54] <Blake``> "I see it like this, Fallows will return here over and over again"

[22:55] <Blake``> "But I suppose the sooner we find out who he got the book from, the more accurate it will be"

[22:55] <Shalanda> Perhaps one of the other jobs would be more appropriate.

[22:55] <Blake``> "Abaddos has the information"

[22:56] * Lucius_Marbrand asks about the tournament

[22:56] * Abaddos shrugs and gives shalanda the other papers

[22:56] <DM_Tolman> Archibald Anselm: "Do you want me to make the contact?"

[22:56] * Shalanda looks at the paper.

[22:57] <Blake``> "We have to meet with Fallows, its important and we still don't know where to locate him on Sunday, we could do this after we meet with Fallows on Sunday"

[22:57] <Blake``> "It would make more sense for us to return then:

[22:57] <DM_Tolman> Archibald looks up from shining a dirk, "The champion's tourney?"

[22:58] <Lucius_Marbrand> "Yes.."

[22:58] <DM_Tolman> Archibald: "Could be a good show. Touch and go those are... sometimes can be a bore. It's funny you should bring it up."

[22:58] <Lucius_Marbrand> "i was reading about the Tournament, and I was interested to find out if any teams had any.. openings..?"

[22:59] <Lucius_Marbrand> "Really? Is there anything special about this year?"

[23:00] <DM_Tolman> Archibald: "No, just funny, cause Lord Muwalaby was just in here not an hour ago... I made him a ceremonial blade, quite proud of it I am... double bladed metal, interwoven house symbols from his families icon, sketched into the blade..."

[23:00] <DM_Tolman> Archibald: "... on the handle I put a ... oh, well. Yes, anyhow, he was just in here."

[23:01] <DM_Tolman> Archibald: "He was grumbling. I was to have the blade ready by today, so he could show it off at the tourney with his champion's team."

[23:02] <DM_Tolman> Archibald: "But turns out he won't be entering, because he had all five of his team members beheaded for sleeping with his wife."

[23:02] <Shalanda> "His wife gets around huh."

[23:02] <Lucius_Marbrand> "At the same time?"

[23:03] * Lucius_Marbrand whistles in surprise

[23:03] <Lucius_Marbrand> "Interesting..."

[23:03] <DM_Tolman> Archibald: "Couldn't say, and wouldn't want to. He really wanted to beat Duke Dansforderlioni this tourney, but he figured he couldn't worthy champions in a days notice."

[23:04] <DM_Tolman> *** Thus ends this session of the Können Land campaign ***

3-22-2009:

[19:38] <DM_Tolman> *** Session 21 of Können land Beginning ***

[19:38] <DM_Tolman> The party has spent the day scouring for information around town, and then investigating gainful employment options.

[19:39] <DM_Tolman> They have 3 days to await their trail of their robbers, and no money for the inn.

[19:39] <Abaddos> (brb)

[19:40] <DM_Tolman> Luck would have it that the champions tourney which starts tomorrow might just have an opening that the group has caught wind of.

[19:40] <DM_Tolman> While visiting the Weaponsmith...

[19:40] <DM_Tolman> Archibald said that Lord Muwalaby was in his store, complaining he had lost his team of champions.

[19:41] <DM_Tolman> Archibald: "He was grumbling. I was to have the blade ready by today, so he could show it off at the tourney with his champion's team."

[19:41] <DM_Tolman> DM_Tolman: Archibald: "But turns out he won't be entering, because he had all five of his team members beheaded for sleeping with his wife."

[19:41] <DM_Tolman> Archibald: "He really wanted to beat Duke Dansforderlioni this tourney, but he figured he couldn't worthy champions in a days notice."

[19:41] <DM_Tolman> Archibald blinks.

[19:42] <Shalanda> "What can you tell us about this tourney of champions?"

[19:43] <DM_Tolman> Archibald looks at Shalanda, "Well, typical sort of thing. teams compete... battles and gauntlets and tests of skill."

[19:44] * Shalanda nods.

[19:45] <Shalanda> "Where may we find his Lordship? It may be possible you just located some replacement champions for him."

[19:45] <DM_Tolman> Archibald looks up from piddling with some blades on a display, "Hmm, you indeed?"

[19:46] <DM_Tolman> He looks you over in turn.

[19:46] <DM_Tolman> Archibald: "Hmm, perhaps so. He has duty in the Phasael tower today, actually. The three towers near Jalem gate..."

[19:46] <Kaiser_Trantin> (Where am I at anyways, am I with them?)

[19:47] <DM_Tolman> (Yes, all in the smith's shoppe)

[19:48] <DM_Tolman> Archibald: "There are five of you. A champion's team is five. Go see him soon if you wish to do so. The hour is late."

[19:49] * Lucius_Marbrand nods

[19:49] <Shalanda> "Well then Mr. Archibald, I thank you for your aid. If we happen to win the Champion's contest, I'll be sure to spend some winnings here in the future."

[19:49] * Shalanda smiles.

[19:49] <DM_Tolman> Archibald chuckles, "Indeed."

[19:50] * Shalanda exits

[19:51] * Blake`` heads out as well, "we'll be back about the dungeon another time"

[19:51] * Lucius_Marbrand follows Shalanda

[19:52] <DM_Tolman> Archibald nods at Blake.

[19:53] <DM_Tolman> The group leaves the blacksmith's shoppe and heads towards Jalem gate.

[19:53] * Lucius_Marbrand rubs his hands gleefully

[19:53] <Lucius_Marbrand> "I hope we can get into this tourney!"

[19:54] <DM_Tolman> You walk along the city wall and then into the portcullis of the gate chamber... a crowd remains there.

[19:54] <DM_Tolman> Abaddos, you catch a glimpse of a familiar face.

[19:54] <Abaddos> (back)

[19:55] * Abaddos blinks, and tries to look closer, searching his brain to try and identify it.

[19:55] <DM_Tolman> The street traveller Getz meets your eye before disappearing into the crowd.

[19:55] * Abaddos blinks. "Him..."

[19:56] * Abaddos looks at the others. "When do we need to meet this man, and where?"

[19:57] <Shalanda> "Huh, I would assume as soon as we can, as the hour grows late, and the competition is soon.

[19:57] * Lucius_Marbrand nods

[19:57] <Lucius_Marbrand> "To the Tower, then I suppose?"

[19:57] <Abaddos> "Hm.. I shall meet you at those three towers as soon as I can... there's something I should take care of first..." With that, he breaks off into the crowd in the direction Getz was travelling.

[19:58] * Shalanda watches Abaddos leave.

[19:58] <DM_Tolman> Roll a perception check, Abaddos.

[19:58] <Shalanda> "What was that all about?"

[19:58] <Abaddos> (hang on, digital char sheet loading)

[19:58] <Lucius_Marbrand> "I don't know, maybe he has met someone special?"

[19:58] <Abaddos> 1d20+1

[19:58] <TolBot> Abaddos's 1d20+1: 19

[19:58] <DM_Tolman> 1d20

[19:58] <TolBot> DM_Tolman's 1d20: 16

[19:59] <Shalanda> "Maybe a little tiefling girl to warm is cold heart?"

[19:59] * Shalanda chuckles.

[19:59] <DM_Tolman> The group, sans Abaddos, moves through the portcullis and into the public sector. To the right you see three small towers that look out over the wall.

[19:59] <Abaddos> (if he were in the party, he'd say something like, "aww, you know you're the only one for me, babe!")

[20:00] <Shalanda> "You know, it would be wise to have him with us when we meet this lordship. Without him, we are but 4, and that a champions' group does not make.

[20:00] <Abaddos> (aww, she misses him, too...)

[20:00] <DM_Tolman> Abaddos, after 5 minutes of searching, you do not see the elusive, scraggly half-elf named Getz, who spoke to you yesterday about knowing where to find Fallow on Sunday.

[20:01] <DM_Tolman> You walk up to a simple door of the first tower. Someone stands guard.

[20:01] * Lucius_Marbrand looks to Shalanda to do the talking

[20:02] * Shalanda waits near the tower, hoping Abaddos gets back quickly from his fling at the gates.

[20:02] <DM_Tolman> You wait at the tower as the guard stares at you curiously. Abaddos in time joins you.

[20:02] * Kaiser_Trantin stands around quietly, having nothing to really say

[20:03] * Shalanda looks to Blake to do the talking, trusting his tounge is more silvered than her own.

[20:03] * Abaddos mutters about bloody little sneaky half-elves disappearing into thin air like a fey-cursed phantom.

[20:03] <Shalanda> "What would you know about fey-cursed phantoms?"

[20:04] <Abaddos> "I know that if you go a few more days without your beauty sleep, princess, you're gonna look like one."

[20:04] <Shalanda> "I'll have you know I've been getting lots of sleep, though not nearly as much as some..."

[20:04] <DM_Tolman> The guard speaks to your group, "Am I in your way or something?"

[20:05] * Shalanda gives Kaiser and Abaddos an accusing look.

[20:05] <Blake``> (sorry didnt read yours right mage)

[20:06] * Abaddos struts up to the guard. "Actually, yes. It's much easier to speak to... what's his name? Lord Mullybalully? When there isn't a very large armored man in the doorway."

[20:06] * Blake`` approaches the guard

[20:06] * Blake`` lets Abaddos take over

[20:06] * Abaddos smirks. "With all due respect, of course."

[20:06] <DM_Tolman> Guard: "Pardon? Are you ridiculing my Lord?"

[20:06] * Lucius_Marbrand blinks

[20:06] * Lucius_Marbrand turns to Shalanda

[20:07] * Shalanda eyes her eye brows in alarm.

[20:07] <Lucius_Marbrand> "Remind me why we keep him around?"

[20:07] * Kaiser_Trantin grabs Abaddos and pulls him back "Forgive his insolence, we would like to request an audience with Lord Muwalaby."

[20:07] * Shalanda shrugs.

[20:07] <Abaddos> "No, not intentionally. See, we're here to try to make him money."

[20:07] * Abaddos snaps his fingers. "Muwalaby, that's what it is!"

[20:07] * Shalanda says quietly to Lucius...

[20:07] <DM_Tolman> The guard looks at Abaddos and then at Blake and Kaiser finally, "You a dragon-kin?"

[20:07] <Shalanda> "I wasn't the one who healed him, remember?"

[20:07] <Kaiser_Trantin> "Dragonborn, Yes."

[20:08] <DM_Tolman> Guard: "Never seen one of you up close."

[20:08] * Lucius_Marbrand returns quietly with

[20:08] <Abaddos> "Or, a Gecko, as I like to call them."

[20:08] <Lucius_Marbrand> "Maybe we'll luck out, and the Lord will behead him too?"

[20:08] <Kaiser_Trantin> "It seems my kind is rare in these parts."

[20:08] * Abaddos mutters about them being not rare enough.

[20:08] <DM_Tolman> Guard: "Why do you want an audience with Lord Muwalaby?"

[20:08] * Shalanda nods at Lucius.

[20:08] <Kaiser_Trantin> "We heard his is looking for Champions for the Tournament."

[20:08] <Kaiser_Trantin> (He is. . not his lol)

[20:09] <DM_Tolman> Guard: "Huh... alright. He's up the stairs."

[20:09] <DM_Tolman> The guard rather informally opens the door behind him.

[20:09] <Kaiser_Trantin> "Thank you very much, Sir."

[20:09] * Abaddos grins at the rest of the group as if to say "you're welcome."

[20:09] <Lucius_Marbrand> "Thank you" Lucius says to the Guard

[20:09] * Lucius_Marbrand walks up the stairs

[20:09] * Kaiser_Trantin lets the others go first to bring up the rear.

[20:10] * Abaddos pats the guard on the shoulder as he walks by. "Keep up the good work, there!"

[20:10] <Shalanda> "Many thanks, may the Queen bless your afterlife."

[20:10] <DM_Tolman> Inside, you see a small room and an open ceiling with stairs winding up around the sides.

[20:11] <DM_Tolman> Ascending, you come to a small chamber with windows all around. An attendant greets you and you see a fancy dressed man sitting in a chair looking out the window.

[20:11] * Kaiser_Trantin shakes his head at Abaddos and whispers under his breath "He'll never learn till he gets himself killed."

[20:11] * Abaddos steps forward to speak.

[20:12] * Lucius_Marbrand steps on Abaddos's foot

[20:12] <Kaiser_Trantin> "Abaddos, hold your tongue."

[20:12] * Abaddos yelps.

[20:12] * Abaddos glares daggers at Lucius.

[20:12] <Lucius_Marbrand> "Oh, sorry about that.. terribly clumsy of me.."

[20:12] <Kaiser_Trantin> "Lord Muwalaby, May we have a word? We come in regards about your looking for Champions."

[20:12] <DM_Tolman> Muwalaby: "Indeed, it is not nightfall yet, but if you are eager for your shift, I grow weary of this dreary..."

[20:12] <DM_Tolman> The man stands, "What of the Champions Tourney?"

[20:13] <DM_Tolman> Muwalaby hears your pitch.

[20:13] <Shalanda> "A man by the name of Archibald referred us to you, and believed we could be of assistance to you."

[20:13] <Kaiser_Trantin> (Thank you, I was about to ask to be thrown a bone here lol)

[20:13] * Abaddos calls out before anyone can stop him. "We're here to beat the pants off Lord Daffodiloni for ya."

[20:14] <DM_Tolman> (Diplomacy check, Shalanda.)

[20:14] <DM_Tolman> (And you, too, Abbados)

[20:14] <Shalanda> (Do I get a bonus from your class Blake?)

[20:14] <Abaddos> 1d20+6

[20:14] <TolBot> Abaddos's 1d20+6: 10

[20:14] <Blake``> (yes)

[20:14] <Blake``> (as long as you don't have a bonus i believe)

[20:14] <Shalanda> (how much of one?)

[20:15] <Blake``> (+1)

[20:15] <Lucius_Marbrand> (you also get a bonus from me)

[20:15] <Abaddos> (what bonuses?)

[20:15] <Shalanda> 1d20+2 (plus whatever I get from those two)

[20:15] <TolBot> Shalanda's 1d20+2 (plus whatever I get from those two): 13

[20:15] <DM_Tolman> (they don't stack... take highest)

[20:15] <Lucius_Marbrand> (+2 from me I believe)

[20:15] <DM_Tolman> Muwalaby: "Archibald recommends you, eh?"

[20:15] <Shalanda> "Indeed my Lord."

[20:16] <DM_Tolman> He hurls something at...

[20:16] <DM_Tolman> 1d5

[20:16] <TolBot> DM_Tolman's 1d5: 3

[20:16] <DM_Tolman> ... Kaiser.

[20:16] <Kaiser_Trantin> (reflex check?)

[20:16] <Shalanda> (uh oh)

[20:16] <DM_Tolman> Kaiser, an object hurls at you.

[20:16] <DM_Tolman> (Try and catch, dodge, or nothing?)

[20:17] <Kaiser_Trantin> (Catch)

[20:17] <DM_Tolman> (Athletics check)

[20:17] <Kaiser_Trantin> 1d20+9

[20:17] <TolBot> Kaiser_Trantin's 1d20+9: 27

[20:17] <DM_Tolman> Kaiser catches an apple.

[20:17] <Kaiser_Trantin> "Thank you my Lord," he says with a smile.

[20:18] <DM_Tolman> Muwalaby stands, "Hmm." He looks you five over. "Are you good?"

[20:18] * Abaddos grins. "Let's put it this way, do you have anything better already?"

[20:18] <Kaiser_Trantin> "Abaddos, Hold your insolent tongue before I remove it from your mouth."

[20:18] <Shalanda> "With a dragonborn of Kaiser's skill as your champion, you would be the talk of the city."

[20:19] <DM_Tolman> Lord Muwalaby stands up straighter, "You are not to speak to me again."

[20:19] <DM_Tolman> Muwalaby glares at Abaddos, "Insolence."

[20:20] <DM_Tolman> Muwalaby looks at the rest of you, "Very well. 100 gold...each."

[20:20] <Kaiser_Trantin> "You are generous my lord, we thank you."

[20:20] <DM_Tolman> Muwalaby sits down, "IF you win. Less if you don't."

[20:20] * Lucius_Marbrand nods

[20:21] * Abaddos whispers. "Yeesh, talk about uptight."

[20:21] <Blake``> "perfect"

[20:21] <DM_Tolman> Muwalaby speaks to his attendant and then gives you all a wave with the flick of his wrist. "On the morrow."

[20:21] * Abaddos just shrugs, still grinning.

[20:22] * Kaiser_Trantin bows gently, before heading back down the stairs

[20:22] <Shalanda> "Where shall we meet you on the morrow?"

[20:22] <DM_Tolman> The human attendant moves towards you and explains to show up at the stadium at 9 in the morning. He walks you down the stairs and gives you five sashes. You must wear these, and find the banner with the same markings. Report there.

[20:23] <DM_Tolman> The man sighs when Blake mentions room for the night. He gives you 10 gold for the inn this evening.

[20:23] * Abaddos wraps his around his arm.

[20:24] <DM_Tolman> The sash is pink with a lime green circle in the middle and a black animal in the middle that you think is a toad.

[20:24] * Kaiser_Trantin takes the sash and looks it over

[20:24] <DM_Tolman> He ascends the stairs.

[20:24] * Abaddos giggles at the sash. "Yay, we're the pink froggie team!"

[20:24] * Shalanda slaps Abaddos in the back of the head when nobody but the party is looking.

[20:24] * Blake`` thanks him

[20:24] <Shalanda> "What were you thinking up there?"

[20:24] <Kaiser_Trantin> "I will not protect you against Abaddos, learn to hold your tongue."

[20:25] <Abaddos> "Hey, it worked, didn't it?"

[20:25] <Kaiser_Trantin> "With no help from you"

[20:25] <Shalanda> "You almost cost us this opportunity."

[20:25] * Abaddos shrugs. "He's human, it's not like what I said made any difference in his opinion of me."

[20:25] <Blake``> (was that 10 gold each?)

[20:27] <Shalanda> "You missed the whole insolence thing, and the anger in his voice, or did it not pierce your thick skull?"

[20:27] * Abaddos snorts. "He saw horns and red skin. That was bound to be his reaction anyways." With that, he pushes out ahead without another word, and heads for the inn.

[20:28] * Kaiser_Trantin looks to the others

[20:28] <Kaiser_Trantin> "Maybe I should remove his tongue, we could at least tolerate him then. . ."

[20:28] <Shalanda> "We should have left him in the swamp he crawled out of."

[20:28] * Blake`` says to the others after Abaddos heads off "He will learn, just keep leading by example around him"

[20:29] * Blake`` tosses the gold to Shalanda (assuming its together in a bag)

[20:29] <Kaiser_Trantin> "Let us rest and feast before the challenges ahead

[20:30] <Shalanda> "I suppose we should return to the inn, and make sure we can all get rooms for the night first, then rests and feast."

[20:30] <Blake``> "If we had we wouldn't be in this tournament, I have a feeling he will end up proving his worth one day, he'd have left us if he didn't like us"

[20:30] <Shalanda> "Sadly he's taken a shining to me."

[20:30] <DM_Tolman> The group heads to the inn. Shalanda turns over the gold to pay for another night's stay and sup.

[20:30] * Shalanda sighs

[20:30] <Kaiser_Trantin> "I think he just likes to annoy us. . ."

[20:31] * Kaiser_Trantin looks a Shalanda, "We can solve that you know, I'll hold him down and you can remove his tongue with that Scythe of yours."

[20:31] <Shalanda> "I'd rather use something rusty without much of an edge."

[20:31] * Kaiser_Trantin grins

[20:31] <Abaddos> (lol. I just love inter-character drama.)

[20:32] <Shalanda> "But I think your idea of rest and feasting is in order."

[20:32] <Kaiser_Trantin> "Excellent, a filling meal will be most appreacited."

[20:33] <DM_Tolman> You move through Jalem gate and along the city wall on your right, up the hill towards Calvar's Inn and Tavern.

[20:33] <DM_Tolman> You wind up in the eatery on teh main level.

[20:34] * Shalanda passes out the remaining gold in equal shares over the course of dinner. (5 silver for a room would leave everybody with 1g 5s change).

[20:34] * Abaddos reclines in a chair on the far wall, not looking at or talking to anyone.

[20:34] <DM_Tolman> (5 s for the meal, so 1 gold to everyone)

[20:35] <DM_Tolman> (well, meal is actually 2 sp)

[20:35] <Abaddos> (I forgot how much I have...)

[20:35] <DM_Tolman> (Anyone in favor of moving towards morning?)

[20:35] <Abaddos> (sure)

[20:35] <Lucius_Marbrand> (yah)

[20:35] <Kaiser_Trantin> (Aight)

[20:35] <Shalanda> (ok 1g 3sp)

[20:35] <Shalanda> (sure)

[20:36] * Lucius_Marbrand has a meal and goes to bed early to be rested for the next day

[20:36] * Kaiser_Trantin does the same, also double checks all of his gear

[20:36] <DM_Tolman> After supp, you head to your rooms. YOu lay in your bunks, dreaming of crowds cheering as you enter a stadium.

[20:36] <DM_Tolman> (couple minute break)

[20:37] * Shalanda comes out of her trance just before early dawn and prays to the Raven Queen for a while before heading out to watch the sun rise.

[20:37] <Shalanda> (After the break that is)

[20:40] <DM_Tolman> Morning breaks. Shalanda watches the sun light the sky. Blake rubs his neck--must have slept on it wrong.

[20:40] * Kaiser_Trantin rolls out of bed, and checks his gear again, making sure everything is in the best of working order

[20:41] * Abaddos forces himself out of bed and goes outside to the front of the inn, again not talking or looking at anyone. (After he dresses, of course.)

[20:41] * Lucius_Marbrand gets out of bed and prepares for the day before meeting everyone outside in front of the inn

[20:41] <DM_Tolman> After checking intact gear and eating the bread and jam laid out at the rooms, you eventually meet at the front of the inn.

[20:42] * Kaiser_Trantin cracks his neck and stretches a little

[20:42] * Shalanda adjusts the fitting on her chain as she watches the sunlight, not paying much mind to the others.

[20:43] <DM_Tolman> You greet each other under the sign, "Calvar's Hilltop Inn & Tavern".

[20:43] <Lucius_Marbrand> "Everyone Ready?"

[20:43] * Kaiser_Trantin carries the sash in his hand

[20:43] * Abaddos nods.

[20:43] <Blake``> "Let's see how this goes"

[20:44] <Kaiser_Trantin> "Let this days activities begin, and hopefully, we will be victorious."

[20:45] * Abaddos mutters quietly under his breath. "We will be... we have to be."

[20:45] * Shalanda stands quietly.

[20:46] * Kaiser_Trantin sets a hand on Shalanda's shoulder, "Lady Shalanda, are you ready?"

[20:46] <Shalanda> "I am."

[20:47] <Kaiser_Trantin> "Very well."

[20:47] <Shalanda> "I was just admiring the hue of the sun."

[20:48] <DM_Tolman> The serenity of the moment subsides as suddenly the sun beams into your sight. You become mindful of the hour, and task ahead.

[20:50] * Kaiser_Trantin heads towards the stadium

[20:50] * Blake`` heads out as well

[20:50] * Shalanda follows

[20:50] * Abaddos walks, lagging behind a bit.

[20:51] <DM_Tolman> (which gate?)

[20:51] * Blake`` smiles and calls for Abaddos to catch up "quit lagging behind!"

[20:52] * Abaddos scowls, and ignores him.

[20:52] <Shalanda> (The Jalem gate takes us to the Theatre district does it not?)

[20:52] * Kaiser_Trantin tries to get the sash on

[20:52] * Lucius_Marbrand follows stretching

[20:52] <DM_Tolman> (could also go through the Schism gate and through the Temple Square)

[20:52] <DM_Tolman> The group moves through Jalem gate.

[20:53] <DM_Tolman> You notice that most if not all of those you see out and about are also moving in your direction, towards teh stadium.

[20:53] <Kaiser_Trantin> (*flips on some music from "Record of the Lodoss War" since it seemed fitting*)

[20:54] <DM_Tolman> Through the gate, you turn to the left and past the city hall. The stadium, wide and impressive is ahead on teh right. The High Temple sits atop a formed hill, looming in the background.

[20:55] <DM_Tolman> You enter through the main gates. Most of the crowd files to the left and right into the stands. A man stops you as you move towards the stadium floor. He looks at your waists. "Are you on a team?"

[20:55] * Blake `` gets his sash out and start to put it on "sure am"

[20:55] * Shalanda points out her sash.

[20:56] * Abaddos opens his mouth to make a sarcastic comment, then looks at his team, sighs, and nods.

[20:56] <DM_Tolman> After you all place your sashes on your waist, you move past into the field.

[20:56] <Kaiser_Trantin> "Yes, Lord Muwalaby's team."

[20:56] <Kaiser_Trantin> (Had to find the spelling of his name rofl)

[20:57] <Abaddos> (I still say mullybalully sounds better.)

[20:57] <DM_Tolman> Inside the large stadium, a track circles the field. scattered around the outskirts, some 20 tents are pitched, equidistant from each other. Each has a flag with some heraldry or symbol on it. It is easy to make out the Pink banner, with a lime green circle in the middle, and a toad-like black outline inside of that.

[20:58] * Abaddos walks to that tent.

[20:58] <DM_Tolman> You report to your station. The attendant is there. He welcomes you and settles you in. He explains that through the tournament, you remain here until an official instructs you otherwise and that you report back here after each and every event.

[20:59] * Shalanda nods in understanding.

[20:59] * Abaddos takes a seat.

[20:59] * Kaiser_Trantin nods as well

[20:59] * Lucius_Marbrand nods as well

[20:59] <DM_Tolman> Looking about, you see different setups in the field. Some rope-like constructions. A pile of stones. Some stations are difficult to identify.

[21:00] * Abaddos simply watches the field, looking deep in thought.

[21:00] <Kaiser_Trantin> (D&D Olympics. . lol)

[21:02] <DM_Tolman> The crowd in the stands is not what you'd call full. A wind blows the banners gently. In time, trumpets blow. People march into the stadium.

[21:02] <Shalanda> (With our group, are you sure that's not the Special D&D Olympics?)

[21:02] <Abaddos> (I was so close to saying that...)

[21:02] <DM_Tolman> Those people, the Lords and Ladies, Dukes and Dutchesses, Matrons and Patrons of the city, make their way to the tents.

[21:03] * Lucius_Marbrand sits calmly watching the ongoing proceedings

[21:04] <Shalanda> "I am beginning to think wearing armor was not the best of ideas."

[21:04] <DM_Tolman> Muwalaby walks to you. "Winning is everything, but only if you act fairly. Do not be a bad sport or I'll have your head. Do not embarrass me."

[21:04] * Kaiser_Trantin grins at Abaddos

[21:04] * Shalanda looks over at Abaddos.

[21:04] <Kaiser_Trantin> "Welcome my Lord Muwalaby."

[21:04] * Abaddos looks each of them in the eye with a dead gaze, then turns back to the field.

[21:04] * Kaiser_Trantin bows gently

[21:05] <Shalanda> "We shall endeavor to do our best."

[21:05] <DM_Tolman> Muwalaby smiles and puts his hand on your shoulder, "I'm sure you will."

[21:05] <DM_Tolman> (afk 1 sec)

[21:09] <DM_Tolman> You see some teams moving into the field. Nearby you see two teams doing what looks like tug-o-war.

[21:10] <DM_Tolman> You watch some teams fail, and others win.

[21:11] * Shalanda takes off her armor, expecting it to hinder her for a lot of these events.

[21:11] <DM_Tolman> An official comes up, "Lord Mullawaby's team, you're up. 'tis a simple test. Your team grabs the rope, and pulls the other team is a feat of strenght. There shall be no casting of spells once the pull has begun.

[21:11] * Kaiser_Trantin sets his blade on the ground, but leaves his armor on, also sets his pack on the ground

[21:11] <DM_Tolman> You are taken to a rope, where you take on side opposite a team of large men.

[21:11] <Blake``> (we can change in and out of our armor as needed right?)

[21:11] <DM_Tolman> (Order, front to back?)

[21:12] <DM_Tolman> (yep, change as needed)

[21:12] <Kaiser_Trantin> (I'll take up the rear)

[21:12] * Blake`` leaves his stuff behind as well

[21:12] * Shalanda sizes up the party and suggests Kaiser take the rear.

[21:12] * Blake`` nods agrees

[21:12] <DM_Tolman> You are hurried up by an official, "Ready?"

[21:12] <Blake``> "Yes, i'll take the front"

[21:12] <DM_Tolman> 3#1d20

[21:12] <TolBot> DM_Tolman's 3#1d20: 15, 17, 13

[21:12] <Lucius_Marbrand> "Middle"

[21:13] <Shalanda> "I'll get between Kaiser and Lucius then"

[21:13] * Abaddos quietly gets in line behind shalanda

[21:14] <Blake``> (so blake, lucius, shalanda, abaddos and kaiser?)

[21:14] * Kaiser_Trantin takes up the rope when ready, and wraps its a few times around one of his arms to give him a very firm grip.

[21:14] <Lucius_Marbrand> (yup)

[21:14] <Shalanda> (Looks that way)

[21:14] * Blake`` gets his feet firmly planted

[21:15] * Lucius_Marbrand readies himself

[21:15] * Kaiser_Trantin plants himself firmly as well

[21:15] * Shalanda digs in.

[21:15] * Abaddos taps Shalanda on the shoulder really quickly.

[21:15] <Blake``> "Also, lets not lose this, I don't like the look of this door in the middle here"

[21:15] <Shalanda> "Yeah?"

[21:15] <DM_Tolman> The other team, wearing brown sashes, holds the rope firmly.

[21:15] * Abaddos points between the teams on the ground.

[21:16] * Blake`` grips the rope

[21:16] <DM_Tolman> (So: Blake, Lucius, Shalanda, Abaddos, Kaiser?)

[21:16] <Shalanda> (looks that way)

[21:16] <Kaiser_Trantin> (Yes)

[21:16] * Shalanda looks to where Abaddos points.

[21:16] <DM_Tolman> Shalnda sees what looks like a trap door between the teams.

[21:16] <DM_Tolman> "Pull!"

[21:16] * Abaddos holds onto the rope.

[21:16] * Shalanda starts to pull

[21:16] * Lucius_Marbrand pulls

[21:16] * Blake`` digs in and pulls

[21:16] * Abaddos yanks hard

[21:16] * Kaiser_Trantin pulls with all of his might

[21:17] <DM_Tolman> (Ok, Athletics check in order, please)

[21:17] * Blake`` calls out "hold strong!"

[21:17] <DM_Tolman> (Blake, Lucius, Shalanda, Abaddos, Kaiser)

[21:17] <Blake``> 1d20+3

[21:17] <TolBot> Blake``'s 1d20+3 : 10

[21:18] <Kaiser_Trantin> (Rofl. . .a german song called "Small war" jus' flipped on, fitting)

[21:18] <Lucius_Marbrand> (should I wait or just go?)

[21:18] <DM_Tolman> (go_

[21:18] <Lucius_Marbrand> 1d20+6

[21:18] <TolBot> Lucius_Marbrand's 1d20+6: 8

[21:18] <Shalanda> 1d20+3

[21:18] <TolBot> Shalanda's 1d20+3: 15

[21:18] <Abaddos> 1d20+1

[21:18] <TolBot> Abaddos's 1d20+1: 14

[21:18] <Kaiser_Trantin> 1d20+9

[21:18] <TolBot> Kaiser_Trantin's 1d20+9: 12

[21:18] <Kaiser_Trantin> (rofl)

[21:19] <Abaddos> (wow... we suck.)

[21:19] <Shalanda> (How's it feel that you all got beaten by a girl?)

[21:19] <Lucius_Marbrand> (that's no bueno)

[21:19] <Abaddos> (well, technically, I rolled the highest unmodified)

[21:19] <DM_Tolman> You gain ground, as suddenly a trap door opens in front of you. Blake, you can't make out what lies in the pit below.

[21:19] <DM_Tolman> (Roll again, in order)

[21:19] <Blake``> 1d20+3

[21:19] <TolBot> Blake``'s 1d20+3: 15

[21:20] * Blake`` yells "pull!!!"

[21:20] <Lucius_Marbrand> 1d20+6

[21:20] <TolBot> Lucius_Marbrand's 1d20+6: 17

[21:20] <Shalanda> 1d20+3

[21:20] <TolBot> Shalanda's 1d20+3: 12

[21:20] <Abaddos> 1d20+1

[21:20] <TolBot> Abaddos's 1d20+1: 4

[21:20] <Kaiser_Trantin> 1d20+9

[21:20] <TolBot> Kaiser_Trantin's 1d20+9: 23

[21:20] <Blake``> (nice roll Kaiser)

[21:20] <Abaddos> (... 4? I get a 4???? wow...)

[21:20] <Kaiser_Trantin> (talk smack, get whacked)

[21:21] <Shalanda> (yup)

[21:21] <Abaddos> (lol)

[21:21] <DM_Tolman> You seem to gain more ground. The pull on your gloveless hands and the strain on your muscles grow. (Endurance check all, plz... in order)

[21:21] <Blake``> 1d20+7

[21:21] <TolBot> Blake``'s 1d20+7: 10

[21:21] <Lucius_Marbrand> 1d20+3

[21:21] <TolBot> Lucius_Marbrand's 1d20+3: 17

[21:21] <Shalanda> 1d20+6

[21:21] <TolBot> Shalanda's 1d20+6: 14

[21:21] <Abaddos> 1d20+2

[21:21] <TolBot> Abaddos's 1d20+2: 4

[21:21] <Kaiser_Trantin> 1d20+7

[21:21] <TolBot> Kaiser_Trantin's 1d20+7: 20

[21:21] <Abaddos> (that's so not right...)

[21:21] <Kaiser_Trantin> (rofl)

[21:22] <Kaiser_Trantin> (I guess thats your insolence talking now. . .)

[21:22] <Shalanda> (Next time we put the dead weight in the front)

[21:22] * Blake`` growls from the strain

[21:22] <Abaddos> (tolman, I know you're doing that on purpose...)

[21:22] * Kaiser_Trantin grins and keeps pulling

[21:22] <DM_Tolman> Abaddos falls off the rope for one round.

[21:23] <DM_Tolman> (Roll athletics check again, in order, skipping abaddos)

[21:23] <Abaddos> (*facepalms*)

[21:23] <Blake``> 1d20+3

[21:23] <TolBot> Blake``'s 1d20+3: 11

[21:23] <Lucius_Marbrand> 1d20+6

[21:23] <TolBot> Lucius_Marbrand's 1d20+6: 24

[21:23] <Shalanda> 1d20+3

[21:23] <TolBot> Shalanda's 1d20+3: 19

[21:23] <Kaiser_Trantin> 1d20+9

[21:23] <TolBot> Kaiser_Trantin's 1d20+9: 24

[21:23] <DM_Tolman> 5#1d20

[21:23] <TolBot> DM_Tolman's 5#1d20: 17, 4, 14, 14, 9

[21:23] <Abaddos> (it's the curse of the repetitive 4...)

[21:24] <DM_Tolman> You lose the ground you've gained as Abaddos gets back on the rope.

[21:24] <Blake``> "harder!!!"

[21:24] * Abaddos spits on his hands, and pulls.

[21:24] <Lucius_Marbrand> (are high rolls good, or bad?)

[21:24] <Shalanda> (good)

[21:24] <DM_Tolman> 1d20

[21:24] <TolBot> DM_Tolman's 1d20: 9

[21:24] <DM_Tolman> Blake, you fall into the pit.

[21:24] <DM_Tolman> 1d6

[21:24] <TolBot> DM_Tolman's 1d6: 2

[21:25] <DM_Tolman> A small spike pierces your shoulder for 2 damage. It will take you one round to crawl out.

[21:25] <DM_Tolman> (Athletics check all)

[21:25] <DM_Tolman> (not blake)

[21:26] <DM_Tolman> (Blake, Lucius, Shalanda, Abaddos, Kaiser)

[21:26] <Lucius_Marbrand> 1d20+6

[21:26] <TolBot> Lucius_Marbrand's 1d20+6: 16

[21:26] <Shalanda> 1d20+3

[21:26] <TolBot> Shalanda's 1d20+3: 11

[21:26] <Abaddos> 1d20+1

[21:26] <TolBot> Abaddos's 1d20+1: 6

[21:26] <Kaiser_Trantin> 1d20+9

[21:26] <TolBot> Kaiser_Trantin's 1d20+9: 25

[21:26] <DM_Tolman> 5#1d20

[21:26] <TolBot> DM_Tolman's 5#1d20: 13, 11, 12, 5, 20

[21:26] <DM_Tolman> You pull and gain ground again.

[21:27] <DM_Tolman> Blake, you make it back to the rope.

[21:27] <DM_Tolman> (roll Athl again)

[21:27] * Blake`` grabs on to the rope and pulls

[21:27] <Blake``> 1d20+3

[21:27] <TolBot> Blake``'s 1d20+3: 4 (That stinks.)

[21:27] <Lucius_Marbrand> 1d20+6

[21:27] <TolBot> Lucius_Marbrand's 1d20+6: 19

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

[21:27] <TolBot> Shalanda's 1d20+3: 13

[21:27] <Abaddos> 1d20+1

[21:27] <TolBot> Abaddos's 1d20+1: 18

[21:27] <Kaiser_Trantin> 1d20+9

[21:27] <TolBot> Kaiser_Trantin's 1d20+9: 11

[21:27] <Kaiser_Trantin> (ouch)

[21:28] <DM_Tolman> You gain ground as the opposed team has one fly into the pit.

[21:28] <DM_Tolman> 1d6

[21:28] <TolBot> DM_Tolman's 1d6: 6

[21:28] <DM_Tolman> (roll endurance all)

[21:28] <Blake``> 1d20+7

[21:28] <TolBot> Blake``'s 1d20+7: 10

[21:28] <Shalanda> 1d20+6

[21:28] <TolBot> Shalanda's 1d20+6: 20

[21:28] <Abaddos> 1d20+2

[21:28] <TolBot> Abaddos's 1d20+2: 11

[21:28] <Lucius_Marbrand> 1d20+3

[21:28] <TolBot> Lucius_Marbrand's 1d20+3: 17

[21:28] <Kaiser_Trantin> 1d20+7

[21:28] <TolBot> Kaiser_Trantin's 1d20+7: 23

[21:28] <DM_Tolman> (Your muscles get tired but you manage to hold on)

[21:29] <Shalanda> "Come on, we can do this!"

[21:29] * Abaddos groans ferally as he pulls.

[21:29] <DM_Tolman> (Roll Athletics again)

[21:29] <Shalanda> 1d20+3

[21:29] <TolBot> Shalanda's 1d20+3: 17

[21:29] <Lucius_Marbrand> 1d20+6

[21:29] <TolBot> Lucius_Marbrand's 1d20+6: 17

[21:29] * Blake`` calls out "lets end this, pull"

[21:29] <Shalanda> (oops)

[21:29] <Blake``> 1d20+3

[21:29] <TolBot> Blake``'s 1d20+3: 5

[21:29] <Abaddos> 1d20+1

[21:29] <TolBot> Abaddos's 1d20+1: 5

[21:29] <Kaiser_Trantin> 1d20+9

[21:29] <TolBot> Kaiser_Trantin's 1d20+9: 11

[21:29] <Kaiser_Trantin> (rawr lol)

[21:29] * Blake`` seems to be struggling

[21:30] <DM_Tolman> You fail to gain any ground as the other person crawls out of the pit.

[21:30] <Abaddos> (methinks this might take a while...)

[21:30] <DM_Tolman> (While you're not attacking, many of you have powers of encouraging the group, etc that may be useful)

[21:30] <DM_Tolman> (athl check)

[21:30] <Blake``> 1d20+3

[21:30] <TolBot> Blake``'s 1d20+3: 15

[21:30] <Lucius_Marbrand> 1d20+6

[21:30] <TolBot> Lucius_Marbrand's 1d20+6: 15

[21:30] <Shalanda> 1d20+3

[21:30] <TolBot> Shalanda's 1d20+3: 5

[21:30] <Abaddos> 1d20+1

[21:30] <TolBot> Abaddos's 1d20+1: 2 (Sorry.)

[21:30] <Kaiser_Trantin> 1d20+9

[21:30] <TolBot> Kaiser_Trantin's 1d20+9: 22

[21:30] <Abaddos> (nuuu!)

[21:31] <DM_Tolman> Blake goes flying towards the pit.

[21:31] <DM_Tolman> 1d20

[21:31] <TolBot> DM_Tolman's 1d20: 8

[21:31] <DM_Tolman> And falls in.

[21:31] <DM_Tolman> 1d6

[21:31] <TolBot> DM_Tolman's 1d6: 1

[21:31] <DM_Tolman> (for 1 more damage)

[21:31] <DM_Tolman> (Endurance check, other 4)

[21:31] * Blake`` starts to crawl out again

[21:31] <Abaddos> (I wonder if they'll allow social rolls as an attack on the other team...)

[21:31] <DM_Tolman> (what do you mean?)

[21:32] <Abaddos> (intimidate)

[21:32] <Abaddos> (or bluff)

[21:32] <DM_Tolman> (An intimidation attempt would be hard in this context, now that we've begun. That would've been a SMART thing to do before you started. Or a bluff too)

[21:33] <DM_Tolman> (Roll endurance check back four)

[21:33] <Lucius_Marbrand> (really? we can't like make a noise that might startle them?)

[21:33] <Abaddos> (I could probably just shout out "I'll kill you all and drink your blood for breakfast!" that's kinda intimidating...)

[21:33] <DM_Tolman> (LOL... uh... no_

[21:33] <DM_Tolman> (ROLL!!!!!!!!!!!!)

[21:33] <Kaiser_Trantin> (I'm waiting. . .for the others!)

[21:33] <Abaddos> (waiting on the other 2... :P)

[21:33] <Lucius_Marbrand> (OMG LOOK BEHIND YOU, NAKED WOMAN"

[21:33] <Lucius_Marbrand> 1d20+3

[21:33] <TolBot> Lucius_Marbrand's 1d20+3: 18

[21:34] <Shalanda> 1d20+6

[21:34] <TolBot> Shalanda's 1d20+6: 18

[21:34] <Lucius_Marbrand>)

[21:34] <Abaddos> 1d20+2

[21:34] <TolBot> Abaddos's 1d20+2: 16

[21:34] <Kaiser_Trantin> 1d20+7

[21:34] <TolBot> Kaiser_Trantin's 1d20+7: 14

[21:34] <Shalanda> (The deathies are in sync)

[21:34] <DM_Tolman> You dig in well as Blake gets back on the rope.

[21:34] <DM_Tolman> (Athletics check all)

[21:34] * Blake`` plants his feet and pulls with the others again

[21:34] <Blake``> 1d20+3

[21:34] <TolBot> Blake``'s 1d20+3: 14

[21:34] <Lucius_Marbrand> 1d20+6

[21:34] <TolBot> Lucius_Marbrand's 1d20+6: 25

[21:34] <Shalanda> 1d20+3

[21:34] <TolBot> Shalanda's 1d20+3: 7

[21:34] <Abaddos> 1d20+1

[21:34] <TolBot> Abaddos's 1d20+1: 15

[21:34] <Kaiser_Trantin> 1d20+9

[21:34] <TolBot> Kaiser_Trantin's 1d20+9: 14

[21:34] <Abaddos> (nice, lucius...)

[21:34] <Kaiser_Trantin> (Yes, wish I would have rolled 20+ that time too)

[21:35] <DM_Tolman> You pull gaining much ground. Their front man ends up in the pit.

[21:35] <DM_Tolman> 1d6

[21:35] <TolBot> DM_Tolman's 1d6: 4

[21:35] <DM_Tolman> (Roll Athletics check)

[21:35] <Blake``> 1d20+3

[21:35] <TolBot> Blake``'s 1d20+3: 6

[21:35] <Lucius_Marbrand> 1d20+6

[21:35] <TolBot> Lucius_Marbrand's 1d20+6: 22

[21:35] <Shalanda> 1d20+3

[21:35] <TolBot> Shalanda's 1d20+3: 13

[21:35] <Abaddos> 1d20+1

[21:35] <TolBot> Abaddos's 1d20+1: 9

[21:35] <Kaiser_Trantin> 1d20+9

[21:35] <TolBot> Kaiser_Trantin's 1d20+9: 14

[21:35] <DM_Tolman> You gain no ground.

[21:35] <Shalanda> "I'm starting to lose footing here."

[21:35] <DM_Tolman> (roll again)

[21:35] <DM_Tolman> 4#1d20

[21:35] <TolBot> DM_Tolman's 4#1d20: 17, 6, 3, 8

[21:35] <Blake``> 1d20+3

[21:35] <TolBot> Blake``'s 1d20+3: 12

[21:35] <Kaiser_Trantin> (Athletics again right?)

[21:36] <Lucius_Marbrand> "Heave..."

[21:36] <Lucius_Marbrand> 1d20+6

[21:36] <TolBot> Lucius_Marbrand's 1d20+6: 10

[21:36] <Shalanda> 1d20+3

[21:36] <TolBot> Shalanda's 1d20+3: 15

[21:36] <Abaddos> 1d20+1

[21:36] <TolBot> Abaddos's 1d20+1: 2 (Not gonna get far this way.)

[21:36] <DM_Tolman> The man from the pit is still crawling out, moving to the back of the rope.

[21:36] <Kaiser_Trantin> 1d20+9

[21:36] <TolBot> Kaiser_Trantin's 1d20+9: 14

[21:36] <DM_Tolman> As he takes the rope and shifts the others forward, another falls into the pit as you gain ground.

[21:36] <DM_Tolman> 1d6

[21:36] <TolBot> DM_Tolman's 1d6: 5

[21:37] <DM_Tolman> (Roll Athletics check)

[21:37] <Blake``> 1d20+3

[21:37] <TolBot> Blake``'s 1d20+3: 16

[21:37] <Lucius_Marbrand> 1d20+6

[21:37] <TolBot> Lucius_Marbrand's 1d20+6: 15

[21:37] <Shalanda> 1d20+3

[21:37] <TolBot> Shalanda's 1d20+3: 18

[21:37] <Abaddos> 1d20+1

[21:37] <TolBot> Abaddos's 1d20+1: 16

[21:37] * Kaiser_Trantin growls loudly and pulls harder

[21:37] <Kaiser_Trantin> 1d20+9

[21:37] <TolBot> Kaiser_Trantin's 1d20+9: 20

[21:37] <DM_Tolman> You pull and suddenly the other team loses their footing. One more falls into the pit as the others let go.

[21:37] <DM_Tolman> 1d6

[21:37] <TolBot> DM_Tolman's 1d6: 3

[21:38] * Shalanda tries to keep her footing as the other team's rope starts going slack.

[21:38] <DM_Tolman> The official moves forward and waves a green flag at your team. The crowds in the stadium cheer.

[21:38] <DM_Tolman> You notice that the stands have filled up, and now the audience is close to packed. The roar is loud.

[21:38] * Kaiser_Trantin plants himself firmly

[21:38] <DM_Tolman> The official motions for you to move back to your tent station.

[21:38] * Abaddos tries to rub the feeling back into his palms.

[21:39] * Shalanda heads towards Blake before heading back.

[21:39] * Lucius_Marbrand turns to the crowd and bows holding his arms up for cheers

[21:39] * Blake`` turns and calls out "well done!!!" and calls over to the other team "good match"

[21:39] * Kaiser_Trantin drops the rope and heads back

[21:39] * Blake`` heads back

[21:39] <Shalanda> "How are your injuries?"

[21:39] <Blake``> "They are minor"

[21:39] * Kaiser_Trantin stops for a second and heads to the other team "Good match," he offers a hand to their lead man

[21:39] * Lucius_Marbrand heads back

[21:39] <DM_Tolman> (For that skill test, you all needed to beat 10 in one round, after passing an endurance check by 4 to 1)

[21:40] <Blake``> (that was good)

[21:40] <DM_Tolman> Two of the men shake your hand. One of the men is being carried away.

[21:40] <Blake``> (guys brb, need a drink, have a cold)

[21:40] <Shalanda> "Hold on then."

[21:40] * Kaiser_Trantin heads back to the tent, and rests

[21:40] * Shalanda approaches the one being carried off.

[21:40] <Kaiser_Trantin> (potty break)

[21:40] <Shalanda> "Hold on."

[21:40] * Lucius_Marbrand rubs his muscles while he waits for their next opponent

[21:40] <Shalanda> (Going to heal him, if they allow me.)

[21:41] <DM_Tolman> The two men stop as you approach.

[21:41] <Shalanda> "Allow me to heal him before you carry him off."

[21:41] <DM_Tolman> The men stand there, relenting.

[21:42] <Shalanda> 1d6+4 (And he can spend a healing surge)

[21:42] <TolBot> Shalanda's 1d6+4 (And he can spend a healing surge): 5

[21:42] <DM_Tolman> After Shalanda heals him, the mutter a thank you and move off.

[21:42] * Shalanda uses the other on Blake

[21:42] <Shalanda> 1d6+4 (And you can spend a healing surge)

[21:42] <TolBot> Shalanda's 1d6+4 (And you can spend a healing surge): 8

[21:42] <DM_Tolman> You return to your tent and watch as other teams battle it out.

[21:43] * Kaiser_Trantin looks for a drink before drinking from his canteen

[21:43] <DM_Tolman> In the far end of the field, you think the pit contains some type of tiger.

[21:43] * Abaddos returns to his previous position

[21:43] <Blake``> (back)

[21:43] <Shalanda> "Is that a tiger?"

[21:43] <DM_Tolman> The 20 teams reduce to 10. An official comes by explaining the next round.

[21:44] <DM_Tolman> These are individual tests... each of you will do a different challenge... you will now choose who will do what.

[21:44] <DM_Tolman> They are:

[21:45] <DM_Tolman> 1. A anvil toss, for which brute strenth, and perhaps more will be handy.

[21:45] <Kaiser_Trantin> (That would probably best fit me)

[21:45] <DM_Tolman> 2. A mountain of stones, where you keep your balance and battle with quarterstaves to stay king of the mountain.

[21:46] <DM_Tolman> 3. A collection of ropes and swings to cross, where the acrobat will prevail.

[21:46] <DM_Tolman> 4. A series of targets, where distance attacks will best suit.

[21:47] <Abaddos> (I might be able to do that...)

[21:47] <DM_Tolman> 5. "The Tunnel" where danger and unpredictability loom. Keen perception and wit may see you through.

[21:47] <Blake``> (can Kaiser just do all of them?)

[21:47] * Shalanda rubs her chin.

[21:47] <DM_Tolman> The official awaits your decisions.

[21:47] <Kaiser_Trantin> (lol)

[21:47] <Kaiser_Trantin> "I guess the Anvil best fits me."

[21:48] <Shalanda> "I think I would be best at the tunnel, of those choices.

[21:48] <Lucius_Marbrand> "I think I will do the mountain"

[21:48] <Blake``> "I suppose that leaves me with the ropes?"

[21:48] <Abaddos> "I will take the targets..."

[21:49] <Blake``> "I won't be able to win this one, but i'll do my best"

[21:49] <Shalanda> (1. Anvil - Kaiser, 2. King of Mountain - Lucius 3. Acrobat - Blake 4. Target shooting - Abaddos 5. The Tunnel - Shalanda)

[21:50] <DM_Tolman> After a few moments, a trump sounds. In one area, you hear "The Anvil Toss!"

[21:50] <Shalanda> "I wonder which one of these tests is the tiger test."

[21:50] <DM_Tolman> The attendant at your tent motions for Kaiser to move forward.

[21:50] * Kaiser_Trantin nods and heads over to where he has to go

[21:51] <Kaiser_Trantin> (*drops the anvil on his toe*)

[21:51] * Abaddos looks pointedly at shalanda.

[21:51] <Shalanda> "Oh I hope not."

[21:51] <DM_Tolman> Kaiser, you and 10 others move towards the event. (think of a olympics shotput setup)

[21:51] <DM_Tolman> There are a couple large anvils, with a thick handle that has been forged to the top.

[21:54] <DM_Tolman> You are given instructions. grab the handle, spin three times and throw it the farthest.

[21:54] <DM_Tolman> 1d10

[21:54] <TolBot> DM_Tolman's 1d10: 5

[21:54] <DM_Tolman> Kaiser, you are up 5th in line. Four ahead of you, do as instructed. The anvil looks heavy.

[21:54] <DM_Tolman> (Athletics check)

[21:55] <Kaiser_Trantin> 1d20+9

[21:55] <TolBot> Kaiser_Trantin's 1d20+9: 18

[21:55] <DM_Tolman> 9#1d20

[21:55] <TolBot> DM_Tolman's 9#1d20: 1, 15, 17, 3, 2, 18, 3, 1, 12

[21:55] <Kaiser_Trntin> (do the 1s drop it on their toes?)

[21:55] <DM_Tolman> They in turn mark each toss. Kaiser, yours seems not the farthest, but is a good showing.

[21:56] <Kaiser_Trntin> (two 18s though lol)

[21:56] <DM_Tolman> You are all instructed to toss again. (Roll)

[21:56] <Kaiser_Trntin> 1d20+9

[21:56] <TolBot> Kaiser_Trntin's 1d20+9: 20

[21:56] <DM_Tolman> 9#1d20

[21:56] <TolBot> DM_Tolman's 9#1d20: 5, 5, 7, 13, 7, 9, 20, 13, 1

[21:56] <Kaiser_Trntin> (rofl, me and another 20)

[21:56] <Abaddos> (yeesh...)

[21:56] <Abaddos> (I THINK they were 2 different guys, though...)

[21:56] <Shalanda> (Different guy though)

[21:56] <Kaiser_Trntin> (they where)

[21:56] <DM_Tolman> (Note I am not revealing bonuses for the NPCs)

[21:57] <Abaddos> (oh... yeah...)

[21:57] <DM_Tolman> Five champions are dismissed. Five of you are told to toss again.

[21:57] <DM_Tolman> 1d5

[21:57] <TolBot> DM_Tolman's 1d5: 5

[21:57] <DM_Tolman> You are each blindfolded, and then given a hood to place over your head.

[21:58] <Shalanda> (wow)

[21:58] <Kaiser_Trntin> (interesting, beware crowd. ... lol)

[21:58] <DM_Tolman> You are instructed that your toss will still be measured from the straight line you through towards in the initial throws.

[21:59] <DM_Tolman> (threw)

[21:59] <DM_Tolman> (In otherwords, you're trying your best to keep it straight.)

[21:59] <Abaddos> (caution, falling objects...)

[22:00] <DM_Tolman> Kaiser is hooded, and you hear 4 ahead of you in turn grunt. You hear one gasp of pain.

[22:00] <Kaiser_Trantin> (athletics?)

[22:00] <DM_Tolman> Kaiser, you are moved into position, behind an anvil. You are told that you are pointing straight as of now.

[22:00] <DM_Tolman> (Insight roll plz)

[22:00] * Kaiser_Trantin makes a mental note, and grabs the anvil and whispers "Bahamut grant me strength"

[22:01] <Kaiser_Trantin> (is that a 1d10 or 1d20?)

[22:01] <DM_Tolman> (1d10+0 for you)

[22:01] <Kaiser_Trantin> 1d10

[22:01] <TolBot> Kaiser_Trantin's 1d10: 8

[22:01] <DM_Tolman> (sorry, 20)

[22:01] <DM_Tolman> (all skill rolls are d20)

[22:01] <Kaiser_Trantin> (ok)

[22:01] <Kaiser_Trantin> 1d20

[22:01] <TolBot> Kaiser_Trantin's 1d20: 5

[22:01] <Kaiser_Trantin> (rawr!)

[22:01] <DM_Tolman> (now athle)

[22:01] <Kaiser_Trantin> 1d20+9

[22:01] <TolBot> Kaiser_Trantin's 1d20+9: 19

[22:02] <DM_Tolman> 4#1d20

[22:02] <TolBot> DM_Tolman's 4#1d20: 6, 7, 16, 6

[22:02] <DM_Tolman> 4#1d20

[22:02] <TolBot> DM_Tolman's 4#1d20: 18, 13, 20, 8

[22:02] <DM_Tolman> The crowd cheered as the third tosser went, throwing both straight on and with huge distance.

[22:02] <DM_Tolman> Those looking on have seen some wild throws. Kaisers was way off the mark.

[22:02] <DM_Tolman> Everyone goes again.

[22:03] <DM_Tolman> (Roll insight then Athl)

[22:03] <Kaiser_Trantin> 1d20

[22:03] <TolBot> Kaiser_Trantin's 1d20: 15

[22:03] <Kaiser_Trantin> 1d20+9

[22:03] <TolBot> Kaiser_Trantin's 1d20+9: 29 (That's awesome.)

[22:03] <DM_Tolman> 4#1d20

[22:03] <TolBot> DM_Tolman's 4#1d20: 7, 15, 20, 11

[22:03] <Kaiser_Trantin> (Bwahahaha!)

[22:03] <DM_Tolman> 4#1d20

[22:03] <TolBot> DM_Tolman's 4#1d20: 18, 20, 11, 19

[22:03] * Shalanda cheers from the tent

[22:04] <DM_Tolman> The third thrower again wows the crowd, but Kaiser's last attempt gets an equally large cheer as the anvils are measured.

[22:04] <DM_Tolman> Your hoods and blindfolds are removed, as all are dismissed but Kaiser and one other.

[22:04] * Kaiser_Trantin stretches his arms

[22:05] <DM_Tolman> You are told to stand behind an anvil. A short dwarf holds it in front of you. This one you are instructed to toss quickly, still three turns.

[22:05] <DM_Tolman> "GO!"

[22:05] <Kaiser_Trantin> 1d20+9

[22:05] <TolBot> Kaiser_Trantin's 1d20+9: 14

[22:05] <DM_Tolman> Kaiser, as you grab the handle, your hands seer with pain.

[22:05] <DM_Tolman> (Endurance check)

[22:05] <Kaiser_Trantin> 1d20+7

[22:05] <TolBot> Kaiser_Trantin's 1d20+7: 25

[22:05] <Kaiser_Trantin> (re-roll athletics lol?)

[22:06] <DM_Tolman> You hoist the anvil, and manage to hold on, tossing it (no, I'll keep it)

[22:06] <DM_Tolman> 2#1d20

[22:06] <TolBot> DM_Tolman's 2#1d20: 9, 14

[22:06] <DM_Tolman> The other drops his anvil prematurely.

[22:06] <DM_Tolman> (Again... Endurance, and Athl)

[22:06] <Kaiser_Trantin> 1d20+7

[22:06] <TolBot> Kaiser_Trantin's 1d20+7: 20

[22:06] <Kaiser_Trantin> 1d20+9

[22:06] <TolBot> Kaiser_Trantin's 1d20+9: 10 (That stinks.)

[22:06] <Kaiser_Trantin> (rofl)

[22:06] <DM_Tolman> 2#1d20

[22:06] <TolBot> DM_Tolman's 2#1d20: 10, 1

[22:07] <DM_Tolman> Both of you make less than satisfactory throws. The crowd is silent. An official comes over and raises a green flag at Kaiser, "Winner!"

[22:07] <DM_Tolman> The crowd claps politely.

[22:08] <Kaiser_Trantin> "Thank you," He turns ot the other man, "Good throws," he offers his hand."

[22:08] <DM_Tolman> A horn blows in anothe rarea of the field. "The Battle Mount!"

[22:08] <DM_Tolman> Lucius, you are beckoned forward.

[22:08] * Lucius_Marbrand moves forward

[22:09] <Shalanda> "Good luck"

[22:10] <DM_Tolman> Lucius, you and the 10 others are placed on stones, leading up to a top stone. 1 at the top, 2 below that, 3 below that, 4 at the bottom. You are placed on ...

[22:10] <DM_Tolman> (roll 1d10)

[22:11] <Lucius_Marbrand> 1d10

[22:11] <TolBot> Lucius_Marbrand's 1d10: 1

[22:11] <DM_Tolman> ... at the top!

[22:12] <Abaddos> (yay)

[22:12] * Lucius_Marbrand waits to meet his oponent and shakes his hand looking the man hard in the eye (intimidation)

[22:12] <DM_Tolman> The stone at each level is smaller. You are each given a staff of soft wood, with which you must attempt to trip or knock another off, whilst keeping your balance.

[22:13] <DM_Tolman> "Go!"

[22:13] <DM_Tolman> 1d20

[22:13] <TolBot> DM_Tolman's 1d20: 11

[22:13] <Lucius_Marbrand> (what am I rolling?)

[22:13] <DM_Tolman> (i'll tell you)

[22:14] <DM_Tolman> You avoid a staff on your foot.

[22:14] <DM_Tolman> (Acrobatics)

[22:14] <Lucius_Marbrand> 1d20+4

[22:14] <TolBot> Lucius_Marbrand's 1d20+4: 5 (Better luck next time.)

[22:15] <DM_Tolman> In stepping over the wood, you fall down two levels.

[22:15] <DM_Tolman> Roll an attack at one above you.

[22:16] <Lucius_Marbrand> (str based?)

[22:16] <DM_Tolman> (Str, yes)

[22:16] <Lucius_Marbrand> 1d20+4

[22:16] <TolBot> Lucius_Marbrand's 1d20+4: 12

[22:16] <DM_Tolman> 1d20

[22:16] <TolBot> DM_Tolman's 1d20: 8

[22:16] <DM_Tolman> The one above you falls.

[22:16] <DM_Tolman> 1d20

[22:16] <TolBot> DM_Tolman's 1d20: 9

[22:17] <DM_Tolman> You get swung at from below. (Acro)

[22:17] <Lucius_Marbrand> 1d20+4

[22:17] <TolBot> Lucius_Marbrand's 1d20+4: 5 (That stinks.)

[22:17] <Kaiser_Trantin> (*passes Lucius_Marbrand some luck*)

[22:17] <DM_Tolman> You fall to the bottom level.

[22:17] <Lucius_Marbrand> (holy crap my acro is terrible today)

[22:17] <DM_Tolman> (Roll attack STR)

[22:17] <Lucius_Marbrand> 1d20+4

[22:17] <TolBot> Lucius_Marbrand's 1d20+4: 8

[22:18] <DM_Tolman> Another moves ahead of you. You see several changes up top.

[22:18] <DM_Tolman> (Roll attack STR)

[22:18] <Lucius_Marbrand> 1d20+4

[22:18] <TolBot> Lucius_Marbrand's 1d20+4: 8

[22:18] <DM_Tolman> You again fail to dislodge one above you.

[22:19] <DM_Tolman> (Roll attack STR)

[22:19] <Lucius_Marbrand> (ok.. I am seeing repeat numbers..)

[22:19] <DM_Tolman> (Roll attack STR)

[22:19] <Lucius_Marbrand> 1d20+4

[22:19] <TolBot> Lucius_Marbrand's 1d20+4: 22

[22:19] <Abaddos> (at least it's not a 4...)

[22:19] <DM_Tolman> 1d20

[22:19] <TolBot> DM_Tolman's 1d20: 13

[22:20] <DM_Tolman> You knock another off and move up.

[22:20] <DM_Tolman> (Roll attack STR)

[22:20] <Lucius_Marbrand> 1d20+4

[22:20] <TolBot> Lucius_Marbrand's 1d20+4: 17

[22:20] <DM_Tolman> You knock another up, and fend off an attack from below.

[22:20] <DM_Tolman> 1d20

[22:20] <TolBot> DM_Tolman's 1d20: 9

[22:20] <DM_Tolman> (roll acro)

[22:20] <Lucius_Marbrand> 1d20+4

[22:20] <TolBot> Lucius_Marbrand's 1d20+4: 24 (You da man.)

[22:21] <DM_Tolman> You deftly hop over a staff and up a stone. You're now one away from the top.

[22:21] <DM_Tolman> (Roll STR attack)

[22:21] <Lucius_Marbrand> 1d20+4

[22:21] <TolBot> Lucius_Marbrand's 1d20+4: 9

[22:21] <DM_Tolman> 1d20

[22:21] <TolBot> DM_Tolman's 1d20: 3

[22:21] <DM_Tolman> You neither connect nor are hit.

[22:21] <DM_Tolman> (Roll STR attack)

[22:22] <Lucius_Marbrand> 1d20+4

[22:22] <TolBot> Lucius_Marbrand's 1d20+4: 8

[22:22] <DM_Tolman> 1d20

[22:22] <TolBot> DM_Tolman's 1d20: 6

[22:22] <DM_Tolman> You neither connect nor are hit.

[22:22] <DM_Tolman> (Roll STR attack)

[22:22] <Lucius_Marbrand> 1d20+4

[22:22] <TolBot> Lucius_Marbrand's 1d20+4: 16

[22:22] <DM_Tolman> 1d20

[22:22] <TolBot> DM_Tolman's 1d20: 15

[22:22] <DM_Tolman> You knock the man off the top stone, but are also hit yourself. Roll Acro with -2.

[22:23] <Lucius_Marbrand> 1d20+2

[22:23] <TolBot> Lucius_Marbrand's 1d20+2: 20

[22:23] <DM_Tolman> You take a lick on your knee but skip to the top stone, king of the mountain.

[22:23] <DM_Tolman> 1d20

[22:23] <TolBot> DM_Tolman's 1d20: 20 (Way to go!)

[22:23] <DM_Tolman> You instantly get nailed from another below you.

[22:23] <DM_Tolman> (Roll Acro to hold your ground, -3)

[22:23] <Lucius_Marbrand> 1d20+1

[22:24] <TolBot> Lucius_Marbrand's 1d20+1: 10

[22:24] <DM_Tolman> You barrrrrrrely maintain your balance.

[22:24] <DM_Tolman> 1d20

[22:24] <TolBot> DM_Tolman's 1d20: 10

[22:24] <DM_Tolman> 1d20

[22:24] <TolBot> DM_Tolman's 1d20: 13

[22:24] * Shalanda is having trouble seeing all the action at the stone mountain challenge, but hopes Lucius is doing well.

[22:24] <DM_Tolman> You fend off attacks.

[22:24] <DM_Tolman> 1d20

[22:24] <TolBot> DM_Tolman's 1d20: 1 (Ouch!)

[22:24] <DM_Tolman> 1d20

[22:24] <TolBot> DM_Tolman's 1d20: 4

[22:24] <DM_Tolman> You fend off attacks.

[22:24] <DM_Tolman> 1d20

[22:24] <TolBot> DM_Tolman's 1d20: 17

[22:24] <DM_Tolman> 1d20

[22:24] <TolBot> DM_Tolman's 1d20: 18

[22:25] <DM_Tolman> You get nailed with two attackers.

[22:25] <DM_Tolman> (Roll Acro -4)

[22:25] <Lucius_Marbrand> 1d20

[22:25] <TolBot> Lucius_Marbrand's 1d20: 20 (Perfect!)

[22:25] <DM_Tolman> You stand strong atop the mountain.

[22:25] <DM_Tolman> 1d20

[22:25] <TolBot> DM_Tolman's 1d20: 3

[22:25] <DM_Tolman> 1d20

[22:25] <TolBot> DM_Tolman's 1d20: 13

[22:25] <DM_Tolman> You fend off the attacks.

[22:25] <DM_Tolman> 1d20

[22:25] <TolBot> DM_Tolman's 1d20: 11

[22:25] <DM_Tolman> 1d20

[22:25] <TolBot> DM_Tolman's 1d20: 9

[22:25] <DM_Tolman> You fend off the attacks.

[22:25] <DM_Tolman> 1d20

[22:25] <TolBot> DM_Tolman's 1d20: 17

[22:25] <DM_Tolman> 1d20

[22:25] <TolBot> DM_Tolman's 1d20: 11

[22:25] <DM_Tolman> You receive one hit... roll Acro -3

[22:25] <Lucius_Marbrand> 1d20+1

[22:25] <TolBot> Lucius_Marbrand's 1d20+1: 10

[22:25] <DM_Tolman> You barrrely keep your footing.

[22:26] <DM_Tolman> 1d20

[22:26] <TolBot> DM_Tolman's 1d20: 15

[22:26] <DM_Tolman> 1d20

[22:26] <TolBot> DM_Tolman's 1d20: 9

[22:26] <DM_Tolman> You recieve a hit... (roll acro -3)

[22:26] <Lucius_Marbrand> 1d20+1

[22:26] <TolBot> Lucius_Marbrand's 1d20+1: 12

[22:26] <DM_Tolman> You hold your piece on the stone as trumpets blare

[22:26] <DM_Tolman> A man moves up to the mountain and points a green flag at Lucius, "Winner!"

[22:27] <DM_Tolman> You see another official writing notes, various scores for each team.

[22:27] * Shalanda cheers from the tent area.

[22:27] * Lucius_Marbrand bows and heads back to the tend

[22:27] <Lucius_Marbrand> (tent)

[22:27] <DM_Tolman> Trumpets blare in another portion of the field, "The Ropes!!!"

[22:27] <Shalanda> "Good luck Blake."

[22:28] <Blake``> "damn, lets hope all the luck in the world is with me today"

[22:28] <Blake``> "keep an eye on my armor and other things"

[22:28] * Blake`` heads to the ropes

[22:28] <Shalanda> "Sure"

[22:28] * Shalanda eyes Abaddos

[22:29] * Kaiser_Trantin sits near his gear, resting

[22:30] * Abaddos isn't saying a word

[22:31] <Shalanda> "You're next. How do you think you'll do?"

[22:31] <DM_Tolman> Blake, you move forward with 9 others. You are instructed on the various aspects of the ropes. YOU must climb up one knotted rope to a platform. Swing to another. Cross a rope from that platform. All with another alongside you.

[22:32] * Blake`` loosens up and and prepares

[22:33] * Abaddos is ignoring everyone.

[22:33] <DM_Tolman> So, you'll make an Endurance check, an Athletics check, an endurance check and an acrobatics check. If you want to add any action, just ask.

[22:33] <DM_Tolman> "Go!"

[22:33] <Blake``> 1d20+7

[22:33] <TolBot> Blake``'s 1d20+7 : 26

[22:34] <Blake``> (endurance)

[22:34] <DM_Tolman> (type 1d20+? for endurance, etc)

[22:34] <Blake``> 1d20+3 (athletics)

[22:34] <TolBot> Blake``'s 1d20+3 (athletics): 17

[22:34] <DM_Tolman> Blake is off and up the rope with amazing steadiness.

[22:34] <Blake``> 1d20+1 (acro)

[22:34] <TolBot> Blake``'s 1d20+1 (acro): 2 (That stinks.)

[22:34] <Blake``> (can i use an action point on that?)

[22:35] <DM_Tolman> Blake Swings to the next platform and then moves out to the tightrope and starts to fall.

[22:35] <DM_Tolman> (roll another Acro)

[22:35] <Blake``> 1d20+1 (acro)

[22:35] <TolBot> Blake``'s 1d20+1 (acro): 7

[22:35] <DM_Tolman> (in climb rules, isn't it Acro to catch yourself?)

[22:35] <Blake``> (i think its diplomacy :))

[22:35] <DM_Tolman> (rotfl)

[22:36] <Shalanda> ("Rope, you want to let me grab you as I fall.")

[22:36] <DM_Tolman> (sorry, athletics check)

[22:36] <DM_Tolman> (roll ath)

[22:36] <Blake``> 1d20+3 (athletics)

[22:36] <TolBot> Blake``'s 1d20+3 (athletics): 23 (Yahoo!)

[22:36] <Abaddos> (Hey, that reminds me of a line I tried to use to pick up a chick once, Shalanda.)

[22:37] <DM_Tolman> Blake starts to fall, but catches the rope, swings back atop the rope as if he planned the whole action in show-boating style.

[22:37] <DM_Tolman> (Roll Acro and then endurance)

[22:37] <Shalanda> (Athletics check as free action to catch hold of something to stop fall. DC=surface climbing +5)

[22:37] <DM_Tolman> (thanks, I found it)

[22:37] <Blake``> 1d20+1 (acro)

[22:37] <TolBot> Blake``'s 1d20+1 (acro): 17

[22:38] <DM_Tolman> (scratch endurance)

[22:38] <Blake``> 1d20+7 (endu)

[22:38] <TolBot> Blake``'s 1d20+7 (endu): 26

[22:38] <DM_Tolman> Blake makes it to the last platform way ahead of the other behind him, in a stunning display. The crowd cheers.

[22:38] <DM_Tolman> Some fall, some are weeded out, as you go again.

[22:38] <DM_Tolman> (Roll endurance)

[22:38] <Blake``> 1d20+7 (endur)

[22:38] <TolBot> Blake``'s 1d20+7 (endur): 10

[22:38] <DM_Tolman> Blake slowly makes it up the rope.

[22:39] <DM_Tolman> (Athle)

[22:39] <Blake``> 1d20+3 (ath)

[22:39] <TolBot> Blake``'s 1d20+3 (ath): 18

[22:39] <DM_Tolman> Blake grabs the swing and swings to the next platform.

[22:39] <DM_Tolman> (Endurance)

[22:39] <Blake``> 1d20+7

[22:39] <TolBot> Blake``'s 1d20+7: 18

[22:39] <DM_Tolman> Blake keeps his feet as he moves to the tightrope.

[22:39] <DM_Tolman> (Acro)

[22:40] <Blake``> 1d20+1

[22:40] <TolBot> Blake``'s 1d20+1: 8

[22:40] <DM_Tolman> Blake falls.

[22:40] <DM_Tolman> (Roll Athletics)

[22:40] <Blake``> 1d20+3

[22:40] <TolBot> Blake``'s 1d20+3: 22

[22:40] <Kaiser_Trantin> (lol)

[22:40] <DM_Tolman> Blake catches himself and deftly pulls back up.

[22:40] <DM_Tolman> (Acro)

[22:40] <Blake``> 1d20+1

[22:40] <TolBot> Blake``'s 1d20+1: 11

[22:40] <Abaddos> (spider-blake, spider-blake...)

[22:40] <Kaiser_Trantin> (and he falls. . lol)

[22:40] <DM_Tolman> Blake makes it across.

[22:41] <DM_Tolman> More fall, some are dismissed.

[22:41] <DM_Tolman> Blake is pitted up against another now. You will go on the same platform at the same time. Two ropes lead up to it.

[22:41] <DM_Tolman> "Go!!"

[22:41] <DM_Tolman> (Endurance)

[22:41] <Blake``> 1d20+7

[22:41] <TolBot> Blake``'s 1d20+7: 21

[22:42] <DM_Tolman> Blake makes it to the top ahead of the other, grabbing for the swing. You can attempt the Athle now at a penalty of fending off an attack, or go after the one approaching.

[22:42] <Blake``> (i am being attacked?)

[22:43] <Blake``> (i go for it)

[22:43] <DM_Tolman> (Yep... the one behind is rearing up to knock you off. This was explained as acceptable... should've said that)

[22:43] <Blake``> (oh)

[22:43] <DM_Tolman> (Athle check at -4)

[22:43] <DM_Tolman> 1d20

[22:43] <TolBot> DM_Tolman's 1d20: 7

[22:43] <Blake``> 1d20-1

[22:43] <TolBot> Blake``'s 1d20-1: 9

[22:44] <DM_Tolman> Blake attempts to swing, but stalls on the swing. no choice but to drop.

[22:44] <DM_Tolman> (and race back up the rope)

[22:44] <DM_Tolman> (Endurance)

[22:44] * Blake`` tries to get back up

[22:44] <Blake``> 1d20+7

[22:44] <TolBot> Blake``'s 1d20+7: 19

[22:44] <DM_Tolman> Blake races up the rope.

[22:44] <DM_Tolman> 3#1d20

[22:44] <TolBot> DM_Tolman's 3#1d20: 17, 13, 12

[22:45] <DM_Tolman> (Athl)

[22:45] <Blake``> 1d20+3

[22:45] <TolBot> Blake``'s 1d20+3: 20

[22:45] <DM_Tolman> The man ahead of you is on the tightrope.

[22:45] <DM_Tolman> You make it up to the stand, and swing but never catch him.

[22:45] <DM_Tolman> (Acro check)

[22:45] <Blake``> 1d20+1

[22:45] <TolBot> Blake``'s 1d20+1: 13

[22:45] <DM_Tolman> You make it across the rope.

[22:46] <DM_Tolman> The one who finished ahead of you is chosen to go head to head with another. You watch as one wins, despite being pelted with stones from below whilst swinging and walking the rope.

[22:46] <DM_Tolman> He gets a green flag.

[22:46] <DM_Tolman> The crowd cheers.

[22:47] <DM_Tolman> A trumpet blows, "Bird's eye!"

[22:47] * Blake`` heads back to the tent annoyed

[22:47] <DM_Tolman> Abaddos, you get sent forward.

[22:47] <Shalanda> "Hey, good luck Abaddos."

[22:47] * Kaiser_Trantin pats Blake, "Nice try."

[22:47] <Kaiser_Trantin> "Abaddos, Good luck."

[22:47] <Shalanda> "Good effort Blake."

[22:48] <Blake``> "I should have knocked him off"

[22:48] * Abaddos hmphs and stands up.

[22:48] <DM_Tolman> Abaddos, you are brought to one section of the field. Atop tables behind you are bows and arrows, crossbows, stones, and slings.

[22:49] * Abaddos growls. "Can't I just use magic?"

[22:49] <DM_Tolman> You are told to destroy the targets on your turn. They will eventually increase in number.

[22:49] <DM_Tolman> 1d10

[22:49] <TolBot> DM_Tolman's 1d10: 5

[22:50] <DM_Tolman> The official beside you shrugs at your question.

[22:50] <Shalanda> (that sounds like a yes to me)

[22:50] <Kaiser_Trantin> (agreed)

[22:50] * Abaddos shrugs.

[22:50] <DM_Tolman> Four go ahead of you, choosing a sling or a arrow or a bolt as one clay plate is tossed in the air from a distance.

[22:50] <DM_Tolman> Abaddos, at your turn a plate is tossed in the air.

[22:50] <DM_Tolman> (state manner of attack and roll)

[22:51] <Abaddos> 1d20+6 Eldritch blast launched from the hand.

[22:51] <ToBot> Abaddos's 1d20+6 Eldritch blast launched from the hand.: 18

[22:51] <DM_Tolman> You nail the plate

[22:51] <DM_Tolman> 9#1d20

[22:51] <ToBot> DM_Tolman's 9#1d20: 12, 11, 18, 3, 2, 20, 11, 7, 18

[22:51] * Abaddos looks around at all the other competitors. "You're all going to fail. None of you can stand up to me. Don't bother trying."

[22:51] <DM_Tolman> Some hit, some do not. Two others seems to use some sort of magic.

[22:52] <Shalanda> "Impressive."

[22:52] <DM_Tolman> (roll intimidate check)

[22:52] * Shalanda yells "GO ABADDOS!"

[22:52] <Abaddos> (I'm also using beguiling tongue.)

[22:52] * Blake`` cheers with Shalanda

[22:52] * Kaiser_Trantin sits quietly with his eyes closed

[22:52] <DM_Tolman> (roll)

[22:52] <Abaddos> 1d20+16 intimidation

[22:52] <ToBot> Abaddos's 1d20+16 intimidation: 20

[22:53] <DM_Tolman> Some beside your flinch.

[22:53] <DM_Tolman> On your next move, two plates go up.

[22:53] <DM_Tolman>)

[22:53] <DM_Tolman> (roll perception check to id them)

[22:53] <Abaddos> 1d20+1

[22:53] <TolBot> Abaddos's 1d20+1: 8

[22:53] <DM_Tolman> You see one of them in time to hit. (roll attack)

[22:54] <Abaddos> 1d20+6

[22:54] <TolBot> Abaddos's 1d20+6: 8

[22:54] <Abaddos> (wow...)

[22:54] <DM_Tolman> (You miss)

[22:54] <DM_Tolman> 9#1d20

[22:54] <TolBot> DM_Tolman's 9#1d20: 19, 20, 16, 13, 12, 15, 20, 6, 6

[22:54] <DM_Tolman> 9#1d20

[22:54] <TolBot> DM_Tolman's 9#1d20: 19, 2, 4, 7, 1, 2, 5, 18, 20

[22:55] <DM_Tolman> Only two succeed in hitting both targets.

[22:55] <DM_Tolman> Two plates go up again.

[22:55] * Abaddos doesn't even acknowledge those cheering him on.

[22:55] <DM_Tolman> (Roll percept, then attack)

[22:55] <Abaddos> 1d20+1

[22:55] <TolBot> Abaddos's 1d20+1: 13

[22:55] <Abaddos> 1d20+6

[22:55] <TolBot> Abaddos's 1d20+6: 19

[22:55] <Abaddos> 1d20+6

[22:55] <TolBot> Abaddos's 1d20+6: 22

[22:56] <DM_Tolman> (note, you are getting two attack in the round, but Cannot do eldritch blast power more than once per round... so must choose another attack, like bow, or settle for one)

[22:56] <DM_Tolman> (or some other magic)

[22:56] <Abaddos> (eldritch blast is at will...)

[22:57] <Abaddos> (it also counts as a ranged basic)

[22:57] <Shalanda> (Action point... hint hint)

[22:57] <DM_Tolman> (DM has spoken)

[22:58] <Abaddos> (hm, well, eyebite has the same roll, so using that.)

[22:58] <DM_Tolman> (one magic attack for the standard action)

[22:58] <Kaiser_Trantin> (Yes, if you argue with the DM, a dragon will come out your anus and eat you)

[22:58] <Abaddos> (oh, only 1 magic?)

[22:59] <DM_Tolman> (yes... it also only targets one object)

[22:59] <DM_Tolman> (I will allow the use of an action point)

[22:59] <Abaddos> (I guess I'll use action point to blow up the second)

[22:59] <DM_Tolman> 9#1d20

[22:59] <TolBot> DM_Tolman's 9#1d20: 19, 12, 4, 16, 18, 18, 20, 8, 2

[22:59] <DM_Tolman> 9#1d20

[22:59] <TolBot> DM_Tolman's 9#1d20: 16, 14, 16, 18, 20, 19, 6, 7, 12

[23:00] <DM_Tolman> The crowd cheers as the first 6 of the first 7 hit both targets.

[23:00] <DM_Tolman> Your turn comes up again. (Roll perception check.)

[23:01] <Abaddos> 1d20+1

[23:01] <TolBot> Abaddos's 1d20+1: 19

[23:01] <DM_Tolman> You see a tiny object fly into the air. (Attack)

[23:01] <Abaddos> 1d20+6

[23:01] <TolBot> Abaddos's 1d20+6: 18

[23:01] <DM_Tolman> You nail a little plate.

[23:01] <DM_Tolman> 9#1d20

[23:01] <TolBot> DM_Tolman's 9#1d20: 2, 17, 16, 18, 6, 18, 16, 9, 7

[23:01] <DM_Tolman> 9#1d20

[23:01] <TolBot> DM_Tolman's 9#1d20: 20, 12, 8, 14, 5, 9, 7, 14, 17

[23:02] <DM_Tolman> Only two of you see and hit the object.

[23:02] <DM_Tolman> Some are weeded out. Four of you remain. YOU are placed facing each other, at 50 yards. A stump is in the middle of your circle.

[23:02] <DM_Tolman> You're told to hit the can on the stump.

[23:03] <Abaddos> 1d20+6

[23:03] <TolBot> Abaddos's 1d20+6: 26 (Way to go!)

[23:03] <DM_Tolman> (wait, lol)

[23:03] <Kaiser_Trantin> (Hang on to that roll Tol :-P)

[23:03] <Abaddos> (oops, ok. sorry. I'm KEEPIN that roll, though.)

[23:03] <DM_Tolman> (no youre not)

[23:03] <Kaiser_Trantin> (lol)

[23:04] <Abaddos> (:'(

[23:04] <DM_Tolman> There is no can on the stump, until there suddenly is.

[23:04] <DM_Tolman> (Roll dex check, as an init)

[23:04] <Abaddos> (count improved initiative feat?)

[23:04] <DM_Tolman> (yep)

[23:05] <DM_Tolman> 3#1d20

[23:05] <TolBot> DM_Tolman's 3#1d20: 2, 7, 10

[23:05] <Shalanda> "Oh crap, I think I've got the tiger to deal with. Lucius, might I make use of your holy symbol for my competition?"

[23:05] <Abaddos> 1d20+5

[23:05] <TolBot> Abaddos's 1d20+5: 15

[23:05] <DM_Tolman> (Roll hit on the can)

[23:05] <Abaddos> 1d20+6

[23:05] <TolBot> Abaddos's 1d20+6: 10

[23:05] <DM_Tolman> 3#1d20

[23:05] <TolBot> DM_Tolman's 3#1d20: 11, 1, 14

[23:06] <DM_Tolman> You graze the can, while another nails it with an arrow, as a bolt goes flying past you.

[23:06] <DM_Tolman> another can appears. (roll init)

[23:06] <Abaddos> 1d20+5

[23:06] <TolBot> Abaddos's 1d20+5: 12

[23:06] <DM_Tolman> 3#1d20

[23:06] <TolBot> DM_Tolman's 3#1d20: 4, 2, 19

[23:06] <DM_Tolman> 1d20

[23:06] <TolBot> DM_Tolman's 1d20: 1 (Ouch!)

[23:06] <DM_Tolman> 1d20

[23:06] <TolBot> DM_Tolman's 1d20: 6

[23:06] <DM_Tolman> Roll attack

[23:06] <Abaddos> 1d20+6

[23:06] <TolBot> Abaddos's 1d20+6: 11

[23:06] <DM_Tolman> 2#1d20

[23:06] <TolBot> DM_Tolman's 2#1d20: 7, 14

[23:07] <DM_Tolman> One man gets off a bolt and grazes the man across from him. YOu graze the can as another hits it.

[23:07] <DM_Tolman> YOu and one other are singled out.

[23:08] <DM_Tolman> Someone stands 50 yards off, beside some contraption. You are told to keep the object from hitting the ground.

[23:08] <DM_Tolman> The man 50 yards off and another start to work some sort of sling, when an object, perhaps a gord of some sort comes flying at you.

[23:08] <DM_Tolman> 1d20

[23:09] <TolBot> DM_Tolman's 1d20: 7

[23:09] <DM_Tolman> (Roll init)

[23:09] <Abaddos> 1d20+5

[23:09] <TolBot> Abaddos's 1d20+5: 13

[23:09] <DM_Tolman> (State action)

[23:09] <DM_Tolman> (State action)

[23:09] <Kaiser_Trantin> (Play dead)

[23:09] <Abaddos> (I wonder if blowing it up counts as it hitting the ground...)

[23:10] <DM_Tolman> (State action)

[23:10] <Kaiser_Trantin> (State action)

[23:10] <Kaiser_Trantin> (Sorry, couldn't resist)

[23:10] <Abaddos> 1d20+6 Pop it

[23:10] <TolBot> Abaddos's 1d20+6 Pop it: 15

[23:10] <DM_Tolman> (?)

[23:11] <Abaddos> shoot it

[23:11] <Abaddos> (oops)

[23:11] <DM_Tolman> (eldritch blast?)

[23:11] <Abaddos> (yup)

[23:11] <DM_Tolman> Roll damage

[23:11] <DM_Tolman> 1d20

[23:11] <TolBot> DM_Tolman's 1d20: 17

[23:11] <Abaddos> 1d10+5

[23:11] <TolBot> Abaddos's 1d10+5: 6

[23:12] <DM_Tolman> You hit the solid object which keeps hurtling as the man beside you drops his bow, and runs up and catches the thing.

[23:12] <Kaiser_Trantin> (rofl)

[23:12] <DM_Tolman> 1d20

[23:12] <TolBot> DM_Tolman's 1d20: 1 (Better luck next time.)

[23:12] <Abaddos> (shoulda known)

[23:12] <DM_Tolman> It knocks him down.

[23:12] <DM_Tolman> 1d20

[23:12] <TolBot> DM_Tolman's 1d20: 9

[23:12] <Abaddos> (roll out of his hand, please!)

[23:12] <DM_Tolman> But he barely manages to hold on to it, as he stands, then slowly lifts it over his head.

[23:13] <Kaiser_Trantin> (He drops and knocks himself out)

[23:13] <Abaddos> (I'll shoot him with eldritch blast...)

[23:13] <DM_Tolman> An official runs up beside him, pointing a green flag in his direction, "Winner!!!"

[23:13] <DM_Tolman> The crowd goes wild, as trumpets sound and a caller yells, "And finally... THE TUNNEL OF DARKNESS!!!!"

[23:14] <Kaiser_Trantin> "Good luck Lady Shalanda," he whispers to her "jus' picture whatever it is in there as Abaddos and you'll be fine."

[23:14] <DM_Tolman> *** As this session of Können Land comes to a close ***

3-29-2009:

[19:55] <DM_Tolman> *** Game recap ***

[19:58] <DM_Tolman> Passing the first test as a team, individuals have been parcelled out into challenges against opposing teams.

[19:59] <DM_Tolman> Each of you meeting with success at varying levels, four challenges have passed and one individual effort remains.

[20:00] <DM_Tolman> Abaddos showed skill at targetting objects, placing second as the crowd cheered and a new trumpet sounded.

[20:00] <DM_Tolman> Everyone in the now-packed area (and Shalanda in particular) cast their gaze in the direction of the trumpets as a caller yelled out, "And finally... THE TUNNEL OF DARKNESS!!"

[20:01] <DM_Tolman> *** And now, this 22nd session of the Können Land campaign begins ***

[20:01] * Shalanda looks over at Lucius, knowing her trial is almost up.

[20:01] <Shalanda> "Can I make use of your holy symbol for this event?"

[20:01] * Blake`` pats Shalanda's shoulder "Good luck"

[20:01] <Kaiser_Trantin> (You go Shalanda, Uh huh, You go girl! rofl)

[20:02] <Kaiser_Trantin> "Good luck Lady Shalanda."

[20:02] * Abaddos takes his seat back in the tent, and nods to Shalanda. "Be safe."

[20:03] * Lucius_Marbrand nods

[20:04] <Shalanda> "Thanks."

[20:04] * Lucius_Marbrand lends Shalanda his holy symbol

[20:04] * Shalanda prepares to face "THE TUNNEL"!

[20:04] <Lucius_Marbrand> (at least it isn

[20:04] <Lucius_Marbrand> "The hole in the wall")

[20:05] * Shalanda steps forward when she's called forward.

[20:06] <DM_Tolman> Shalanda moves her way finally towards the official welcoming the 10 competitors.

[20:07] <DM_Tolman> You gather at one end of the long, oblong stadium. An opening in the ground sits before you.

[20:07] * Shalanda mutters something about damn tigers.

[20:08] <DM_Tolman> The official explains what lies ahead. They goal of the Tunnel is simple. You must enter the tunnel at this end, and come out at the other end. He raises his flag, and an official off in the distance waves a flag from the grounds of the other end of the stadium.

[20:08] <DM_Tolman> The crowd cheers at the flag waving, though with no clear reason why.

[20:09] <Abaddos> (meow)

[20:09] * Shalanda wonders what the catch is.

[20:10] <DM_Tolman> The official explains that the goal is simple, to emerge at the other end, in a timely manner, but that tunnel is perilous... you must be careful... you must use your wits... you must mind your surroundings.

[20:11] <DM_Tolman> Many have entered the tunnel... few have emerged unscathed... most suffer injury. Some have died.

[20:11] <DM_Tolman> 1d10

[20:11] <TolBot> DM_Tolman's 1d10: 2

[20:12] <DM_Tolman> The official passes out lots. Shalanda, you will up second.

[20:13] * Shalanda patiently waits.

[20:14] <DM_Tolman> The official finishes, "If at any time, you fear life or limb and wish to go no further, yell out "Mercy of the gods!" and you will be brought to safety.

[20:14] <DM_Tolman> The official glances at a chalk ring nearby.

[20:14] <DM_Tolman> "We begin!!"

[20:15] <DM_Tolman> A dwarf, the first champion, confidently and quickly enters the opening which disappears underground.

[20:15] <DM_Tolman> The crowd goes quiet.

[20:16] <DM_Tolman> You wait patiently, for 45 seconds, but no more, when you hear a *snap* in the air as the dwarf suddenly appears nearby, inside the chalk circle.

[20:16] <Shalanda> (afk for a moment... sorry)

[20:17] <DM_Tolman> The dwarf falls to his knees, holding a bloody arm, with a deep gash.

[20:17] <DM_Tolman> The crowd roars as he looks around, confused... and then embarassed.

[20:17] <DM_Tolman> The official cries out "Mercy of the gods!"

[20:17] <DM_Tolman> The crowd roars louder.

[20:18] <Shalanda> (sorry back. Friend came to pick up his package)

[20:18] <DM_Tolman> The official looks Shalanda's direction.

[20:18] <DM_Tolman> (take a minute)

[20:18] <Shalanda> "I'm ready when you are."

[20:18] * Shalanda says

[20:19] <DM_Tolman> The official welcomes you forward as the tunnel opening awaits.

[20:19] <Harlequin_J_Goat> (howdy all -- have I missed much?)

[20:19] * Shalanda enters the tunnel, keeping an alert eye out.

[20:19] <Shalanda> (Hey Harl)

[20:20] * Abaddos mutters aloud. "Well, if she's lucky, maybe whatever hit the dwarf isn't hungry anymore..."

[20:20] <Shalanda> (Not much this session)

[20:21] <Abaddos> (not much goin on... Shalanda's trying to steal a statue from the temple of doom...)

[20:21] <Kaiser_Trantin> (Abaddos is about to have a ball gag installed and be sold into slavery)

[20:22] <Harlequin_J_Goat> (Ahh -- good, clean fun...)

[20:22] * Shalanda advances at a brisk but cautious pace.

[20:22] <DM_Tolman> Shalanda, you enter the tunnel. A glowing fixture on the wall has the faintest glow ahead of you on the right.

[20:23] * Shalanda continues forward

[20:23] <Blake``> (is there a map?)

[20:25] <DM_Tolman> (Mage, I'm going to tell you to roll d20 as you make your way through... I'm not going to tell you what you're rolling on several passive checks... I'll apply your mods from the CS)

[20:25] <DM_Tolman> (got it?)

[20:25] <Shalanda> (Got it)

[20:26] <DM_Tolman> (d20)

[20:26] * Shalanda also watches for blood, a sign of where the dwarf may have been injured.

[20:26] <Shalanda> 1d20

[20:26] <TolBot> Shalanda's 1d20: 4

[20:26] <Kaiser_Trantin> (ow)

[20:26] <DM_Tolman> (Again)

[20:26] <Shalanda> 1d20

[20:26] <TolBot> Shalanda's 1d20: 13

[20:26] <Shalanda> (Note I'm not wearing armor, if that factors into my checks)

[20:27] <DM_Tolman> As you approach the light, you see a nook in the wall beside it where a man, perhaps a half-elf sits on a stool.

[20:27] <DM_Tolman> Across the passage from the light are three baskets with lids.

[20:27] <Shalanda> "Hello?"

[20:28] <DM_Tolman> The half-elf nods.

[20:28] <Shalanda> "Is this a test?"

[20:28] <DM_Tolman> The half-elf shrugs.

[20:28] <DM_Tolman> He seems to disengage from you, not maintaining eye contact.

[20:29] * Shalanda shrugs

[20:29] <Shalanda> "Ok"

[20:29] * Shalanda approaches the baskets while keeping half an eye on the 1/2 elf.

[20:29] <DM_Tolman> You stand in front of three baskets.

[20:30] <Shalanda> (Any other exits from here?)

[20:30] <DM_Tolman> (Just ahead and behind)

[20:30] * Shalanda looks at the baskets

[20:30] <DM_Tolman> The tunnel is less than six feet high and half of that as wide, though roughly cut.

[20:30] <DM_Tolman> (d20)

[20:31] <Shalanda> 1d20

[20:31] <TolBot> Shalanda's 1d20: 4

[20:31] <DM_Tolman> The three baskets looks tan, though it's difficult to tell in this light.

[20:32] * Shalanda opens the right one

[20:32] <DM_Tolman> A serpent strikes out you from inside the basket.

[20:32] <DM_Tolman> 1d20 vs Shalanda's Reflex

[20:32] <TolBot> DM_Tolman's 1d20 vs Shalanda's Reflex: 2

[20:33] * Shalanda closes it quickly

[20:33] <DM_Tolman> Shalanda pops her head to the side.

[20:35] * Shalanda quickly shakes both the left and center baskets in case there's snakes in those baskets, and then opens either basket that doesn't make noise or moves like a snake is inside.

[20:35] <DM_Tolman> (d20)

[20:35] <Shalanda> 1d20

[20:35] <TolBot> Shalanda's 1d20: 15

[20:36] <DM_Tolman> Both baskets sound like they may have something alive in them, perhaps a serpent.

[20:36] * Shalanda passes by the baskets and continues on down the tunnel.

[20:36] <DM_Tolman> As you leave the baskets behind, the light behind you fades. The tunnel turns to the right a bit.

[20:36] <DM_Tolman> (d20)

[20:37] <Shalanda> 1d20

[20:37] <TolBot> Shalanda's 1d20: 13

[20:37] <DM_Tolman> As you press your right foot down, you detect a trigger of some sort below your foot.

[20:37] * Shalanda fey steps 5 squares ahead

[20:38] <DM_Tolman> You can see nothing in the darkness.

[20:38] <Shalanda> (Or as far ahead as my low-light vision can see)

[20:38] <DM_Tolman> (I need to check rules on safe fey step)

[20:39] <Shalanda> (teleportation pg 286 PHB)

[20:40] <Kaiser_Trantin> (afk, need aspirins)

[20:41] <DM_Tolman> (Ok, let's just say you can still barely see 3 squares ahead... the tunnel turns again in 4 squares)

[20:41] <Shalanda> (ok)

[20:41] <DM_Tolman> You blink forward 15 feet and hear a crash behind you.

[20:41] * Shalanda fey steps as far as she can and keeps moving as she hears a crash behind herself.

[20:42] <DM_Tolman> Turning, you can just make out a double-bladed pendulum axe that has slammed across the tunnel where you were and now is recoiling back into the roof.

[20:42] <DM_Tolman> You move forward in the pitch black as the tunnel has moved subtly to the left.

[20:43] <DM_Tolman> (d20)

[20:43] <Shalanda> 1d20

[20:43] <TolBot> Shalanda's 1d20: 10

[20:43] <DM_Tolman> (Please describe your means for moving forward. rate of movement... how you feel your way, etc.)

[20:45] * Shalanda walks briskly forward running a hand across the left wall, while trying to make sure she's going in the direction she saw the exit.

[20:45] <DM_Tolman> You feel a breeze behind you.

[20:46] <DM_Tolman> (d20)

[20:46] <Shalanda> 1d20

[20:46] <TolBot> Shalanda's 1d20: 12

[20:47] <DM_Tolman> You notice the wall turn to more stone and less dirt.

[20:47] <DM_Tolman> (d20)

[20:47] <Shalanda> 1d20

[20:47] <TolBot> Shalanda's 1d20: 10

[20:47] * Shalanda presses on.

[20:48] <DM_Tolman> The floor, also stone now, seems unlevel before you... a pit perhaps?

[20:48] * Shalanda slows down and feels ahead with her foot, expecting the tiger pit to be nearby.

[20:49] <DM_Tolman> You can make out a opening in the ground before you. On the right side, you think you feel enough ledge to continue on.

[20:49] * Shalanda moves along the ledge slowly to keep her balance.

[20:50] <DM_Tolman> You move past the pit for 8 feet as the hallway opens up again.

[20:50] <DM_Tolman> (d20)

[20:50] <Shalanda> 1d20

[20:50] <TolBot> Shalanda's 1d20: 7

[20:50] <DM_Tolman> (do that 3 more times)

[20:51] <Shalanda> 3 1d20

[20:51] <Shalanda> 1d20

[20:51] <TolBot> Shalanda's 1d20: 10

[20:51] <Shalanda> 1d20

[20:51] <TolBot> Shalanda's 1d20: 7

[20:51] <Shalanda> 1d20

[20:51] <TolBot> Shalanda's 1d20: 17

[20:51] <DM_Tolman> You detect a that the tunnel has a division in it.

[20:51] <DM_Tolman> You ascertain that the right fork would be a truer course.

[20:52] <Shalanda> (direction sense to determine which direction is likely the way to the exit?)

[20:52] <Kaiser_Trantin> (I feel like I'm gonna be sick v.v)

[20:52] <DM_Tolman> (It was a dungeoneering roll, and you already rolled it... I didn't tell you that's what it was... I'm supposed to roll it privately)

[20:52] <Shalanda> (ok)

[20:53] * Shalanda moves down the right tunnel.

[20:54] <DM_Tolman> You begins to feel like you're stepping in mud.

[20:54] * Shalanda groans

[20:54] <DM_Tolman> As you move along, you can also see another glowing light ahead.

[20:54] * Shalanda looks at the ground to determine the nature of the mud, before pressing on.

[20:56] <DM_Tolman> You inspect not the ground, but the bottom of your foot once you're in the light and there seems to be just some mud, perhaps tree sap. There ahve been some roots here and there.

[20:56] * Shalanda presses on quickly to the light

[20:56] <DM_Tolman> (d20)

[20:56] <Shalanda> 1d20

[20:56] <TolBot> Shalanda's 1d20: 5

[20:57] <DM_Tolman> The light is another glowing fixture on the wall. across the way on the other wall is a low basin or fountain.

[20:57] <DM_Tolman> You can see a liquid in it which may be water.

[20:58] * Shalanda quickly looks in the basin.

[20:58] <DM_Tolman> You can see a liquid in it which may be water.

[20:58] * Shalanda seeing nothing else, ignores it and continues.

[20:58] <DM_Tolman> You move forward.

[20:58] <DM_Tolman> (d20)

[20:58] <Shalanda> 1d20

[20:58] <TolBot> Shalanda's 1d20: 17

[20:59] <DM_Tolman> The light begins to fade as you move ahead and you hear the sound of insects.

[20:59] <Shalanda> (what kind of insects do they sound like?)

[20:59] <Kaiser_Trantin> (Big ones)

[20:59] <Shalanda> (So you and Abaddos?)

[21:00] <Harlequin_J_Goat> (the kind that are harmless?)

[21:00] <DM_Tolman> You suddenly see beetles, small, no bigger than your hand, but dozens of them swarming at you.

[21:00] <Abaddos> (*recommends hopping*)

[21:00] <DM_Tolman> ... crawling out of the walls from small holes.

[21:01] * Shalanda breaks out in a run to make sure the beetles don't have much time to get on her or bite.

[21:01] <DM_Tolman> (d20)

[21:01] <Shalanda> 1d20

[21:01] <TolBot> Shalanda's 1d20: 5

[21:02] <DM_Tolman> You feel your head hit a low beam as you sprint forward.

[21:02] <DM_Tolman> 1d4

[21:02] <TolBot> DM_Tolman's 1d4: 2

[21:02] <Shalanda> "Ow"

[21:03] <DM_Tolman> You crack your head open with a wound (2 HP's damage) as you fall onto your back, in a daze.

[21:03] <DM_Tolman> You lie on the ground dazed, as the beetles busy themselves licking your boots.

[21:03] <Harlequin_J_Goat> (licking? I didn;t know that beetles had a boot fetish...)

[21:03] * Shalanda tries to recover and press on quickly, keeping low.

[21:04] <Abaddos> (...I get it... they're after the sap...)

[21:04] <DM_Tolman> Shalanda gets to her feet as the beetles finish their quick work of the goo on her shoe. YOU move forward, lowly.

[21:05] <Shalanda> "This tunnel sucks."

[21:05] * Shalanda mutters as she rubs her head.

[21:05] <DM_Tolman> Just before the light fades again, you see a man sitting on a stool in an inset of the wall.

[21:05] <Abaddos> (If it's the same half-elf, I think she's gonna cry)

[21:06] * Shalanda looks at the man

[21:06] <DM_Tolman> The man glances at you, nodding, but otherwise does not communicate.

[21:07] <Shalanda> "You're not part of a test correct?"

[21:07] <DM_Tolman> The half-elf shrugs.

[21:07] <Shalanda> (This isn't the same half-elf is it?)

[21:07] <DM_Tolman> It does not appear to be.

[21:08] * Shalanda continues on, expecting something bad to happen.

[21:09] <DM_Tolman> (d20)

[21:09] <Shalanda> 1d20

[21:09] <TolBot> Shalanda's 1d20: 10

[21:10] <DM_Tolman> Shalanda, as you make another bend, all light is gone. In a short time, your moving ahead becomes puzzling. As you trace your left hand along the wall, it turns to the right too sharply and you realize it has turned you around facing the way you just came.

[21:10] <DM_Tolman> (d20)

[21:10] <Shalanda> 1d20

[21:10] <TolBot> Shalanda's 1d20: 7

[21:10] <DM_Tolman> It seems that the tunnel has dead ended.

[21:11] * Shalanda continues to follow the wall making her way back towards the 1/2 elf until the tunnel veers to her left or she makes it to the 1/2 elf again

[21:12] <DM_Tolman> You reach the half-elf as you enter into the low-light area once more.

[21:13] <Shalanda> "So which way out of here?"

[21:13] <DM_Tolman> The half-elf shrugs.

[21:13] * Shalanda nods

[21:13] * Blake`` looks at the other near him "she sure is taking her time"

[21:13] * Abaddos nods.

[21:13] * Shalanda backtracks for the other fork past the bugs.

[21:14] * Shalanda tries to be quicker about it.

[21:16] <DM_Tolman> You move under the beam, toward the light, no sign of beetles, past the liquid basin, through the sticky floor until you find the other fork, now to your right, previously to your left.

[21:17] <DM_Tolman> As you move down the tunnel for a minute, it gets narrower and narrower and narrower and narrower until it ends.

[21:17] <Shalanda> (dead end?)

[21:17] <DM_Tolman> (yes)

[21:17] * Shalanda backtracks to the basin and light.

[21:18] <DM_Tolman> You enter into the light.

[21:18] * Shalanda looks to see if she can take the light off the wall.

[21:18] <DM_Tolman> The light does not remove. You can see the sticky substance again on your boots. The basin is across the passage.

[21:20] * Shalanda heads back towards the elf to search for a secret exit at the dead end past the elf.

[21:21] <DM_Tolman> (d20)

[21:21] <Shalanda> 1d20

[21:21] <TolBot> Shalanda's 1d20: 2

[21:21] <DM_Tolman> Beetles swarm you as you move past the basin and you bonk your head and fall.

[21:21] * Shalanda cusses and swears in her native elven tounge.

[21:22] <DM_Tolman> (No damage... assuming you were waiting for the beam. The fall is that it is hard to walk on a sea of beetles)

[21:22] <DM_Tolman> The beatles swarms your legs.

[21:22] <DM_Tolman> Unable to get up, after a time they mostly depart and you make your way past the half-elf and to the dead end.

[21:23] <DM_Tolman> You run your fingers on the wall and find a stone that clearly is begging to be pulled.

[21:23] * Shalanda yanks it.

[21:24] <DM_Tolman> You tug on the stone and an opening opens up before you, revealing low light.

[21:24] * Shalanda heads towards the light.

[21:24] <DM_Tolman> (d20)

[21:24] <Shalanda> 1d20

[21:24] <TolBot> Shalanda's 1d20: 2

[21:24] <DM_Tolman> As you make your way forward down the passage, you come to a sign on the wall at a slight curve in the passage.

[21:25] <DM_Tolman> It seems to have writing.

[21:25] * Shalanda reads the sign

[21:25] <Shalanda> (Here's hoping it's in either Common, Elven, Draconic, Dwarven, or Goblin)

[21:26] <Harlequin_J_Goat> (sorry -- esperanto...)

[21:26] <Abaddos> (With Tagalog subtitles)

[21:26] <Shalanda> (Curse my luck)

[21:26] <DM_Tolman> As you stop in front of the sign, you make out the words with some difficulty on account of the condition of the sign. It reads...

[21:27] <DM_Tolman> "Careful behind you."

[21:27] <DM_Tolman> You feel a sting in your back.

[21:27] <Abaddos> (KNEW IT!)

[21:27] <DM_Tolman> Your go to sleep.

[21:28] <Shalanda> (damn it)

[21:29] <Blake``> (fight it!!)

[21:29] <DM_Tolman> For the crowd outside... Shalanda entered the tunnel... after five minutes they sent the next person through... some of the remaining 8 popped out onto the chalk circle after varying amounts of time. One man had a spear in his gut, though he was not seriously wounded.

[21:29] <Abaddos> (I totally saw that coming... I figured it would it would say something like "Think fast!" Before a trap activated...)

[21:29] <DM_Tolman> After many minutes, Shalanda popped into the chalk circle.

[21:30] * Abaddos groans and points her out.

[21:30] <DM_Tolman> Shalanda, you come to your senses out in the field, beside the chalk circle. A woman lays beside you asleep.

[21:30] * Shalanda looks over, blinded momentarily by the sunlight.

[21:31] <Shalanda> "Oh... damn it."

[21:31] <DM_Tolman> You watch with others as eventually only two emerge from the tunnel's far end. One in a fifth of the time as the others.

[21:31] <DM_Tolman> The officials gather all participants together, save for the two most wounded, and then moves over to a small halfling and points the green flag at him, "Winner!"

[21:32] <DM_Tolman> One official moves around giving placements to team members. Shalanda, you are informed you were fourth.

[21:32] * Shalanda sighs

[21:32] <DM_Tolman> The crowd cheers, and the stands go wild as trumpets sound once more.

[21:34] <DM_Tolman> Four tents are invited to the center field. It is announced that the top two teams of champions as of now will vie for the top spot.. first and second place, and that the next two teams will compete for third place. Muwalaby's team is one of those to compete for third place.

[21:34] <DM_Tolman> You all gather together, Muwalaby now beside you.

[21:35] * Kaiser_Trantin stands

[21:35] * Abaddos stands up, and cracks his knuckles.

[21:35] <Blake``> "Good effort everyone"

[21:36] <DM_Tolman> The official approaches you. You are to compete against Duke Dansforderlioni's team for the place of third.

[21:36] <DM_Tolman> Lord Muwalaby snarls.

[21:36] * Abaddos blinks at the name.

[21:37] * Shalanda rubs her forehead as the names are announced.

[21:37] * Abaddos looks questioningly at her.

[21:37] <Abaddos> (afk)

[21:38] <Shalanda> "What? It hurts."

[21:38] <DM_Tolman> He points out a 200 foot field, 50 foot wide. A large stone sits in a pedastal on each side with an empty pedastal beside it. Each team is to attempt to set the other's stone into the second pedastal, without yours being placed in the opponent's pedastal.

[21:38] * Abaddos shrugs, and looks away quickly.

[21:38] <DM_Tolman> (clear as mud?)

[21:39] <Kaiser_Trantin> (This duke dandalion or whatever his name is, is the dude he wanted us to beat right?)

[21:39] <Abaddos> (yups. Daffodiloni, remember?)

[21:39] <DM_Tolman> (Yups)

[21:39] <Kaiser_Trantin> "Alright, lets take this Duke's team out."

[21:40] * Shalanda hands Lucius' holy symbol back to him.

[21:40] <Shalanda> "Thank you for this."

[21:40] <Lucius_Marbrand> "Your welcome"

[21:41] * Kaiser_Trantin offers Shalanda a hand to help her up

[21:41] <Blake``> (so we have to take our stone and get their stone and put it in the two pedistals on their side?)

[21:41] <Kaiser_Trantin> (Kinda like capture the flag?)

[21:42] <Kaiser_Trantin> "What type of force can we use to defend ours?"

[21:43] <DM_Tolman> (ok, can you see the grid here:
<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[21:44] <Lucius_Marbrand> (so we have to take a stone and carry it across the field to the opposite side pedestal before they do the same?)

[21:44] <DM_Tolman> (Exactly, Lucius)

[21:45] <DM_Tolman> Your stone you're defending is in the Red Pedestal... theirs is in the Blue Pedestal... your goal is to get it from their blue pedestal and get it into your orange one.

[21:45] <Kaiser_Trantin> (can we block/attack them to slow them down?)

[21:45] <Lucius_Marbrand> "I suggest we have the two strongest members attempt to be offensive and move the stone, while the other three attempt to prevent them from doing the same."

[21:46] <Blake``> "Wouldn't it make sense to have the stronger one blocking them

[21:46] <Lucius_Marbrand> "Or vice versa, sure"

[21:46] <DM_Tolman> (Is the battle grid ok for everyone?)

[21:47] <Blake``> (works for me)

[21:47] <Kaiser_Trantin> (amazed it loaded, my net is fubared)

[21:47] <DM_Tolman> (It's telling me 3 of you are viewing it only)

[21:47] * Lucius_Marbrand sheds armour

[21:47] <Lucius_Marbrand> (oh wait.. i wasn't wearing any , anyway)

[21:48] <Blake``> "Alright, well if the stronger two are going up, then Lucius and Kaiser, if we can send you help we will"

[21:48] <Kaiser_Trantin> "Alright."

[21:48] * Lucius_Marbrand nods

[21:48] <Lucius_Marbrand> (is each square the same as a battle square?)

[21:48] <Kaiser_Trantin> "hold our stone like your life depends on it"

[21:50] * Lucius_Marbrand turns to Kaiser

[21:50] <DM_Tolman> The stone is large enough that carrying it will be a chore, probably more than 60 pounds.

[21:50] <Lucius_Marbrand> "Race you to their stone?" he says with a grin

[21:50] * Kaiser_Trantin grins

[21:52] * Shalanda rubs her forehead as the two kids run off.

[21:54] <Abaddos> (back)

[21:54] <DM_Tolman> As you look out into the field, it is a rectangle with clear boundaries. The official decries, if you cross the boundary, you must leave the field and enter again between your two pendelums, even if you are knocked out of bounds.

[21:54] * Blake`` scans the other team

[21:54] <Kaiser_Trantin> (Can we attack though, I mean like full on attack)

[21:55] <Lucius_Marbrand> (we dont have any sort of rules? does this mean I can just take my sword and kill them?)

[21:55] <DM_Tolman> The official indicates this final stage is rough. There are no limitations, save that lethal maneuvers are not to be employed.

[21:56] * Kaiser_Trantin grins and eyes Lucius_Marbrand

[21:56] <Lucius_Marbrand> "So we are allowed weapons?"

[21:56] <DM_Tolman> Five humans in fancy uniforms including their golden sashes stand in a row, facing you (#'s 1, 2, 3, 4, and 5)

[21:56] <Lucius_Marbrand> (are they armed?)

[21:56] <DM_Tolman> (We're going to take this as any battle.)

[21:57] <DM_Tolman> (just a sec.)

[21:57] * Abaddos stands silently.

[21:58] <Lucius_Marbrand> "I'm confused... what sort of attack and defense are supposed to be used here? Should I be taking my sword?"

[21:58] <DM_Tolman> The official walks out from the center of the field, carrying a bundle.

[21:58] * Lucius_Marbrand watches

[21:59] <DM_Tolman> He instructs that these are your only weapons as he drops a bundle.

[21:59] <Kaiser_Trantin> (What about me, I have my breath attack *grins*)

[22:00] <Lucius_Marbrand> (what about my boot up their...)

[22:00] <Harlequin_J_Goat> (... i think that's frowned upon.)

[22:01] * Abaddos grins, clenching his fist as his eyes cackle with eldritch energy.

[22:01] <DM_Tolman> The bundle contains two quarter staffs and one club.

[22:02] <DM_Tolman> Official: "Any last questions?"

[22:02] <Blake``> (so each team has a bundle?)

[22:02] <Kaiser_Trantin> "What about Natural weapons?"

[22:03] <DM_Tolman> The official looks at Kaiser, "Just no lethal maneuvers or you may be disqualified."

[22:03] <Kaiser_Trantin> "Alright, that answers that."

[22:03] <Abaddos> (w00t for me... all my moves are psychic, no way to tell if they're lethal or not...)

[22:03] <DM_Tolman> (yes, blake, it looks as if they are armed the same.)

[22:04] <DM_Tolman> `init roll please.

[22:04] <TolBot> Please make an initiative roll (1d20+modifier).

[22:04] <Kaiser_Trantin> 1d20+1

[22:04] <TolBot> Kaiser_Trantin's 1d20+1: 8

[22:04] <DM_Tolman> 1d20 for 1-3

[22:04] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[22:04] <Shalanda> 1d20+2

[22:04] <TolBot> Shalanda's 1d20+2: 22 (Way to go!)

[22:04] <DM_Tolman> 1d20 for OneTwoThree

[22:04] <TolBot> DM_Tolman's 1d20 for OneTwoThree: 1 (Not gonna get far this way.)

[22:04] <Lucius_Marbrand> 1d20+3

[22:04] <TolBot> Lucius_Marbrand's 1d20+3: 14

[22:04] <Shalanda> (Finally, an excellent roll)

[22:04] <DM_Tolman> 1d20 for fourfive

[22:04] <TolBot> DM_Tolman's 1d20 for fourfive: 20 (You da man.)

[22:05] <Kaiser_Trantin> (RIGGED!)

[22:05] <Abaddos> 1d20+5

[22:05] <TolBot> Abaddos's 1d20+5: 9

[22:05] <DM_Tolman> (Waiting on Blake)

[22:06] <DM_Tolman> 1d20 for Blake

[22:06] <TolBot> DM_Tolman's 1d20 for Blake: 13

[22:06] <DM_Tolman> `init report

[22:06] <TolBot> Initiative Order: Shalanda, 22, fourfive, 20, Lucius_Marbrand, 14, Blake, 13, Abaddos, 9, Kaiser_Trantin, 8, OneTwoThree, 1

[22:06] <Blake``> 1d20

[22:06] <TolBot> Blake``'s 1d20: 19

[22:06] <DM_Tolman> The officials move to the sidelines

[22:06] <Blake``> (sorry phone)

[22:06] <DM_Tolman> (np... already locked in)

[22:06] <Kaiser_Trantin> (It's Stonerball!)

[22:06] * Shalanda waits by her pillar rubbing her head, muttering about being ineffective.

[22:07] <DM_Tolman> They each raise flags on both sides of the field.

[22:07] * Lucius_Marbrand examines the weapon he is using

[22:07] <DM_Tolman> Trumpets sound and the crowd cheers.

[22:07] <DM_Tolman> "Begin!!!"

[22:07] <Blake``> "Lets get our hands on those clubs!"

[22:07] * Abaddos overhears Shalanda. "Well, if we're bleeding on the ground, who'll protect the flags? That's where you come in."

[22:08] <Shalanda> "I meant, I'd be more effective if those stupid bastards didn't steal my holy symbol when they decided to enslave us.

[22:09] * Lucius_Marbrand tosses Shalanda his holy symbol

[22:09] <DM_Tolman> (ok, turn-based, now. YOU can still discuss your strategy, I'll just count it as you've discussed already. then Shal you move)

[22:09] * Abaddos grins. "If I'd had my staff, I would've murdered those plates."

[22:09] * Shalanda waits at the pedestal.

[22:09] <Lucius_Marbrand> "Ok.. this is my suggestion."

[22:10] <DM_Tolman> (You move yourself... you're the S)

[22:10] <Shalanda> (moved)

[22:11] <DM_Tolman> (Lucius)

[22:11] <Lucius_Marbrand> (so I chose my move?)

[22:11] <DM_Tolman> (yep)

[22:11] <Lucius_Marbrand> (the weapons are in the centre right?)

[22:11] <DM_Tolman> (yep)

[22:11] * Lucius_Marbrand darts towards the weapons

[22:12] <Shalanda> (oooh, can I bless everybody before they get out of range?)

[22:12] <Lucius_Marbrand> (so I move as I would in battle?)

[22:13] <DM_Tolman> (Yes, held action)

[22:13] <DM_Tolman> (can do now)

[22:13] <DM_Tolman> (Yes, Lucius, your proper number of squares... CAN move diagonally)

[22:13] * Shalanda calls upon the power of the Raven Queen's blessing. (all +1 attack)

[22:14] <Abaddos> "I know I'm just the Tiefling here, and as such not worth hearing..." Abaddos glares at Kaiser as he says this. "However, before you all go through with your murder plots against me, I recommend that our melee fighters take the lead, and since Shalanda and I can strike from the back row, we shall guard the flag."

[22:14] <Lucius_Marbrand> (gotcha.. lemme check something)

[22:14] <DM_Tolman> (er... stone)

[22:15] <Shalanda> "Since when can I strike from the back? I'm just the muscles in the back here."

[22:15] <DM_Tolman> (Lucius, type your "L" in the new box and delete it from teh old)

[22:16] <Abaddos> "You have no offensive capabilities whatsoever?"

[22:16] <Lucius_Marbrand> (right.. I am looking at ..)

[22:16] <Lucius_Marbrand> (page 284)

[22:16] <DM_Tolman> (5 spaces)

[22:16] <Lucius_Marbrand> (a double move)

[22:16] <DM_Tolman> (yep)

[22:16] <Lucius_Marbrand> (if I take a double move, two run, I should be able to come 14 squares)

[22:16] <Shalanda> "If I had a holy symbol, yeah things would be WAY different, but I'm a shell of my power without one.

[22:17] <Lucius_Marbrand> (uhm shalanda.. I tossed you my symbol)

[22:17] <Shalanda> (I gave it back)

[22:17] <Shalanda> (And you thanked me for giving it back)

[22:17] <Abaddos> (he gave it to you again)

[22:18] <DM_Tolman> (rotfl)

[22:18] <DM_Tolman> (the two stooges)

[22:18] * Blake`` runs for the weapons also "I'm going to try to get one of those weapons, i'll hurry back" (no armor on)

[22:18] <Shalanda> (oh I missed that. >:))

[22:18] <Abaddos> (look around your comment about the bastards)

[22:18] <Lucius_Marbrand> (allright anyway I will move myself to where I should be)

[22:18] <Shalanda> (They are screwed now. >:))

[22:19] <DM_Tolman> (Lucius, I still have you at 10, not 14)

[22:19] <Abaddos> (I love it when she gets all sadistic...)

[22:19] <Lucius_Marbrand> (i dont have an armor penalty since I'm .. not wearing armour)

[22:19] <Kaiser_Trantin> (Double move for me will be 12 right?)

[22:20] <Lucius_Marbrand> (without an encumbrance my move speed is 7)

[22:20] <Lucius_Marbrand> (the five is my move with armour)

[22:21] <DM_Tolman> (7?)

[22:21] <Lucius_Marbrand> (look under at-will)

[22:22] <Lucius_Marbrand> (other Move actions : Run Speed :7)

[22:23] <DM_Tolman> (ok, let's clarify for us all)

[22:23] <Lucius_Marbrand> (oh wait)

[22:23] <DM_Tolman> (A double move is taking a move action and also replacing your standard action with a move action)

[22:23] <Lucius_Marbrand> (sorry I am wrong)

[22:23] <Lucius_Marbrand> (my normal Run speed is 6)

[22:24] <Lucius_Marbrand> (err unencumbered speed is 6)

[22:24] <Lucius_Marbrand> (my run un encumbered is my normal speed +2)

[22:24] <Lucius_Marbrand> (according to page 291)

[22:24] <Lucius_Marbrand> (so I actually move 16 squares)

[22:25] <DM_Tolman> (and an action point could grant you an additional move action)

[22:25] <Abaddos> (Yes, at the cost of -5 atk, and combat advantage to all opponents till your next turn. Sure it's worth it?)

[22:26] <DM_Tolman> (ok, we clear on everything? and thanks for that Abaddos)

[22:27] <DM_Tolman> (I hadn't planned on the sprint to the weapons stage taking so long)

[22:27] <Lucius_Marbrand> (nobody is close to me until next round anyway)

[22:28] <Lucius_Marbrand> (so let me place..)

[22:28] <Lucius_Marbrand> (ok.. good to go)

[22:28] <DM_Tolman> Abbados and Kaiser move.

[22:29] <Abaddos> (Don't you still have a minor to pick up the weapon?)

[22:30] <Lucius_Marbrand> (i will use my minor move to pick up a weapon yea)

[22:30] <Kaiser_Trantin> (Moved)

[22:31] <Abaddos> (Minor: warlock's Curse on 5, and Standard is Curse of the Dark Dream on him)

[22:31] <DM_Tolman> (I'd have laid this out differently had I been total in the know)

[22:31] <DM_Tolman> (k, picking up, Kaiser?)

[22:31] <Kaiser_Trantin> (Guess I'll grab one lol)

[22:32] <Lucius_Marbrand> (what weren't you in the know about?)

[22:32] <DM_Tolman> (the +2 for running)

[22:32] <Abaddos> *wait... my attack does nothing?)

[22:33] <Lucius_Marbrand> (ah.. I was looking up run speed and found it in the phb)

[22:34] <DM_Tolman> (ok, hold on)

[22:35] <Abaddos> (Phb 291)

[22:36] <DM_Tolman> (roll your Cha attack, Abaddos)

[22:36] <Abaddos> 1d20+5

[22:36] <TolBot> Abaddos's 1d20+5: 11

[22:36] <Abaddos> (vs. will)

[22:37] <Abaddos> (oh, and +1 more from the spell from Shalanda)

[22:38] #sorcery ::: ((PART)) 22:38:03 Keal ()

[22:38] <DM_Tolman> (Isn't it +6?)

[22:38] <DM_Tolman> (k)

[22:38] <DM_Tolman> (Miss0)

[22:38] <Abaddos> (wait... yeah... so it's 13 vs. will)

[22:38] <Kaiser_Trantin> (Mage, you haven't responded to my post on the Grid lol)

[22:38] <DM_Tolman> (Miss)

[22:38] <Abaddos> (wow... a 13 will save... must be a caster)

[22:40] <Kaiser_Trantin> (Lucious, you picked up a weapon right?)

[22:40] <Lucius_Marbrand> (right)

[22:40] <Shalanda> (There are 2 #3's on the map)

[22:42] <DM_Tolman> 3 and 5 picked up a quarter staff and a club, and Kaiser has a club and lucius a quarterstaff.

[22:42] <Lucius_Marbrand> (so that's all of the weapons?)

[22:43] <DM_Tolman> (yep... two of each)

[22:43] <DM_Tolman> `init report

[22:43] <TolBot> Initiative Order: Shalanda, 22, fourfive, 20, Lucius_Marbrand, 14, Blake, 13, Abaddos, 9, Kaiser_Trantin, 8, OneTwoThree, 1

[22:43] * Shalanda waits

[22:45] <DM_Tolman> 5 swings a club at Kaiser.

[22:45] <Kaiser_Trantin> (thought he had a quarter staff lol)

[22:45] <DM_Tolman> 1d20+8

[22:45] <TolBot> DM_Tolman's 1d20+8: 22

[22:47] <DM_Tolman> 1d6+5

[22:47] <TolBot> DM_Tolman's 1d6+5: 10

[22:47] <DM_Tolman> Kaiser, you take a painful blow to your leg (10 HPs)

[22:48] <Kaiser_Trantin> (Are utility powers at will?)

[22:48] <Kaiser_Trantin> (but ilke once a day or whatever?)

[22:48] <Abaddos> (they should say on the poewr. Which one you looking at?)

[22:48] <Kaiser_Trantin> (Unstoppable, Pg78)

[22:48] <Kaiser_Trantin> (Minor Action)

[22:49] <Abaddos> (Daily use)

[22:49] <DM_Tolman> (once a day, then)

[22:49] <Kaiser_Trantin> (Can I use it now lol)

[22:49] <DM_Tolman> (yes)

[22:50] <Kaiser_Trantin> 2d6+2

[22:50] <TolBot> Kaiser_Trantin's 2d6+2: 9

[22:50] <Kaiser_Trantin> (9 temp hp)

[22:50] <Lucius_Marbrand> (I'm confused.. how is 5 hitting Kaiser from 5 squares away?)

[22:51] <Shalanda> (refresh)

[22:51] <DM_Tolman> (you can cast it at your next turn, actually, but that's fine)

[22:51] <DM_Tolman> (Lucius)

[22:51] <Kaiser_Trantin> (ok)

[22:52] <Lucius_Marbrand> (who did kaiser attack with breath weapon?)

[22:52] <Kaiser_Trantin> (nobody yet)

[22:52] <Lucius_Marbrand> (ok)

[22:52] * Lucius_Marbrand charges 5 and hits with a holy strike

[22:53] <DM_Tolman> k rolls

[22:54] <Lucius_Marbrand> 1d20+8

[22:54] <TolBot> Lucius_Marbrand's 1d20+8: 9 (Not gonna get far this way.)

[22:54] <DM_Tolman> (Miss)

[22:54] <Abaddos> (so does that mean you move up 1, luc?)

[22:55] <DM_Tolman> (Yes, please move)

[22:55] <DM_Tolman> (blake your'e up)

[22:55] <Abaddos> (good... now 5 can't go anywhere without an opp attack from one of you...)

[22:55] <Abaddos> (Actually... both of you)

[22:55] * Blake`` moves behind Lucius and Kaiser

[22:56] <DM_Tolman> (Abaddos and Shal can move)

[22:56] <Shalanda> (I'm holding still)

[22:57] <Abaddos> (cursing 3, Eyebiting 5)

[22:57] <DM_Tolman> (5 is closest)

[22:57] <DM_Tolman> (remember your curse must be on closest visible opponent, or am I wrong?)

[22:57] <Abaddos> (oh, yeah, that's right... well, already cursed him...)

[22:58] <Abaddos> (person you can see)

[22:59] <Abaddos> (eyebite 5)

[22:59] <DM_Tolman> (roll)

[22:59] <Abaddos> 1d20+6

[22:59] <TolBot> Abaddos's 1d20+6: 23

[22:59] <DM_Tolman> (hit)

[22:59] <Abaddos> (24.... keep forgetting shalanda. sorry)

[23:00] <Abaddos> 1d6+5 damage

[23:00] <TolBot> Abaddos's 1d6+5 damage: 11

[23:00] <DM_Tolman> (more from curse, right?)

[23:00] <Abaddos> 1d6 curse dmg

[23:00] <TolBot> Abaddos's 1d6 curse dmg: 5

[23:00] <Shalanda> (Forget me not and my +1 goodness)

[23:00] <DM_Tolman> The man reels from sonic damage.

[23:00] <DM_Tolman> (Kaiser)

[23:00] <Abaddos> (lol. Best part is, as far as any bystanders know, all I did was glare at the guy, so they can't blame his injuries on me. :p)

[23:01] <Kaiser_Trantin> 1d20+6 vs 2

[23:01] <TolBot> Kaiser_Trantin's 1d20+6 vs 2: 14

[23:01] <Abaddos> (just fyi: psychic, not sonic)

[23:01] <DM_Tolman> (lol)

[23:02] <Abaddos> (I am mewtwo, not a frickin blue hedgehog)

[23:02] <DM_Tolman> 1d20+5

[23:02] <TolBot> DM_Tolman's 1d20+5: 13

[23:02] <DM_Tolman> 1d20+4

[23:02] <TolBot> DM_Tolman's 1d20+4: 23

[23:03] <DM_Tolman> #3 wails on Kaiser as he moves around him.

[23:03] <DM_Tolman> 1d8+5

[23:03] <TolBot> DM_Tolman's 1d8+5: 12

[23:03] <Kaiser_Trantin> (Used unstoppable btw)

[23:03] <Kaiser_Trantin> (so 3 physical damage)

[23:04] <DM_Tolman> (for 12 HPs... so your 9 temp are gone, and now have 13 HP's gone)

[23:04] <DM_Tolman> (roll attack)

[23:04] <Kaiser_Trantin> (OK, I'll do breath attack, try to intimidate these fools with it)

[23:05] <Kaiser_Trantin> 1d20+7

[23:05] <TolBot> Kaiser_Trantin's 1d20+7: 20

[23:05] <Kaiser_Trantin> 1d6+4

[23:05] <TolBot> Kaiser_Trantin's 1d6+4: 8

[23:05] <DM_Tolman> You breath on 2 for 8 damage.

[23:05] <Kaiser_Trantin> (Lightning based attack)

[23:05] * Shalanda shakes her head in disbelief as lightning sprays out of Kaiser's mouth.

[23:06] <Kaiser_Trantin> (That should include a d100 with a 20% chance of cardiac arrest)

[23:06] <Lucius_Marbrand> (you know the downside of using weapons like that in large cities, is towns folk tend to show up with pitch forks)

[23:06] <Kaiser_Trantin> (I'm a dragon born, whats worse, they already call me a kobold. . lol)

[23:07] <DM_Tolman> 2 hits you with a fist, holding a symbol.

[23:07] <DM_Tolman> 1d20+7

[23:07] <TolBot> DM_Tolman's 1d20+7: 10

[23:07] <DM_Tolman> ... and misses.

[23:08] <DM_Tolman> 3 runs along the field.

[23:08] <DM_Tolman> 1d20+5

[23:08] <TolBot> DM_Tolman's 1d20+5: 21

[23:09] <DM_Tolman> A force of light burst from 1 at you, Kaiser.

[23:09] <DM_Tolman> 2d4+4

[23:09] <TolBot> DM_Tolman's 2d4+4: 7

[23:09] <DM_Tolman> (7 HPs)

[23:10] <DM_Tolman> *** Kaiser receives a blow as this round and this session comes to a close. ***

4-5-2009:

[19:48] <DM_Tolman> *** Beginning session 23 of Können Land campaign ***

[19:49] <DM_Tolman> Kaiser receives a blow to the head from opponent #1 as the group scatters across the field.

[19:49] <Abaddos> (I don't remember which one I cursed now...)

[19:49] <DM_Tolman> <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>

[19:49] <DM_Tolman> (lemme check)

[19:50] <DM_Tolman> New round, Initiative Order: Shalanda, 22, fourfive, 20, Lucius_Marbrand, 14, Blake, 13, Abaddos, 9, Kaiser_Trantin, 8, OneTwoThree, 1

[19:51] <DM_Tolman> (curse is on 5)

[19:51] <Abaddos> (k ty)

[19:51] <DM_Tolman> (You tried 3 but at the time 5 was closest)

[19:51] <Abaddos> (gracias)

[19:51] <DM_Tolman> (Ok, at your turn, move yourself on the battle grid and stat your action.

[19:52] * Lucius_Marbrand attacks five

[19:55] * Shalanda holds fast, guarding her team's ball.

[19:55] <Kaiser_Trantin> (We want the blue pedastle right?)

[19:55] <DM_Tolman> (Lucius, you have a weapon? rol attack)

[19:56] <Lucius_Marbrand> (yea I have a weapon)

[19:56] <Lucius_Marbrand> 1d20+3

[19:56] <TolBot> Lucius_Marbrand's 1d20+3: 11

[19:56] <DM_Tolman> (The 60 pound stone is on the blue pedesatal, righ)

[19:56] <DM_Tolman> (right)

[19:56] <DM_Tolman> (any - to ac from the curse, abbaddos?)

[19:57] <Abaddos> (just from warlock's curse, no. All that does is increase damage. Did I hit him with anything else?)

[19:57] <DM_Tolman> (I need to add this curse effect to my cheat sheet)

[19:57] <Shalanda> (reminder: +1 hit from bless)

[19:57] <Abaddos> (basically it gives me +1d6 dmg)

[19:57] <DM_Tolman> (but just you)

[19:58] <Abaddos> (correct)

[19:59] <DM_Tolman> (miss)

[19:59] <DM_Tolman> (you have the quartrestaff or the club, lucius?)

[20:00] <Lucius_Marbrand> (quarterstaff

[20:00] <Lucius_Marbrand>)

[20:00] <Abaddos> (are any of our foes bloodied?)

[20:02] <DM_Tolman> (no)

[20:02] <Abaddos> (so are we waiting for blake?)

[20:03] <DM_Tolman> (sorry, several questions)

[20:03] <DM_Tolman> 5 attempts to grab Lucius.

[20:04] <DM_Tolman> 1d20+5

[20:04] <TolBot> DM_Tolman's 1d20+5: 13

[20:04] <DM_Tolman> (REfl, LUcius?)

[20:05] <DM_Tolman> Blake remains and backs up Lucius as Abaddos acts.

[20:06] <Abaddos> (cursing 3, then eyebiting)

[20:06] <DM_Tolman> (roll att)

[20:07] <Abaddos> 1d20+7

[20:07] <TolBot> Abaddos's 1d20+7: 12

[20:07] <DM_Tolman> (vs?)

[20:07] <Abaddos> (will)

[20:07] <DM_Tolman> (miss)

[20:08] <Abaddos> (moving, then done)

[20:08] <DM_Tolman> Kaiser acts.

[20:08] * Abaddos eyes his opponent, dancing around the field at him.

[20:09] <Lucius_Marbrand> (checking sorry)

[20:09] <Lucius_Marbrand> (my reflex is 15)

[20:10] <DM_Tolman> (K, you avoided the grab)

[20:10] <Kaiser_Trntin> (Sorry had to do something)

[20:10] * Kaiser_Trntin attacks 1

[20:11] <Kaiser_Trntin> 1d20+6

[20:11] <TolBot> Kaiser_Trntin's 1d20+6: 26 (That's awesome.)

[20:11] <Kaiser_Trntin> (Sweet, Crit with Club)

[20:11] <DM_Tolman> (you mean 2?)

[20:11] <Kaiser_Trntin> (Umm +1 level, +4 STR)

[20:12] <Kaiser_Trntin> (then +1 bless)

[20:12] <DM_Tolman> (no... attacking #2)

[20:12] <Kaiser_Trntin> Look on the grid, moved up 6 spaces

[20:12] <DM_Tolman> (no yu didn't... type the K)

[20:12] <Kaiser_Trntin> (Yes I did, my net is sitll screwed up)

[20:13] <Abaddos> (I just refreshed and still show you next to #2)

[20:13] <Kaiser_Trntin> (Well its moved on mine, mine perhaps hasn't pushed it yet)

[20:13] <DM_Tolman> (I'll type it)

[20:14] <DM_Tolman> 1d20+7

[20:14] <TolBot> DM_Tolman's 1d20+7: 22

[20:14] <DM_Tolman> 1d8+5

[20:14] <TolBot> DM_Tolman's 1d8+5: 6

[20:14] <DM_Tolman> (6 damage from +2 as you moved out of his threatened space.)

[20:14] <Kaiser_Trntin> (I was already one space beyond 2 when I started moving, so I should be directly in front of 1)

[20:14] * Warb-late is now known as Blake``

[20:14] <Blake``> (sorry guys)

[20:15] <DM_Tolman> (Max damage from teh crit)

[20:15] <DM_Tolman> (well, on teh map you were beside 2)

[20:15] <Abaddos> (welcome, blake)

[20:15] <DM_Tolman> (I've got to go with what I see on the map or this will get crazy confusing... that's why I have Y'ALL moving it so there's little gray area)

[20:16] <Kaiser_Trntin> [[PAUSE]]

[20:16] <Kaiser_Trntin> on mine is was:

[20:16] <Kaiser_Trntin> S S K

[20:16] <Kaiser_Trntin> S 2 S

[20:16] <Kaiser_Trntin> S S S

[20:16] <Kaiser_Trntin> S = Space, K = Kaiser, 2 = 2

[20:16] <DM_Tolman> (diagonal is a threatened space)

[20:16] <Abaddos> (leaving the diagonal space is an opp attack)

[20:17] <Kaiser_Trntin> (Shouldn't that have a reduction on his two hit since I'm getting further away? lol)

[20:17] <DM_Tolman> (max damage? you have a club?)

[20:17] <Kaiser_Trntin> (Yes, 1d6+4)

[20:17] <Abaddos> (the reasoning behind the rules is that you turn around to go away from him and he strikes at your back)

[20:18] <Abaddos> (so 10 dmg)

[20:18] <Kaiser_Trntin> (I never was facing him in the first place)

[20:18] <Kaiser_Trntin> (to many rules are based on assumption)

[20:18] <DM_Tolman> (well, you have to oversimplify to get anything done)

[20:19] <DM_Tolman> 1d20+7

[20:19] <TolBot> DM_Tolman's 1d20+7: 17

[20:20] <Abaddos> (shrug. It's simply how the rules work for opportunity attakcs)

[20:20] <DM_Tolman> (AC, kaiser?)

[20:21] <Kaiser_Trntin> (My AC is 17)

[20:21] <DM_Tolman> 1d10+4

[20:21] <TolBot> DM_Tolman's 1d10+4: 13

[20:22] <DM_Tolman> #2 chases after Kaiser, wailing on him from behind... you hear thunder roll as the quarterstaff cracks across his back.

[20:22] <DM_Tolman> (13 damage and dazed for 1 round)

[20:23] <Kaiser_Trantin> (I'm out only had 6hp)

[20:23] <DM_Tolman> (well, OUT is one form of dazed, hehe)

[20:23] <DM_Tolman> #2 picks up Kaiser's quarterstaff and moves slightly.

[20:24] <DM_Tolman> (#1 I meant)

[20:24] <Kaiser_Trantin> (Guess I'll go semi AFK till its my turn again)

[20:24] <DM_Tolman> New round: Shalanda, 22, fourfive, 20, Lucius_Marbrand, 14, Blake, 13, Abaddos, 9, Kaiser_Trantin, 8, OneTwoThree, 1

[20:25] * Abaddos yells out: "The lizard's out, Shalanda!"

[20:25] * Shalanda advances on #3 and attempts a grab.

[20:25] <Shalanda> "Damn it"

[20:25] <Shalanda> 1d20+4

[20:25] <TolBot> Shalanda's 1d20+4: 17

[20:27] <Abaddos> (grabbing is phb 290)

[20:29] <DM_Tolman> Shalanda attempts to grab #3 but he wriggles free)

[20:29] <Abaddos> (17 ref? jeez)

[20:29] <DM_Tolman> (for the record, that would've hit a REFL of 17)

[20:30] <Shalanda> (This is one slippery bastard)

[20:30] <Abaddos> (means he's either higher level than us or has a dex over 20)

[20:31] <Abaddos> (btw: did he manage to actually get our flag?)

[20:31] <DM_Tolman> #5 guards Lucius and Blake, defensively as as 4 runs up and takes the QS that 1 tossed back.

[20:32] <DM_Tolman> Lucius is up.

[20:33] <Lucius_Marbrand> (he guards me?)

[20:33] <DM_Tolman> (yes)

[20:33] <Lucius_Marbrand> (i have my quarterstaff still?)

[20:34] <DM_Tolman> (He moves up to guard you both.... yes, still have QS) (Sorry I said 4 has a QS from Kaiser, it's actually a club)

[20:35] * Lucius_Marbrand hits him with his Quarterstaff

[20:35] <Lucius_Marbrand> 1d20+4

[20:35] <TolBot> Lucius_Marbrand's 1d20+4: 11

[20:36] <DM_Tolman> Lucius swings and misses 5.

[20:36] <Abaddos> (lol. tolbot really doesn't like us tonight.)

[20:36] <DM_Tolman> (Blake, you're up)

[20:36] * Blake`` uses his (at will) (Commanders Strikes) on Lucius (basic attack +3)

[20:38] <DM_Tolman> (and...)

[20:38] <Abaddos> (lucius, make your attack?)

[20:39] <Blake``> (he doesn't have to)

[20:39] <DM_Tolman> (Lucius, free attack at +3)

[20:40] <Blake``> (just move on)

[20:41] <DM_Tolman> Abaddos, you're up

[20:41] <Lucius_Marbrand> 1d20+4

[20:41] <TolBot> Lucius_Marbrand's 1d20+4: 11

[20:41] <DM_Tolman> (+3 = 14)

[20:41] <DM_Tolman> (which misses)

[20:42] <Abaddos> (eldritch blast on 3)

[20:42] <Abaddos> (actually, no, eyebiting, not eldritch)

[20:43] <Abaddos> (I assume I go ahead and attack...)

[20:43] <DM_Tolman> (yes)

[20:44] <Abaddos> 1d20+7 vs will

[20:44] <TolBot> Abaddos's 1d20+7 vs will: 10

[20:44] <DM_Tolman> Abaddos misses with an eyebite.

[20:44] <DM_Tolman> (how many spaces did you move?)

[20:44] <Abaddos> (6- my speed)

[20:45] <Abaddos> (yups, nothing I can do now. Tolbot definately disfavors us.)

[20:46] <DM_Tolman> #3 lifts the stone and moves up the field. (AoO if you wish, Shalanda)

[20:47] <Shalanda> 1d20+4

[20:47] <TolBot> Shalanda's 1d20+4: 17

[20:47] <DM_Tolman> (You punch 3 with your hand)

[20:47] <DM_Tolman> (assuming)

[20:47] <Shalanda> (Yeah, since that's a basic attack.)

[20:48] <DM_Tolman> (hit)

[20:48] <Shalanda> 1d4+3

[20:48] <TolBot> Shalanda's 1d4+3: 7

[20:51] <Abaddos> (wow... how many spaces did he move?)

[20:52] <DM_Tolman> (6)

[20:53] <Abaddos> (... In order for him not to pass my threat range he'd have to move 9)

[20:53] <TolBot> (nope)

[20:53] <DM_Tolman> (a diagonal is one move)

[20:53] <Shalanda> (The move you have 3 at would require moving into Abaddos' threat range)

[20:53] <DM_Tolman> (You can google tons of discussion on the downsides of the rule)

[20:54] <Abaddos> (I perfectly agree that a diagonal up move is a single move. It also goes into my threat range)

[20:54] <DM_Tolman> (we went diag upleft, up, up, upright, upright, upright)

[20:55] <Shalanda> (Gotcha)

[20:55] <DM_Tolman> (may we continue?)

[20:55] <Shalanda> (sorry yes)

[20:55] <Abaddos> (then doesn't shalanda dget a second opp attack?)

[20:56] <Shalanda> (no)

[20:56] <Lucius_Marbrand> (do they have our stone?)

[20:56] <Shalanda> (yes)

[20:56] <DM_Tolman> Kaiser lays on the ground, out and beeding, and apparently with no members of his party interested in helping him. As Shalanda prepares to move, and official cries from the sideline, "You assist him or we're taking him out of the challenge before he dies."

[20:58] <Abaddos> (Ah, I see, it's only once per move. That's where the confusion was)

[20:58] * Shalanda rushes down the field and holds up Lucius' holy symbol.

[20:59] <Shalanda> (Casting Cause Fear)

[20:59] <Shalanda> 1d20+5 vs Will

[20:59] <TolBot> Shalanda's 1d20+5 vs Will: 16

[20:59] <DM_Tolman> (so you ended up that you DO have a hs?)

[20:59] <Blake``> (I thought he was down but was confused about it)

[20:59] <Shalanda> (I have Lucius' holy symbol)

[21:00] <Shalanda> (You'll see the confusion about that in last game's log)

[21:00] <DM_Tolman> Shalanda rears up in terror as #3 runs away from her at amazing speed.

[21:01] <Shalanda> (Moves away from me at his speed +1, so should move into the gray zone, and also give me an attack of opp)

[21:02] * Lucius_Marbrand moves and and tackles 3 on his turn

[21:02] <DM_Tolman> (Mage, is clearly states that th fleeing person avoids unsafe squares, difficult terrain, etc.)

[21:02] <Abaddos> (don't knock him out of bounds)

[21:02] <Shalanda> (And the gray isn't unsafe or difficult. It's just a border)

[21:03] <Lucius_Marbrand> (if the person is fleeing shouldn't mage get an oppurtunity attack?)

[21:03] <DM_Tolman> (it's not a crazy run... clearly indicates still a presence of mind)

[21:03] #Stargate-Worlds ::: ((QUIT)) 21:03:33 Komsomol (Quit: Erection reset by beer)

[21:03] <DM_Tolman> (that doesn't make sense, Lucius, it's part of the attack)

[21:03] <Shalanda> (But it does provoke attacks of opp)

[21:04] <DM_Tolman> (for you)

[21:04] <DM_Tolman> (hmmm)

[21:05] <DM_Tolman> (ok...)

[21:05] <Shalanda> 1d20+4

[21:05] <TolBot> Shalanda's 1d20+4: 11

[21:11] * Shalanda shouts "Blake or Lucius, take care of Kaiser. Abaddos and I can handle this guy!"

[21:14] <DM_Tolman> #5 guards Lucius and black, daring them to leave an opening as Lucius readies to act.

[21:14] <Lucius_Marbrand> hm

[21:15] <Lucius_Marbrand> (hm)

[21:15] * Lucius_Marbrand attacks 5

[21:15] * Lucius_Marbrand uses an enfeebling attack on 5

[21:16] <Lucius_Marbrand> 1d20+8

[21:16] <TolBot> Lucius_Marbrand's 1d20+8: 19

[21:16] <DM_Tolman> (hit)

[21:17] <Lucius_Marbrand> (d6 right?)

[21:17] <Lucius_Marbrand> (dmg i mean)

[21:17] <DM_Tolman> (QS is 1d8)

[21:18] <Lucius_Marbrand> 1d8+8

[21:18] <TolBot> Lucius_Marbrand's 1d8+8: 10

[21:20] <DM_Tolman> #5 receives a blow and spins around with a brutal strike attempt on Lucius.

[21:20] <DM_Tolman> 1d20+7 vs AC

[21:20] <TolBot> DM_Tolman's 1d20+7 vs AC: 19

[21:22] <DM_Tolman> 2d8+5

[21:22] <TolBot> DM_Tolman's 2d8+5: 11

[21:22] <DM_Tolman> (11 damage)

[21:22] <Lucius_Marbrand> (got it)

[21:22] <DM_Tolman> Blake and Abaddos are up.

[21:22] * Blake `` circlces around to the right and up towards Kaiser "Im going to see if I can help Kaiser, meet me up there when you finish him off"

[21:23] <DM_Tolman> 1d20+5

[21:23] <TolBot> DM_Tolman's 1d20+5: 25 (Yahoo!)

[21:24] <DM_Tolman> As Blake leaves his back open leaving a space threatened by #5, #5 gets off a critical blow on him. (13 HPs)

[21:24] <Blake``> (??)

[21:24] <Blake``> (I hes over a square away from me)

[21:25] <DM_Tolman> (He was diagonally beside you)

[21:25] <Blake``> (i mean the left)

[21:25] <Blake``> (the way i counted it was to the left and up, my map wasn't updated)

[21:25] <DM_Tolman> (I figured you meant left)

[21:25] <Blake``> (the way i saw it was he was a square away)

[21:26] <Blake``> (i;ll take the hit but its not really fair)

[21:26] <DM_Tolman> (It's not fair why? cause your page wasn't updated? I'll let you rescind the move if you want.)

[21:27] <DM_Tolman> (tell me what I can do to make it fair)

[21:28] <Blake``> (its fine, i take 13 dmg, i just thought i was safe, i wouldn't have opened myself up for an attack)

[21:28] <DM_Tolman> (then move yourself back and do something different... I said that. But neglecting Kaiser will come at a cost)

[21:29] <Blake``> (no, i already made my move)

[21:29] <Blake``> (continue)

[21:29] <DM_Tolman> (I was very fair, Warb. Look at the warning I posted at #5's turn at the beginning of this round:)

[21:29] <DM_Tolman> (#5 guards Lucius and black, daring them to leave an opening as Lucius readies to act.)

[21:30] <DM_Tolman> (hehe, I just noticed the slip.... Lucius Black)

[21:30] <Abaddos> (...?)

[21:30] <DM_Tolman> Abaddos moves in the field and readies to act.

[21:30] <Abaddos> (eyebite on 3)

[21:30] <DM_Tolman> (a character in the Harry Potter books)

[21:30] <Abaddos> 1d20+7

[21:30] <TolBot> Abaddos's 1d20+7: 26

[21:30] <Abaddos> (vs will)

[21:31] <DM_Tolman> Abaddoes eyes +3.

[21:31] <Abaddos> 1d6+5

[21:31] <TolBot> Abaddos's 1d6+5: 6

[21:31] <Abaddos> +1d6 curse

[21:31] <Abaddos> 1d6

[21:31] <TolBot> Abaddos's 1d6: 6

[21:32] <DM_Tolman> #3 gets eyed.

[21:32] <Abaddos> (12 dmg, and I'm invisible to him till my turn)

[21:33] <Abaddos> (is he bloody yet?)

[21:35] <DM_Tolman> (what's the power you're wanting to use with that knowledge...I'm still on the fence about the "Is it common knowledge who is bloodied)

[21:35] <Abaddos> (I get +1 attack vs. bloodied foes)

[21:35] <Abaddos> (racial bloodlust)

[21:37] <DM_Tolman> (I'll have to think more on it, but for now, remind me to add the +1 if he's bloodied)

[21:37] <Abaddos> (k)

[21:39] <DM_Tolman> #3 moves twice, 1 and 2 maneuver to block for him.

[21:40] <DM_Tolman> New round: Shalanda, 22, fourfive, 20, Lucius_Marbrand, 14, Blake, 13, Abaddos, 9, Kaiser_Trantin, 8, OneTwoThree, 1

[21:40] <DM_Tolman> (Shalanda)

[21:43] * Shalanda breaks into a full double move run, then uses an action point to fey step to the opposite side of 3 to block his advance.

[21:44] * Shalanda then uses Healing Word as her minor action to heal Kaiser.

[21:44] <Shalanda> 1d6+4 (and burn a healing surge)

[21:44] <TolBot> Shalanda's 1d6+4 (and burn a healing surge): 7

[21:45] <DM_Tolman> (ok, is fey step a free action?)

[21:45] <Shalanda> (Move action, which is why I used an action point)

[21:46] <DM_Tolman> (ok)

[21:47] <DM_Tolman> (meant to say, everyone gained an Action Point after your individual trial...)

[21:47] <DM_Tolman> (so, those of you that didn't spend an AP at your trial has two for this challenge)

[21:47] <Shalanda> (oooh >:)

[21:47] <Ryu> (How many healing surges can I use at once?)

[21:48] <Shalanda> (1)

[21:48] <Ryu> (So Surge Value +7 right?)

[21:48] <Shalanda> (yes)

[21:48] <Ryu> (-6 --> 10)

[21:49] <DM_Tolman> (Mage, you coulda just told me you already checked out all the ranges, etc, so I wouldn't have had to waste time just now looking it all up. :)

[21:49] <Shalanda> (You didn't ask)

[21:49] <Abaddos> (mage has a point)

[21:49] <Ryu> (I should have 2 then)

[21:50] <Ryu> (Oh yea, Surge Value == 9)

[21:50] * Ryu is now known as Kaiser_Trantin

[21:50] <Kaiser_Trantin> (It worked out, a cousin and his g/f showed up and needed me to look at her PC)

[21:50] <DM_Tolman> #4 postures up to guard, matching steps with anyone advancing, as #5 swings at Lucius.

[21:51] <Abaddos> (this is why I love my 'lock spells and their range 10)

[21:51] <DM_Tolman> 1d20+8

[21:51] <TolBot> DM_Tolman's 1d20+8: 18

[21:52] <DM_Tolman> (AC at 18, right?)

[21:53] <DM_Tolman> 1d8+5

[21:53] <TolBot> DM_Tolman's 1d8+5: 13

[21:54] <DM_Tolman> He smacks Lucius and then seems to look a little better at the same time.

[21:54] <Abaddos> (crud, he's healing)

[21:55] <DM_Tolman> Lucius and Black act

[21:55] <Shalanda> (Blake)

[21:55] * Blake`` uses Inspiring word on himself, then moves over near Kaiser

[21:55] <Blake``> 2d6

[21:55] <TolBot> Blake``'s 2d6: 7

[21:57] <Blake``> (crap, its 1d6, letm e re roll)

[21:57] <Blake``> 1d6

[21:57] <TolBot> Blake``'s 1d6: 2

[22:04] <DM_Tolman> Lucius and abaddos may act

[22:04] <Abaddos> (btw: would a cackling bolt of eldrith energy count as lethal enough to tick off the judges?)

[22:05] <DM_Tolman> (only one way to find out... your risk)

[22:05] <Abaddos> (grrr...)

[22:05] <DM_Tolman> Officials look on from atop tall stands beside the field.

[22:05] <Abaddos> (eyebite 3 again)

[22:06] <Abaddos> 1d20+7 vs. will (+1 if he's bloodied)

[22:06] <TolBot> Abaddos's 1d20+7 vs. will (+1 if he's bloodied): 20

[22:06] <DM_Tolman> (hit)

[22:07] <Abaddos> 2d6+5 curse n' all

[22:07] <TolBot> Abaddos's 2d6+5 curse n' all: 12

[22:07] * Lucius_Marbrand hits his opponent with all his stregnth in a

[22:08] <Lucius_Marbrand> 1d20+5

[22:08] <TolBot> Lucius_Marbrand's 1d20+5: 10

[22:08] <Abaddos> (12 damage and blinding effect)

[22:09] <Lucius_Marbrand> (last part was "in an attempt to hit the man")

[22:09] <DM_Tolman> Abaddos' eyes blow as the fleeing #3 flinches.

[22:09] <Abaddos> (...I hope you mean glow)

[22:09] <DM_Tolman> (rotfl)

[22:10] <Abaddos> (he's down at least 31 hp, so someone hit him)

[22:11] <Kaiser_Trantin> (Curious, would picking up stone be a "Minor Action?")

[22:12] <DM_Tolman> (not this stone.. a move action. That's why he only moved normal rate that round)

[22:12] <DM_Tolman> (good to ask)

[22:13] <Abaddos> (wow... that's one big frickin flag...)

[22:13] <Kaiser_Trantin> (Push three out guys. . that'll make him go back to the beginning lol)

[22:13] <DM_Tolman> #2 faces #3 and whispers as a divine light washes over him.

[22:13] <Abaddos> (or just knock him out and we don't have to worry about that...)

[22:13] <DM_Tolman> 1d6

[22:13] <TolBot> DM_Tolman's 1d6: 3

[22:13] <Kaiser_Trantin> (Wouldn't pushing him out make the stone go back to our pedastle?)

[22:14] <Abaddos> (crud, they're healing)

[22:14] <DM_Tolman> Lucius swung and missed #5 (a moment ago, sorry never posted)

[22:15] <Shalanda> (my turn?)

[22:15] <DM_Tolman> (hold)

[22:15] <Kaiser_Trantin> (and shouldn't it be my turn sometime, rofl)

[22:16] <Abaddos> (you're after me)

[22:16] <Abaddos> (so go)

[22:16] <Kaiser_Trantin> (lol, Tol said hold lol)

[22:16] <DM_Tolman> (kaiser is up)

[22:16] <Abaddos> (aha, so nyeh!)

[22:17] <DM_Tolman> (#2 had been holding his action, as is #1)

[22:17] <Kaiser_Trantin> (OK, Can I move to their stone, Pick it up, spend an action point, and get away?)

[22:17] <Abaddos> (I could set these guys on fire if I thought they wouldn't kick me out for it...)

[22:17] <DM_Tolman> (lemme look)

[22:18] <Abaddos> (kaiser, remember, you have to knock it out of their hands first...)

[22:18] <Kaiser_Trantin> (Their stone)

[22:18] <Abaddos> (oh.)

[22:18] <Kaiser_Trantin> (If I can get theres you guys can keep them busy :-P)

[22:19] <DM_Tolman> (if you can move to their stone with a regular speed, you can pick it up in another move action move, then an action point would allow a get away)

[22:19] <DM_Tolman> (but note as I said earlier, #4 is guarding and matching step for step)

[22:19] <DM_Tolman> (this means there's no way to move past him without opening yourself up)

[22:19] <Kaiser_Trantin> (OK, So he's moving as I move?)

[22:20] <DM_Tolman> (I stated that upstream... he's holding his action to match anyone else.)

[22:20] <DM_Tolman> (make sense?)

[22:20] <Kaiser_Trantin> (Didn't know you could do that)

[22:20] <Abaddos> (well... if I could hit him with eyebite, he'd be unable to see me...)

[22:20] <DM_Tolman> (Yes, you can hold your action)

[22:21] <Abaddos> (looks like we're going to have to knock out 3, then the healer, then outnumber them... which sucks, since my best spell is a fire spell...)

[22:21] * Blake` (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #grovewood

[22:21] <Kaiser_Trantin> (Is #4 smaller than me?)

[22:21] <DM_Tolman> (no)

[22:22] <DM_Tolman> (all human)

[22:22] <Abaddos> (curse the humans...)

[22:22] <Kaiser_Trantin> (Medium sized?)

[22:22] <DM_Tolman> (Yes, humans, and dragonkind are medium)

[22:23] <Kaiser_Trantin> (I'm thinking)

[22:23] <Kaiser_Trantin> (In Hand-To-Hand is their a chance of KOing them? I think 3.5 had that)

[22:24] <DM_Tolman> (Are you sure that's a good idea? (I've seen your INT score))

[22:24] <DM_Tolman> (No called shots for knockout in 4)

[22:24] <DM_Tolman> (there are fighter powers that have stun or daze as effects... that's how it works in 4e)

[22:25] <Kaiser_Trantin> (Hmm)

[22:25] <Kaiser_Trantin> (I could Bull Rush him, then Coup de Grace him via Action point could i lol)

[22:25] <DM_Tolman> (I'll have to read up)

[22:26] <Kaiser_Trntin> (Trying to disable him)

[22:27] <Shalanda> (A bull rush just knocks him into the next space, doesn't knock him prone)

[22:27] <DM_Tolman> (plus, even prone doesn't open you up for a Coup de Grace)

[22:27] <Abaddos> (they have to be helpless)

[22:27] <DM_Tolman> (go)

[22:28] <DM_Tolman> (5)

[22:28] <DM_Tolman> (4)

[22:28] <Abaddos> (just do your dragon thang and beat his ass)

[22:28] <Kaiser_Trntin> ((Patience))

[22:28] <DM_Tolman> (3)

[22:28] <Kaiser_Trntin> (OK, Move to him, Spnning sweep as attack, Action point and Brute Striking)

[22:28] <DM_Tolman> (you move first, then roll)

[22:28] <DM_Tolman> (k)

[22:29] <Abaddos> (do that one at a time... make sure your spinning doesn't ko him before you spend point)

[22:29] <Kaiser_Trntin> 1d20+7 (+1 Level, +4 STR, +1 Bless, +1 Bloodied [Racial power])

[22:29] <TolBot> Kaiser_Trntin's 1d20+7 (+1 Level, +4 STR, +1 Bless, +1 Bloodied [Racial power]): 14

[22:30] <Kaiser_Trntin> (ATK == STR vs AC)

[22:31] <DM_Tolman> Kaiser moves to the one guarding an sweeps the air with his leg.

[22:32] <Kaiser_Trntin> (I'm still following it with brute strike)

[22:32] <DM_Tolman> (roll)

[22:32] <Kaiser_Trntin> 1d20+7

[22:32] <TolBot> Kaiser_Trntin's 1d20+7: 26

[22:33] <Kaiser_Trntin> (Hit is 3[w], no idea what that means XD)

[22:33] <DM_Tolman> Kaiser brutally strikes the man with his fists.

[22:33] <Kaiser_Trntin> (Well, 3[W] + STR Mod)

[22:33] <Abaddos> (whatever the weapon damage is, roll it 3 times)

[22:33] <DM_Tolman> (weapon damage 3 ties)

[22:33] <DM_Tolman> (so, 3d4 in your case)

[22:33] <Abaddos> (if the staff is 1d8, then roll 3d8)

[22:33] <Kaiser_Trantin> 3d4

[22:33] <TolBot> Kaiser_Trantin's 3d4: 9

[22:33] <Abaddos> (+str)

[22:33] <Kaiser_Trantin> (Yea, +4)

[22:34] <DM_Tolman> Kaiser wails him for 13 damage with an unarmed strike, provoking an AoO.

[22:36] <DM_Tolman> (hmm, maybe not in 4e)

[22:36] <DM_Tolman> (looks like they removed that from 3e to 4e)

[22:36] <Kaiser_Trantin> (I still think you should be able to KO them in hand-to-hand lol)

[22:37] <DM_Tolman> (it would be a power, Kaiser)

[22:37] <Kaiser_Trantin> (Still. . .)

[22:38] <DM_Tolman> #4 takes the hit, and instead of immediately countering, moves slightly ready to stop you from interfering with his teammate.

[22:39] <DM_Tolman> #3 blows by Shalanda, provoking an AoO.

[22:39] <Shalanda> 1d20+4

[22:39] <TolBot> Shalanda's 1d20+4: 23

[22:40] <Shalanda> 1d4+2

[22:40] <TolBot> Shalanda's 1d4+2: 4

[22:40] <DM_Tolman> Shalanda pounds #3 brutally with her fist.

[22:40] <Abaddos> (yups, he's out of my range. Nothing I can do)

[22:41] <Shalanda> (Beware my pimp slap hand)

[22:41] <Kaiser_Trantin> (we lost v.v)

[22:41] <Abaddos> (if blake doesn't get #3, we'll probly lose)

[22:41] <DM_Tolman> (blake, what was your action this round?)

[22:41] <Blake`> (i have a question)

[22:42] <Blake`> (if you can answer...is the game who gets it back first, or who has both back at the sametime?)

[22:42] <DM_Tolman> (I'm pretty sure official just said get the stone and put it in your side... that's what I meant to say)

[22:43] <DM_Tolman> (If you're remembering otherwise, I can check the log)

[22:43] <Kaiser_Trantin> (Nuke their pedastle lol)

[22:43] <DM_Tolman> (LOL)

[22:43] <DM_Tolman> (Grab it and run with it!!!)

[22:43] * Blake` goes after (3) and tries to wrestle him down (if you can do that)

[22:43] <Abaddos> (sit on it!)

[22:43] <DM_Tolman> (did you not act yet this round?)

[22:44] <Blake`> (oh sorry thought it was a new round)

[22:44] <Blake`> (abaddos messed me up)

[22:44] <DM_Tolman> (well, maybe yougot skipped)

[22:44] <Abaddos> (nope, it's 1, 2, and 3's turn)

[22:44] <DM_Tolman> (lemme look upstream)

[22:44] <Blake`> (i thought u were asking me my action)

[22:44] <Abaddos> (* Blake`` uses Inspiring word on himself, then moves over near Kaiser)

[22:44] <DM_Tolman> (YOu healed but, I'll still allow a move action this turn if you want...)

[22:45] <Blake`> (no, i just thought we in a new round, i just read your post wrong, its been a while so I got confused)

[22:45] <DM_Tolman> As #3 nears the pedestal, the crowd roars with excitement.

[22:45] <Blake`> (i can still do that on my next turn)

[22:45] <Abaddos> (up to blake and kaiser)

[22:45] <DM_Tolman> (you still have a move action this turn)

[22:46] <Blake`> (lets just continue)

[22:48] <Abaddos> (guess we just wait for 1 and 2, then it's shalanda)

[22:50] <DM_Tolman> #2 moves upfield.

[22:51] <DM_Tolman> and attempts to tackle Shalnda.

[22:52] <DM_Tolman> 1d20+5

[22:52] <TolBot> DM_Tolman's 1d20+5: 7

[22:52] <DM_Tolman> Shalanda wriggles free.

[22:52] <Kaiser_Trantin> (Didn't know we could tackle either lol)

[22:52] <Kaiser_Trantin> (not in the phb)

[22:52] <Abaddos> (I think he means it like a grab)

[22:53] <Blake`> (yeah grab basically)

[22:53] <DM_Tolman> (Was grabbing technically)

[22:53] <DM_Tolman> #1 moves towards the pedestal to block for #3 and glares at Blake.

[22:54] <Abaddos> (wow... so much for a chance...)

[22:54] <Abaddos> (yup, DM's solidified it. No way for us to win.)

[22:54] <Blake`> (why?)

[22:54] <Blake`> (i can still tackle him down)

[22:55] <Abaddos> (unless we get amazingly lucky and you crit or do massive damage.)

[22:55] <Lucius_Marbrand> (throw your weapons?)

[22:55] <Blake`> (i am gonna do a grab)

[22:55] <Kaiser_Trantin> (I know what I'm going to do, if it works)

[22:55] <Abaddos> (remember, 3 has absurdly high dex)

[22:56] <DM_Tolman> #1 crooks his hand into the shape of a claw and a great talon of sulfurous darkness forms around you, Blake.

[22:57] <DM_Tolman> 1d20+2

[22:57] <TolBot> DM_Tolman's 1d20+2: 15

[22:57] <DM_Tolman> A large misty claw forms and tries to pull you back away from the pedestal.

[22:58] <DM_Tolman> (vs. fort)

[22:58] <Blake`> (14 fort)

[22:59] <DM_Tolman> (wait)

[23:00] <DM_Tolman> (cancel... wrong sheet.. he doesn't have diabolic grasp)

[23:01] <DM_Tolman> (the attack is vs Will)

[23:01] <Blake`> (ok)

[23:01] <DM_Tolman> 1d20

[23:01] <TolBot> DM_Tolman's 1d20: 1 (Ouch!)

[23:01] <DM_Tolman> (+5 vs will)

[23:02] <Blake`> (will = 15)

[23:02] <Lucius_Marbrand> (i gotta go soon)

[23:02] <DM_Tolman> Blake, you see nightmarish visions for a moment but you shake them off.

[23:02] <Abaddos> (same.)

[23:02] <Kaiser_Trantin> (Actually, my AC is 18, forgot to add the +1 from 1/2 level XD)

[23:02] <DM_Tolman> (New round: Shalanda)

[23:02] <DM_Tolman> (One more round tonight)

[23:03] * Shalanda takes a double move to #3 provoking an aoo

[23:03] <Shalanda> (Then action point to attack if I don't go down)

[23:03] <DM_Tolman> (AoO from 2 you mean?)

[23:04] <Shalanda> (Yeah)

[23:04] <DM_Tolman> 1d20+5

[23:04] <TolBot> DM_Tolman's 1d20+5: 6 (Not gonna get far this way.)

[23:04] <DM_Tolman> #2 swings and misses Shalanda.

[23:04] <DM_Tolman> (move yourself and then roll)

[23:05] <Shalanda> (Free action: Divine Fortune +1 attack)

[23:05] <Shalanda> 1d20+5

[23:05] <TolBot> Shalanda's 1d20+5: 18

[23:05] <DM_Tolman> (Base attack?)

[23:06] <Shalanda> (Base is +3, +1 with bless, +1 with Divine Fortune)

[23:06] <DM_Tolman> (just asking... meaning, vs AC?)

[23:06] <Shalanda> (Yes)

[23:06] <DM_Tolman> (hehe0

[23:06] <Shalanda> 1d4+2

[23:06] <TolBot> Shalanda's 1d4+2: 6

[23:06] <DM_Tolman> Shalanda hits #3 with her mighty fists.

[23:07] <Abaddos> (ok... since I can't go after anyone else, I'm going after 5)

[23:08] <DM_Tolman> #3 cringes at the blow, looking all but passing out.

[23:09] <Abaddos> (at least untill his buddies heal him again...)

[23:09] <Lucius_Marbrand> (can I throw my staff at the guy and hit him from where I am?)

[23:09] <Shalanda> (oh yeah that reminds me)

[23:09] * Shalanda also uses her last healing word on Kaiser as a minor action

[23:09] <Shalanda> 1d6+4

[23:09] <TolBot> Shalanda's 1d6+4: 6

[23:09] <Kaiser_Trantin> (spend another healing surge?)

[23:09] <Shalanda> (Yeah)

[23:10] <DM_Tolman> #4 holds his action, as does #5.

[23:10] <DM_Tolman> (he have another one?)

[23:10] <Shalanda> (Healing word is usable twice a round)

[23:10] <Abaddos> (twice an encounter, 1 a round)

[23:11] <DM_Tolman> (Kaiser have anothr healing surge to spend, I'm asking)

[23:11] <DM_Tolman> (tha'ts what he mean, ab)

[23:11] <Kaiser_Trantin> (I have many, making sure I have it right)

[23:11] <DM_Tolman> Lucius and Blake may act

[23:12] * Blake` moves keeping his distance from (1) and attacks (3) with Bastion of Defense (do ihave to call my action point now if i wanna use one?)

[23:13] <DM_Tolman> (no)

[23:13] <Blake`> 1d20+3

[23:13] <TolBot> Blake`s 1d20+3: 16

[23:13] <Blake`> (its vs AC)

[23:14] <DM_Tolman> (bless +1?)

[23:14] <Blake`> (i dunno if i am blessed, i don't think I am)

[23:14] <Shalanda> (you are noob)

[23:14] <Blake`> (I just used my str)

[23:14] <Abaddos> (the bless effect gives us all +1)

[23:14] <Blake`> (then add +1)

[23:14] <DM_Tolman> (You gots to rememb this... I can't keep up with all your +'s)

[23:14] <DM_Tolman> (I mostly just track the -'s, hehe)

[23:15] <Blake`> (if i don't toss it in there then i miss out)

[23:15] <DM_Tolman> Hit

[23:15] <Abaddos> (wow... DM's letting us take one out?)

[23:15] <Kaiser_Trantin> (I have 11 healing surges a day)

[23:15] <Blake`> 3d4+3 (all within 5 squares get +1 defense for encounter, allies in 5 squares get 9 temp hps)

[23:15] <TolBot> Blake`s 3d4+3 (all within 5 squares get +1 defense for encounter, allies in 5 squares get 9 temp hps): 11

[23:15] <Kaiser_Trantin> (and my Surge value should be 11 instead of 9, but I'll use 9 during this as to not mess me up more XD)

[23:16] <Blake`> (all = allies)

[23:16] <Abaddos> (so that's just kaiser and shalanda)

[23:17] <DM_Tolman> #3 falls to the ground, seemingly dead as the large, hearvy stone goes flying from his grasp rolling away.

[23:17] <Kaiser_Trantin> (Somebody grab the stone and run out of the field with it XD)

[23:17] <Blake`> (i wanted to use knockout dmg btw, since rules were no killing)

[23:18] <DM_Tolman> As the stone hits the turf, #1 looks down at the stone, then up at you Shalanda and then down at the stone...

[23:18] <Lucius_Marbrand> (ok I am going to use my turn)

[23:18] <DM_Tolman> *** as this session of Können Land comes to a close ***

4-19-2009:

[20:03] <DM_Tolman> *** Recap ***

[20:03] * Atreyu is now known as Lucius_Marbrand

[20:06] <DM_Tolman> The group entered the Champion's Tourney in Jalem on behalf of Lord Muwalaby. They have done well, and now compete in a head on contest with Duke Dansforderlioni's team for the 3rd placement.

[20:06] <Abaddos> (someone should really slap their fathers for passing on surnames like that...)

[20:06] <DM_Tolman> In the course of protecting your pedestal stone, Kaiser was incapacitated and then revived. Most have been wounded in the course.

[20:07] <DM_Tolman> The group barely but erhaps temporarily wrested their stone from the jaws of defeat by dropping a slippery rogue on the other team..

[20:08] <DM_Tolman> As #3 drops, the 60lb stone hits the turf and rolls nearby.

[20:08] <DM_Tolman> (Grid here: <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[20:08] <DM_Tolman> The players look at each other and move into new action.

[20:09] <DM_Tolman> `init rerolled for everyone, plz.

[20:09] <TolBot> Please make an initiative roll (1d20+modifier).

[20:09] <Blake``> 1d20+3

[20:09] <TolBot> Blake``'s 1d20+3 : 13

[20:09] <Shalanda> 1d20+2

[20:09] <TolBot> Shalanda's 1d20+2: 11

[20:09] <DM_Tolman> 1d20+2 for OneAndTwo

[20:09] <TolBot> DM_Tolman's 1d20+2 for OneAndTwo: 6

[20:09] <DM_Tolman> 1d20+2 for FourAndFive

[20:09] <TolBot> DM_Tolman's 1d20+2 for FourAndFive: 18

[20:10] <DM_Tolman> 1d20 for Kaiser

[20:10] <TolBot> DM_Tolman's 1d20 for Kaiser: 4

[20:11] <DM_Tolman> (Abaddos? Lucius?)

[20:12] <Shalanda> (Atreyu)

[20:12] <Lucius_Marbrand> 1d20+2

[20:12] <TolBot> Lucius_Marbrand's 1d20+2: 9

[20:13] <DM_Tolman> *yawn*

[20:13] <Abaddos> (sorry, 1 sec. Char sheet not loading...)

[20:13] <DM_Tolman> (i believe its 1d20+1 for you)

[20:15] * Warbudgie (Warbudgie@a55580.6ca5eca4.74.210.imsk) has joined #groveewood

[20:15] * ChanServ sets mode: +o Warbudgie

[20:15] <Blake``> (brb)

[20:15] <Abaddos> 1d20+5

[20:15] <TolBot> Abaddos's 1d20+5: 19

[20:15] <DM_Tolman> `init report

[20:15] <TolBot> Initiative Order: Abaddos, 19, FourAndFive, 18, Blake``, 13, Shalanda, 11, Lucius_Marbrand, 9, OneAndTwo, 6, Kaiser, 4

[20:16] <Abaddos> (sorry... :()

[20:18] <DM_Tolman> The stone rolls to a stop as the players on teh field readjust to the new situation. Abaddos moves to act.

[20:18] <DM_Tolman> (you need to open up the grid if you don't have it open already)

[20:19] <Abaddos> (trying... *kicks computer*)

[20:20] <Abaddos> (there we go.)

[20:22] <Abaddos> (Eyebite on 5)

[20:22] <Abaddos> (We still get +1 attack from blessing, right?)

[20:22] <Shalanda> (right)

[20:23] <Shalanda> (And +1 to defenses for something somebody cast)

[20:23] <Abaddos> 1d20+8 vs. will, +1 if 5 bloodied

[20:23] <TolBot> Abaddos's 1d20+8 vs. will, +1 if 5 bloodied: 23

[20:23] <Abaddos> (my bad, it's 22)

[20:25] <Abaddos> (...Tolman? 22 hits will, right?)

[20:27] <Abaddos> (...? Am I lagging out?)

[20:28] <Shalanda> (Ping is good to you and Tolman from my end)

[20:30] <DM_Tolman> (well, ?)

[20:30] <Ryu> (OK, I'm here, show isn't that interesting, plus its recording)

[20:30] <Shalanda> <Abaddos> (Eyebite on 5)

[20:30] * Ryu is now known as Kaiser_Trantin

[20:30] <Abaddos> (I kinda am waiting on the 'hit')

[20:30] <DM_Tolman> (state action plz, then move yourself on teh grid)

[20:30] <Shalanda> (We're waiting on you Tol)

[20:30] <DM_Tolman> (sorry, went afk, daughter needed me)

[20:31] <DM_Tolman> (k, I see the eyebite now)

[20:31] <DM_Tolman> (hit)

[20:31] <Abaddos> 1d6+5

[20:31] <TolBot> Abaddos's 1d6+5: 10

[20:32] <Abaddos> 1d6 curse

[20:32] <TolBot> Abaddos's 1d6 curse: 4

[20:33] <DM_Tolman> #5 grunts as Abaddos stares him down.

[20:33] <Abaddos> (The battlegrid shows me in the right spot, right? Just outside of his aggro range?)

[20:33] <Kaiser_Trantin> (Actually, give me 15 min going to play on my laptop so I can watch the movie too, so brb)

[20:33] * Kaiser_Trantin is now known as Ryu

[20:33] * ChanServ sets mode: +o Ryu

[20:34] <DM_Tolman> (aggro range?)

[20:34] <Abaddos> (his melee range)

[20:34] <DM_Tolman> (well, you're 5 squares away, want to move a couple more away?)

[20:35] <Abaddos> (havin probs with battle grid, then. I'm supposed to be diagonal up right from him, 2 squares away.)

[20:35] <DM_Tolman> (oh, I see you tehre too. hehe... you didn't delete the other "A". However, diagonal is still in threatened range)

[20:36] <Abaddos> (hang on, lemme reload it... I'm supposed to be 2 squares away.)

[20:39] <Abaddos> (there. that's where I am)

[20:39] <Shalanda> (There he is.)

[20:40] <DM_Tolman> #4 lunges for the stone.

[20:40] <DM_Tolman> Kaiser gets an AoO.

[20:40] <Kaiser_Trantin> (OK, I'll attack)

[20:41] <DM_Tolman> (roll simple str att)

[20:42] <Kaiser_Trantin> 1d20+5

[20:42] <TolBot> Kaiser_Trantin's 1d20+5: 16

[20:42] <Kaiser_Trantin> (I have some hellacious lag)

[20:42] <DM_Tolman> (hit)

[20:42] <Kaiser_Trantin> (dmg for hand-to-hand?)

[20:43] <DM_Tolman> (yes, hand)

[20:43] <Kaiser_Trantin> (whats the roll, and I have a 6sec ping time to you tol)

[20:43] <DM_Tolman> (1d4+str)

[20:43] <Kaiser_Trantin> 1d4+4

[20:43] <TolBot> Kaiser_Trantin's 1d4+4: 7

[20:43] <Kaiser_Trantin> (and can I get a link to the grid please)

[20:44] <DM_Tolman> (<http://spreadsheets.google.com/cc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[20:46] <DM_Tolman> #4 picks up the Stone and turns towards the pedestal that stands 10 feet away.

[20:46] <DM_Tolman> `init report

[20:46] <TolBot> Initiative Order: Abaddos, 19, FourAndFive, 18, Blake``, 13, Shalanda, 11, Lucius_Marbrand, 9, OneAndTwo, 6, Kaiser, 4

[20:46] <DM_Tolman> Blake moves to act.

[20:46] * Blake`` goes towards (1) and attempts a grab to keep him in place

[20:47] <Blake``> 1d20+2 vs reflex

[20:47] <TolBot> Blake``'s 1d20+2 vs reflex: 4

[20:47] <DM_Tolman> Blake grasps at the man near him, failing.

[20:47] <DM_Tolman> As Shalanda acts.

[20:47] * Shalanda rushes towards 4 in an attempt to grab him.

[20:48] <Abaddos> (there's the problem right there. I can open the grid, but it never updates. I get stuck with the red "connecting to google.com" message.)

[20:48] <Shalanda> (Correction: Withdraw from the threat range with 3 and then grab 4)

[20:48] <Abaddos> (3 is ko)

[20:48] <DM_Tolman> (3 is down)

[20:49] <Shalanda> (Oh yeah... duh, I knocked him out too).

[20:49] <Shalanda> 1d20+4

[20:49] <TolBot> Shalanda's 1d20+4: 20

[20:49] <Lucius_Marbrand> (what condition is 5 in?)

[20:49] <DM_Tolman> (severely bloodied)

[20:50] <DM_Tolman> (he looks knocked out on his feet)

[20:50] <DM_Tolman> Shalanda grabs #4. (what are your intentions?)

[20:51] <DM_Tolman> (Restrain him, throw down, wrest teh stone away, etc.)

[20:52] <Shalanda> (Restrain)

[20:53] <Lucius_Marbrand> (what condition is aabs in?)

[20:54] <Abaddos> (me? I'm full health)

[20:54] <Lucius_Marbrand> (yea)

[20:54] <Abaddos> (concealed and invisible to 5)

[20:54] <Abaddos> (he tries to hit me, takes I think a -9)

[20:54] <DM_Tolman> (that will be quite enough ooc information sharing, thank you)

[20:55] <DM_Tolman> (>:()

[20:55] <DM_Tolman> Shalanda restrains #4.

[20:55] <Lucius_Marbrand> (heh sorry , i meant just what visible infor I had)

[20:55] <DM_Tolman> (note that on his turn, he can "Escape" and still have a move action)

[20:56] <DM_Tolman> (attempt Escape, that is)

[20:56] <DM_Tolman> (You're up, LUCIUS)

[20:58] <Lucius_Marbrand> (ok I am going to)

[20:58] <Lucius_Marbrand> (attack)

[20:58] <Lucius_Marbrand> 1d20+5

[20:58] <TolBot> Lucius_Marbrand's 1d20+5: 7

[20:58] <Lucius_Marbrand> (and miss apparently)

[20:58] <DM_Tolman> #1 points at and casts on #4, who glows for a moment.

[20:58] <DM_Tolman> (AoO on him if you like, Blake)

[20:59] <DM_Tolman> #2 runs up and pummels Blake.

[20:59] <DM_Tolman> 1d20+5

[20:59] <TolBot> DM_Tolman's 1d20+5: 24

[20:59] <Blake``> (what is aoo?)

[20:59] <Abaddos> (attack of opportunity.)

[20:59] <Blake``> 1d20+2 AOO

[20:59] <TolBot> Blake``'s 1d20+2 AOO: 12

[21:00] <Abaddos> (it's also a very wolflike howl that one can make with one's throat.)

[21:00] <DM_Tolman> (#1 turned his back to you and cast a spell, since you're right beside him, you get a pummel)

[21:00] <DM_Tolman> 1d4+2

[21:00] <TolBot> DM_Tolman's 1d4+2: 6

[21:00] <DM_Tolman> Blake misses as he get pounded in the back of the head with someone's fist.

[21:00] <DM_Tolman> (6 damage)

[21:01] <Abaddos> (yup, we're gonna lose.)

[21:01] <DM_Tolman> (Shal, I don't think you occupy the same space)

[21:02] <Abaddos> (I believe that they occupy adjacent)

[21:02] <DM_Tolman> (Kaiser is up to act.)

[21:02] <Kaiser_Trantin> (Going for the stone, the one we have to get)

[21:02] <Shalanda> (Corrected)

[21:03] <Kaiser_Trantin> (Tempt to pick-up? vs STR?)

[21:04] <DM_Tolman> (Lemme be clear... Your turn to act prior to #4's turn to move 10 feet and drop the stone in the pedestal, thereby winning the competition)

[21:04] <DM_Tolman> (k, I gotta go afk for 10... maybe talk amongst yourselves on what's importatn?)

[21:04] <Shalanda> (This is assuming he can break out of my grab.)

[21:05] <DM_Tolman> (afk)

[21:05] <Abaddos> (well, if he's not on the ground when he does, we lose.)

[21:05] <Kaiser_Trantin> (Well, what do you guys want me to do?)

[21:05] <Abaddos> (Priority 1 should be 4 and either knocking him out or surrounding him so we can AOO him if he runs)

[21:07] <Abaddos> (were I you, kaiser, I'd stand right in front of the green square and hit 4, but move so you don't get an attack of opp against you)

[21:07] <Abaddos> (that way if he moves, both shalanda and you should get opp attacks.)

[21:07] <Kaiser_Trantin> (then we still have to worry about 1, so somebody will ahve to grab that stone and run back to change the odds)

[21:08] <Lucius_Marbrand> (should I ditch my attacks on #5?)

[21:08] <Shalanda> Yes, you and Abaddos get up here and beat up on these guys.

[21:08] <Kaiser_Trantin> (and 2. . .if I can get the stone, then I can draw them away from you guys, and you guys can deal with 4)

[21:08] <Abaddos> (5 can hurt us, but he can't lose us the game. 4 can. However, lu, if you can knock out 5 now, he won't be a hassle later.)

[21:09] <Abaddos> (actually, lucius, can you make it up to where 4 is during your turn?)

[21:10] <Shalanda> (He could if he used an action point and got hit with an AoO)

[21:10] <Abaddos> (well, I can't because I have no action point.)

[21:11] <Abaddos> (I THINK my turn comes before lucius', though. So I can take out 5 and he can run up there. Just block 4's advance.)

[21:11] <Kaiser_Trantin> (Guess I go after 4 then)

[21:11] <Shalanda> Abaddos 19, Four&Five 18, Blake 13, Shalanda 11, Lucius 9, One&Two 6, Kaiser 4

[21:12] <Kaiser_Trantin> (and moving in such a way to avoid a AoO from 1)

[21:13] <Abaddos> (yeah. Kaiser goes after 4, I get 5 if I can, then we pray 4 doesn't get out. Just kaiser, make sure you block 4 so that he has to pass through your threatened zone to get to the podium. Shalanda already will have an AOO)

[21:13] <Kaiser_Trantin> (So, rolling)

[21:13] <Kaiser_Trantin> 1d20+5

[21:13] <TolBot> Kaiser_Trantin's 1d20+5: 14

[21:15] <Lucius_Marbrand> (I can make it up most of the way to where lugh is)

[21:15] * Blake`` (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #grovewood

[21:16] <Lucius_Marbrand> (err 4)

[21:16] <Abaddos> (can you block him for an aoo?)

[21:16] <Kaiser_Trantin> (Well, I'm attacking, waiting for teh Hit or Miss)

[21:16] <DM_Tolman> (k, back)

[21:16] <DM_Tolman> (sorry bout that)

[21:17] <Abaddos> (np)

[21:17] <Kaiser_Trantin> (I'm beating on 4, rolled a 1d20+4 and got 14)

[21:17] <DM_Tolman> (ok, Kaiser... I see you've moved? Action and roll)

[21:17] <Kaiser_Trantin> (Beating on 4)

[21:17] <Kaiser_Trantin> 1d20+5

[21:17] <TolBot> Kaiser_Trantin's 1d20+5: 20

[21:17] <DM_Tolman> (uhm, I was still afk... roll again)

[21:17] <Kaiser_Trantin> 1d4+4

[21:17] <TolBot> Kaiser_Trantin's 1d4+4: 7

[21:18] <Kaiser_Trantin> (If he's still concious, I guess I'll spend my last action point and hit again)

[21:18] <DM_Tolman> The only thing he's been hit with the whole contest is now 2 punches from you. Yes, he's still concious.

[21:18] <Kaiser_Trantin> (ok hitting again)

[21:18] <Kaiser_Trantin> 1d20+5

[21:18] <TolBot> Kaiser_Trantin's 1d20+5: 22

[21:19] <Kaiser_Trantin> 1d4+4

[21:19] <TolBot> Kaiser_Trantin's 1d4+4: 5

[21:19] <DM_Tolman> The held human #4 is hit easily, but still doesn't look close to bloodied.

[21:19] <DM_Tolman> `init report

[21:19] <TolBot> Initiative Order: Abaddos, 19, FourAndFive, 18, Blake``, 13, Shalanda, 11, Lucius_Marbrand, 9, OneAndTwo, 6, Kaiser, 4

[21:19] <DM_Tolman> (Abaddos, your move.)

[21:20] <Abaddos> (lemme think)

[21:20] <DM_Tolman> (uhm,,, I went afk for 10 minutes for you to strategize)

[21:20] <Abaddos> (I know, but I just wanna count squares on the BG)

[21:21] <DM_Tolman> (k)

[21:21] <Abaddos> (k... guys, if I leave 5 alone, I can eyebite 4. Go for it or no?)

[21:21] <Shalanda> (uh yeah)

[21:21] <Kaiser_Trantin> (Yes, we need to do as much damage as possible to 4)

[21:21] <Shalanda> (5 is not a threat)

[21:23] <Shalanda> (Or get that stone out of 4's hands)

[21:23] <Abaddos> 1d20+6 (7 if bloodied)

[21:23] <TolBot> Abaddos's 1d20+6 (7 if bloodied): 11

[21:23] <Abaddos> vs will

[21:23] <DM_Tolman> The deft human carrying the large stone ignores Abaddos' attack and twists, attempting to pull free from the woman holding on to him.

[21:24] <Abaddos> (wait, my bad, that's a 12 vs. will. forgot shalanda's bless)

[21:24] <Kaiser_Trantin> (I keep forgetting that too)

[21:24] <DM_Tolman> (still miss)

[21:24] <DM_Tolman> 1d20+5 vs Shal's Fort

[21:24] <TolBot> DM_Tolman's 1d20+5 vs Shal's Fort: 7

[21:24] <Abaddos> (k)

[21:25] <DM_Tolman> Shalanda holds on tightly.

[21:25] <Abaddos> (hallelujah)

[21:25] <Shalanda> (You may make your Acro or Athl roll to attempt escape)

[21:25] <DM_Tolman> Number 5 turns to see the action behind him and then falls to the ground.

[21:25] <Shalanda> "Where do you think you're going!"

[21:26] <DM_Tolman> (correct, the Athl is vs Fort... Acro is vs Ref)

[21:26] <DM_Tolman> (Blake, you're up.)

[21:26] <Shalanda> (Yeah I typed that slower than you rolled)

[21:26] <Abaddos> (wait... 5... passed out?)

[21:26] <Shalanda> (Blake timed out)

[21:26] <DM_Tolman> (Yes)

[21:26] <Kaiser_Trantin> (yup lol)

[21:26] <Abaddos> (...from what?

[21:26] <Abaddos>)

[21:27] <DM_Tolman> (how much ooc info do you need in one encounter, Ab?)

[21:27] <Abaddos> (yeesh, sorry sorry...)

[21:27] <DM_Tolman> (Let's assume from being pummeled)

[21:27] <DM_Tolman> (or high blood pressure?)

[21:27] <Kaiser_Trantin> (or because the DM said so)

[21:28] <Abaddos> (I was just asking. No need to get so steamed.)

[21:29] <DM_Tolman> (you would be wrong to assume anyone is steamed)

[21:29] <DM_Tolman> (BLAKE?!?)

[21:29] <DM_Tolman> (um)

[21:29] <DM_Tolman> (he's not here)

[21:29] <Abaddos> (Blake? BLAKE? BLAAAAAAAAAKE!!!!!! <- Sorry, MGS joke...)

[21:30] * Nonick-15ABB (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #grovewood

[21:30] <DM_Tolman> Shalanda holds onto the man and prepares to act.

[21:31] <Shalanda> (wait for Blake's action?)

[21:31] <DM_Tolman> (no)

[21:32] <Shalanda> (sustain the grab as minor, and attempt to pull him. Str vs Fort)

[21:32] <DM_Tolman> (Roll)

[21:32] <Shalanda> 1d20+4

[21:32] <TolBot> Shalanda's 1d20+4: 9

[21:33] <Shalanda> (I'm guessing no effect then)

[21:33] <DM_Tolman> Shalanda attempts to pull the man further from the pedestal (I assume), but fails to budge him.

[21:33] <DM_Tolman> (Lucius)

[21:33] <Lucius_Marbrand> (ok.. I am going to use an action point here)

[21:34] <Lucius_Marbrand> (with that, and my movement, and a minor move I should be able to move into range of 4 and make a tackle attempt)

[21:34] * Blake`` (Warbudgie@a55580.6ca5eca4.74.210.imsk) has joined #grovewood

[21:35] <Lucius_Marbrand> (let me double check that though)

[21:35] <DM_Tolman> (what did we determine max run distance with a double move?)

[21:35] <Kaiser_Trantin> (warb, your having one of my iNet days)

[21:35] <Lucius_Marbrand> (14)

[21:36] <Shalanda> (6 normally, 8 if you are running per move, so max is 24 with an action point burned and 3 moves)

[21:36] <Lucius_Marbrand> (right so 16 gets me in range, action point is tackle)

[21:37] <DM_Tolman> (not sure that's right)

[21:37] <Shalanda> (run would give you a -5 attack penalty though and combat advantage to your foes)

[21:38] <Lucius_Marbrand> (yup that is true)

[21:38] <Abaddos> (just run and cut off his ability to run to the podium)

[21:38] <Lucius_Marbrand> (what does the green square stand for, and what does blue stand for?)

[21:38] <Abaddos> (doesn't shalanda get a standard and move action?)

[21:38] <DM_Tolman> (K, I'm going to allow the double 8 for now to speed things along)

[21:39] <DM_Tolman> (She doesn't get a move action, cause she held on)

[21:39] <DM_Tolman> (She could've moved half her normal distance if she had succeeded the drag)

[21:40] <Lucius_Marbrand> (right so here it goes)

[21:40] <Abaddos> (k)

[21:40] <Lucius_Marbrand> 1d20

[21:40] <TolBot> Lucius_Marbrand's 1d20: 12

[21:42] <Abaddos> (wait, where'd I go?)

[21:42] <DM_Tolman> (That was a grab, right? Miss.)

[21:42] <DM_Tolman> (I'm trying to see if running past #1 granted him an AoO)

[21:43] <Abaddos> (it does)

[21:43] * Nonick-15ABB (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #groveewood

[21:43] <Lucius_Marbrand> (it does)

[21:43] <DM_Tolman> 1d20+2

[21:43] <TolBot> DM_Tolman's 1d20+2: 7

[21:43] <Abaddos> (any sort of movement out of a threatened square is an AOO)

[21:43] <DM_Tolman> #1 swipes at you as you run past with defenses down, but misses.

[21:44] <DM_Tolman> (Warb... you're up if you wanna try)

[21:44] <Kaiser_Trantin> (5 passed out)

[21:44] <DM_Tolman> (hmm, he's lagging to me.)

[21:45] <Abaddos> (...from a tumor he'd kept secret from his wife all those long years... *sniffle*)

[21:46] <DM_Tolman> Blake attempts to subdue #1.

[21:47] <DM_Tolman> 1d20+3

[21:47] <TolBot> DM_Tolman's 1d20+3: 18

[21:47] <DM_Tolman> He grasps him and holds on.

[21:47] <DM_Tolman> 1d20+1

[21:47] <TolBot> DM_Tolman's 1d20+1: 21 (Perfect!)

[21:48] <DM_Tolman> And #1 promptly spins around and moves free from the grasp.

[21:49] <DM_Tolman> He then claps his hands as a ring of ice shoots out 10 feet.

[21:49] <DM_Tolman> 1d20+5

[21:49] <TolBot> DM_Tolman's 1d20+5: 11

[21:50] <DM_Tolman> (Kaiser, Blake, Shal, anyone with Refl 11 or below falls prong and takes damage of:)

[21:50] <DM_Tolman> 1d6+4

[21:50] <TolBot> DM_Tolman's 1d6+4: 6

[21:50] <Kaiser_Trantin> (reflex = 13)

[21:50] <DM_Tolman> (Lucious too)

[21:51] <Shalanda> (Ref 13 at the moment)

[21:51] <Lucius_Marbrand> (roll reflex?{

[21:52] <DM_Tolman> (no... Refl is a static number)

[21:52] <Lucius_Marbrand> (oh my reflex is 15 so I'm not below 11)

[21:52] <Shalanda> (There goes 6 of my temp hps. :()

[21:52] <DM_Tolman> #2 moves up to flank Shalanda, and attempts to pull her off his comrade.

[21:53] <Kaiser_Trantin> (do we all take damage, or only if we failed the reflex?)

[21:53] <Abaddos> (I'd have thought shalanda had high reflexx)

[21:53] <DM_Tolman> (Str vs Fort)

[21:53] <DM_Tolman> (only if failed)

[21:54] <Shalanda> (My fort presently is 14)

[21:54] <DM_Tolman> 1d20+2 vs Fort

[21:54] <TolBot> DM_Tolman's 1d20+2 vs Fort: 17

[21:54] <DM_Tolman> Shalanda is pulled off of the man with the stone.

[21:55] <DM_Tolman> (Kaiser acts)

[21:55] <Kaiser_Trantin> (attempting to grab 4)

[21:56] <Abaddos> (kaiser and shalanda have flanking)

[21:56] <DM_Tolman> (no flanking for Kaiser)

[21:56] <Kaiser_Trantin> (so I can't grab?)

[21:57] <DM_Tolman> (yep)

[21:57] <Kaiser_Trntin> (I'm beside him, so why can't I lol)

[21:57] <Lucius_Marbrand> (just smash him over the head if you cant flank)

[21:57] <DM_Tolman> (sorry, didn't see the " 't ")

[21:58] <DM_Tolman> (of course you can grab, goof)

[21:58] <DM_Tolman> (all I said was you don't get a flanking bonus)

[21:58] <Kaiser_Trntin> (lol, OK, grabbing 4, and if sucessful, I want to pull him out of the ring)

[21:58] <Kaiser_Trntin> (1d20+STR right?)

[21:58] <DM_Tolman> (can't do both in same round)

[21:58] <Kaiser_Trntin> (oh well.)

[21:58] <Shalanda> (Unless he has an action point to burn)

[21:59] <Kaiser_Trntin> (I don't v.v)

[21:59] <DM_Tolman> (true, which I believe he does not)

[21:59] <Kaiser_Trntin> (Unless I didn't spend one last game because I had 2, but I think I did)

[21:59] <DM_Tolman> (grabbing and moving are both standard actions)

[21:59] <DM_Tolman> (roll +Str)

[21:59] <Kaiser_Trntin> (oh well, I'll jus' grab for now)

[22:00] <Kaiser_Trntin> 1d20+4

[22:00] <TolBot> Kaiser_Trntin's 1d20+4: 12

[22:00] <Kaiser_Trntin> (wait, +1 from bless)

[22:00] <Abaddos> (just grab him. sustain as a minor on your next turn and then use iti to drag if he doesn't escape)

[22:00] <DM_Tolman> Kaiser attempts to grab and misses.

[22:00] <DM_Tolman> `init report

[22:00] <TolBot> Initiative Order: Abaddos, 19, FourAndFive, 18, Blake``, 13, Shalanda, 11, Lucius_Marbrand, 9, OneAndTwo, 6, Kaiser, 4

[22:00] <Kaiser_Trntin> (Hmmm)

[22:01] <DM_Tolman> (Abaddos acts and then number 4 acts)

[22:01] <Kaiser_Trantin> (OK movie over, switching machines)

[22:02] <DM_Tolman> (Ab, you ok?)

[22:02] <Abaddos> (yeah. waiting on the spread sheet to show my move)

[22:04] <DM_Tolman> (I don't see you move... tell me)

[22:04] <Abaddos> (gah. send me the link. Basicly I move up and over so I'm 3 steps away from both enemies.)

[22:05] <Abaddos> (then I can curse 4.)

[22:05] <DM_Tolman> (#4 is 9 squares away from you... ok, I'll do it)

[22:06] <Abaddos> (now eyebite 4)

[22:06] <DM_Tolman> (It's a stretch, but ok.)

[22:06] <Abaddos> 1d20+7 vs. will, +8 if bloodied

[22:06] <TolBot> Abaddos's 1d20+7 vs. will, +8 if bloodied: 25

[22:07] <DM_Tolman> (hit)

[22:07] <Abaddos> 1d8+5

[22:07] <TolBot> Abaddos's 1d8+5: 9

[22:08] <Abaddos> 1d6 curse

[22:08] <TolBot> Abaddos's 1d6 curse: 4

[22:08] <DM_Tolman> The man with the stone reels in pain, and now appears bloodied.

[22:09] <Abaddos> (it's super effective!)

[22:09] <DM_Tolman> He now shakes off the pain and damage and steps towards the pedestal.

[22:09] <DM_Tolman> (Shal)

[22:09] <Shalanda> (AoO?)

[22:09] <Kaiser_Trantin> (AoO from me and shal lol)

[22:09] <DM_Tolman> (just Shal)

[22:10] <Shalanda> 1d20+4

[22:10] <TolBot> Shalanda's 1d20+4: 24 (That's awesome.)

[22:10] <Abaddos> (really? That's extremely odd...)

[22:10] <Shalanda> (RAWR)

[22:10] <Kaiser_Trantin> (he's right in front of me now)

[22:10] <Kaiser_Trantin> (so that should provoke an AoO from me too, would it not)

[22:10] <DM_Tolman> (YOu get an AoO when someone moves OUT of your threatened space, he never left Kaiser's threatened space)

[22:10] <Abaddos> (I would think so... as long as me moved out of a square you were adjacent to. Wasn't kaiser next to him before he moved?)

[22:11] <Shalanda> (Max damage from crit: 7)

[22:11] <DM_Tolman> (NO, he didn't. YOu can move within threatened space.)

[22:11] <Lucius_Marbrand> (wait, doesn't that mean he's moving out of my threatened space?)

[22:12] <Kaiser_Trantin> (yup)

[22:12] <DM_Tolman> (And, by the way, he also did not need to move out of Shall's threatened space to reach teh pedestal... would you like me to retrace his steps?)

[22:12] <DM_Tolman> (yes, lucius)

[22:12] <Lucius_Marbrand> (so I get an AoO?)

[22:12] <DM_Tolman> (yes, lucius)

[22:12] <Lucius_Marbrand> 1d20+5

[22:12] <TolBot> Lucius_Marbrand's 1d20+5: 17

[22:12] <DM_Tolman> (hit)

[22:13] <Lucius_Marbrand> (what was the damage on the club again?)

[22:13] <DM_Tolman> (d6)

[22:13] <Lucius_Marbrand> d6

[22:13] <Lucius_Marbrand> 1d6

[22:13] <TolBot> Lucius_Marbrand's 1d6: 4

[22:14] <Lucius_Marbrand> (i am looking for my str bonus)

[22:14] <DM_Tolman> The man foolishly turns his back to both Shalanda and Lucius and steps away, lifting the stone above the pedestal.

[22:14] <Abaddos> (crud... I just realized... I could've gone right next to him. I completely forgot about misty step.)

[22:14] <Lucius_Marbrand> (+3 so that's 7 from me)

[22:15] <DM_Tolman> Both Shalanda and Lucious pummel him from behind as he drops to his knees, and then falls over the top of the stone.

[22:15] <DM_Tolman> The crowd "oohs" and "boos".

[22:16] <DM_Tolman> (ok, do you understand teh AoO now?)

[22:16] <DM_Tolman> (You provoke when you move out of someone's threatened space.)

[22:17] <Lucius_Marbrand> (how heavy are those rocks again?)

[22:17] <Shalanda> "Now we're talking, welcome to my party Lucius)

[22:17] <Kaiser_Trantin> (~60 pounds)

[22:17] * Shalanda grins

[22:17] <DM_Tolman> (60 pounds... standard action to pick up)

[22:18] * Abaddos glares vilely at the crowd.

[22:18] <DM_Tolman> (With 5 to 2 odds suddenly, Blake moves to act)

[22:19] * Tolman (Tolman@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[22:19] * TolBot` (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[22:19] <Abaddos> (I'm usin gmisty step since 4 fell while cursed.)

[22:20] * Kaiser_Trantin sets mode: +oo TolBot` Tolman

[22:20] * ChanServ sets mode: -o TolBot`

[22:20] * ChanServ sets mode: -o Tolman

[22:20] * Kaiser_Trantin sets mode: +vvv Abaddos Blake`` Harlidishes

[22:20] * Tolman is now known as DM_Tol

[22:20] <DM_Tol> `init report

[22:20] <TolBot`> Initiative Order: Abaddos, 19, FourAndFive, 18, Blake``, 13, Shalanda, 11, Lucius_Marbrand, 9, OneAndTwo, 6, Kaiser, 4

[22:20] <DM_Tol> (is warb here?)

[22:21] <Shalanda> (Bad ping still)

[22:21] <DM_Tol> (Go Shal)

[22:22] -> [Blake``] PING

[22:23] <Kaiser_Trantin> (holy crap, his ping time is uber high)

[22:23] <Shalanda> (Checking something, be right with you)

[22:23] <DM_Tol> (k)

[22:24] <Shalanda> (Picking up the rock is a minor action?)

[22:25] <Kaiser_Trantin> (Standard)

[22:25] <DM_Tol> (standard)

[22:25] * Shalanda shifts away from #2 and grabs the stone off the ground.

[22:26] <Lucius_Marbrand> (you know another tactic might be to sit on the rock)

[22:26] <Shalanda> (move: shift (no AoO), Standard: pick up)

[22:26] <DM_Tol> (correct)

[22:27] <DM_Tol> (I think you'll have to shift into the same square as the stone though)

[22:28] <DM_Tol> Lucious, you're up.

[22:28] <DM_Tol> 1d20+3

[22:28] <TolBot`> DM_Tol's 1d20+3: 18

[22:28] <Lucius_Marbrand> (one mo)

[22:29] <Shalanda> (Corrected on map then)

[22:29] * Lucius_Marbrand moves and grabs their rock

[22:30] <DM_Tol> Blake maintains his hold on the Casting human #1.

[22:32] <DM_Tol> #2 runs downfield to #5 and leans over him.

[22:32] <DM_Tol> (Kaiser)

[22:32] <DM_Tol> 1d20

[22:32] <TolBot`> DM_Tol's 1d20: 14

[22:32] <Kaiser_Trantin> (1 and 2 are the only ones concious right?)

[22:33] <Abaddos> (unless one of them's revived)

[22:33] <DM_Tol> #1 twists free of Blake and moves away.

[22:34] <Kaiser_Trantin> (Moving and attacking 1 in that case)

[22:34] <DM_Tol> 1d20+3

[22:34] <TolBot`> DM_Tol's 1d20+3: 5

[22:34] <DM_Tol> Blake misses a swing at him.

[22:34] <DM_Tol> (k, sorry for delay, Kasier)

[22:34] <Kaiser_Trantin> 1d20+5

[22:34] <TolBot`> Kaiser_Trantin's 1d20+5: 18

[22:34] <DM_Tol> (hit)

[22:34] <Kaiser_Trantin> 1d4+4

[22:34] <TolBot`> Kaiser_Trantin's 1d4+4: 7

[22:35] <DM_Tol> (wow, Chaz.. heya)

[22:35] <DM_Tol> Kaiser hits the caster with his fists.

[22:35] <DM_Tol> `init report

[22:35] <TolBot`> Initiative Order: Abaddos, 19, FourAndFive, 18, Blake``, 13, Shalanda, 11, Lucius_Marbrand, 9, OneAndTwo, 6, Kaiser, 4

[22:35] <Shalanda> (Whoa damn. Hey Chaz. (Magestar here))

[22:35] <DM_Tol> (Abaddos, you're up)

[22:37] <Abaddos> (need te link on spreadsheet.)

[22:37] <Kaiser_Trantin> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[22:37] <Lucius_Marbrand> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[22:37] <DM_Tol> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[22:37] <Kaiser_Trantin> (ROFL)

[22:37] <DM_Tol> (lol)

[22:37] <Abaddos> (tri-tri-triple post!)

[22:38] <Kaiser_Trantin> (*cranks up "El Nino - Loco"* fitting song for this challenge lol)

[22:39] <DM_Tol> (Ab?)

[22:39] <Abaddos> (Now I'm over by kaiser. Cursing 1 and then eyebite)

[22:40] <DM_Tol> (roll)

[22:40] <Abaddos> 1d20+7 (vs. will, +8 if bloodied)

[22:40] <TolBot`> Abaddos's 1d20+7 (vs. will, +8 if bloodied): 11

[22:40] <Kaiser_Trantin> (Ab vanished from my map lol)

[22:40] <DM_Tol> (vs will?)

[22:40] <Abaddos> (yes)

[22:40] <DM_Tol> (miss)

[22:40] <DM_Tol> (Shalanda, move)

[22:42] <DM_Tol> 1d20+3

[22:42] <TolBot`> DM_Tol's 1d20+3: 23 (Yahoo!)

[22:42] * Shalanda starts moving down field with their team's stone

[22:42] <Shalanda> (double move)

[22:42] <DM_Tol> 1d4+2

[22:42] <TolBot`> DM_Tol's 1d4+2: 5

[22:42] <DM_Tol> Blake joins Kaiser in pummeling #1

[22:43] <DM_Tol> (Lucious)

[22:44] <Kaiser_Trantin> (L has their stone right?)

[22:44] <DM_Tol> (Yes, the stone you're trying to get back to your end to win)

[22:44] <Shalanda> (I have our stone, Lucius has their stone)

[22:44] <Lucius_Marbrand> (yea)

[22:45] <DM_Tol> (Lucius is carryign the stone you could win with)

[22:45] <Lucius_Marbrand> (I now have a a light encumbrance)

[22:45] <Lucius_Marbrand> (i am looking for the penalty)

[22:45] <Kaiser_Trantin> (Can you pass the stone, without it being a standard action?)

[22:45] <Lucius_Marbrand> (light load 76 pounds or less)

[22:45] <DM_Tol> (ouch...)

[22:46] <Lucius_Marbrand> (what is my encumbrance)

[22:47] <Lucius_Marbrand> (is passing the rock a standard action)

[22:48] <DM_Tol> (hmm, I'm gonna say yes)

[22:48] <Kaiser_Trantin> (On both parties?)

[22:48] <Lucius_Marbrand> (keeping in mind this is a move from someone who has it as a light load to someone who has no load)

[22:49] <Lucius_Marbrand> (I'm going to just start running with that rock)

[22:49] <DM_Tol> (just go, Lucius, normal distance)

[22:50] <DM_Tol> (you're close to it either way, so don't worry)

[22:50] <DM_Tol> (Kaiser, standard for one of them)

[22:50] <Lucius_Marbrand> Normal distance? ok

[22:50] <Lucius_Marbrand>)

[22:52] * Shalanda gets a surprised look when Lucius passes her running down the field.

[22:52] <DM_Tol> #1 runs downfield, provoking an AoO from Kaiser and Blake. (roll)

[22:52] <Kaiser_Trantin> 1d20+5

[22:52] <TolBot`> Kaiser_Trantin's 1d20+5: 22

[22:53] <Kaiser_Trantin> 1d4+4

[22:53] <TolBot`> Kaiser_Trantin's 1d4+4: 5

[22:53] <DM_Tol> (someone roll d20+3 for Blake)

[22:53] <Kaiser_Trantin> 1d20+3

[22:53] <TolBot`> Kaiser_Trantin's 1d20+3: 7

[22:53] <DM_Tol> Kaiser hits the cast, Blake misses.

[22:54] <Abaddos> (so 5 is back up?)

[22:54] <DM_Tol> 1d20+5

[22:54] <TolBot`> DM_Tol's 1d20+5: 17

[22:54] <Kaiser_Trantin> (Ab, where are you on that map, I don't see you)

[22:55] <Shalanda> (He's invisible)

[22:55] <Abaddos> (well, technically yeah. But I'm next to Kaiser)

[22:56] <DM_Tol> Shalanda and Lucius, either with will of 17 or lower start to feel tired.

[22:56] <Abaddos> (the document stops working on me every minute or so so I have to reboot it)

[22:56] <Shalanda> (Presently at Will 18)

[22:56] <Lucius_Marbrand> (which stand does the stone go on?)

[22:57] <DM_Tol> (I'm showing 17 for you)

[22:57] <Lucius_Marbrand> (im at 16 so i beging to feel tired)

[22:57] <Shalanda> (I have a +1 bonus from a power Warb used last game)

[22:58] <Lucius_Marbrand> (im still at 17 so still feeling tired)

[22:58] <Shalanda> (Something that gave bonuses to defenses and temporary hitpoints, or two powers that did that. I think it was Warb, could have been Lucius)

[23:00] <DM_Tol> (The temp HPs were from Blake)

[23:00] <DM_Tol> (I'll need to be told what the power was... Lucious?)

[23:00] <DM_Tol> (I don't see a Warlord power with +1 saves)

[23:01] <Shalanda> (Bastion of Defense, successful hit)

[23:02] <DM_Tol> (yes, Warb had a +1 to defenses)

[23:02] <DM_Tol> (but not ally)

[23:02] <DM_Tol> (oh, I see it)

[23:03] <DM_Tol> (I'll have to take your word on it)

[23:03] <DM_Tol> (Roll d20, lucious)

[23:04] <DM_Tol> (Marr?)

[23:04] <DM_Tol> (Chaz...)

[23:04] <Lucius_Marbrand> (sorry was looking on my sheet)

[23:04] <DM_Tol> (nm)

[23:04] <Lucius_Marbrand> 1d20

[23:04] <TolBot`> Lucius_Marbrand's 1d20: 15

[23:05] <DM_Tol> Lucius shakes off the effects of impending sleep.

[23:05] <DM_Tol> (Kaiser)

[23:06] <Kaiser_Trantin> (thinking)

[23:06] <Kaiser_Trantin> (Beating on 1)

[23:06] <Kaiser_Trantin> 1d20+5

[23:07] <TolBot`> Kaiser_Trantin's 1d20+5: 16

[23:07] <DM_Tol> (Hit)

[23:07] <Kaiser_Trantin> (+1 from bless if thats still in effect, I keep forgetting about that)

[23:07] <Kaiser_Trantin> 1d4+4

[23:07] <TolBot`> Kaiser_Trantin's 1d4+4: 8

[23:07] <DM_Tol> #1 falls down cold.

[23:07] <DM_Tol> (End of round)

[23:08] <DM_Tol> #2 and #5 stare you down, both renewed by a round of healing...

[23:08] <DM_Tol> *** As this session of the Können Land campaign comes to a close ***

4-26-2009:

[21:03] <DM_Tolman> *** Recap ***

[21:03] * Ryu is now known as Kaiser_Trantin

[21:03] <DM_Tolman> Narrowly escaping defeat on the tourney field, the group regathered themselves, worked more smartly towards their goal, and got lucky on more than one occasion.

[21:04] <DM_Tolman> Now armed with both stones, they make for their home side pedestals. Two members of the remaining team have girded up their defense in order to make a stand.

[21:05] <DM_Tolman> *** Thus begins session 25 of Können land ***

[21:05] <DM_Tolman> `init please once more

[21:05] <TolBot> Please make an initiative roll (1d20+modifier).

[21:05] <Blake``> 1d20+3

[21:05] <TolBot> Blake``'s 1d20+3: 7

[21:05] <Shalanda> (I saved last week

[21:05] <Shalanda> (I saved last week's init if you want to use that)

[21:06] <Shalanda> 1d20+2

[21:06] <TolBot> Shalanda's 1d20+2: 11

[21:06] <DM_Tolman> (I have it too, I've been redoing init each session... just to liven things up)

[21:06] <Kaiser_Trantin> 1d20+1

[21:06] <TolBot> Kaiser_Trantin's 1d20+1: 5

[21:07] <Lucius_Marbrand> 1d20+3

[21:07] <TolBot> Lucius_Marbrand's 1d20+3: 19

[21:07] <DM_Tolman> 1d20+3 for #2

[21:07] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[21:07] <DM_Tolman> 1d20+3 for Two

[21:07] <TolBot> DM_Tolman's 1d20+3 for Two: 9

[21:08] <DM_Tolman> 1d20+3 for Five

[21:08] <TolBot> DM_Tolman's 1d20+3 for Five: 4 (Better luck next time.)

[21:09] <DM_Tolman> The crowd has calmed down from the boos and moans that ensued after the brutal beating down of #4.

[21:09] <DM_Tolman> The now watch in anticipation.

[21:10] <Lucius_Marbrand> (which pedestal am I supposed to be putting the stone on?)

[21:10] <Kaiser_Trantin> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en>)

[21:10] <DM_Tolman> (Grid: <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[21:10] <Kaiser_Trantin> (bwahahahaha, beat you to it ;-P)

[21:10] <DM_Tolman> (orange to win)

[21:11] <DM_Tolman> (<http://tiny.cc/battlegrid>)

[21:12] <DM_Tolman> 1d20 for Abaddon

[21:12] <TolBot> DM_Tolman's 1d20 for Abaddon: 1 (Sorry.)

[21:13] <DM_Tolman> `init report

[21:13] <TolBot> Initiative Order: Lucius_Marbrand, 19, Shalanda, 11, Two, 9, Blake``, 7, Kaiser_Trantin, 5, Five, 4, Abaddon, 1

[21:13] <Lucius_Marbrand> (my turn?)

[21:13] <DM_Tolman> Lucius gets a jump on acting.

[21:13] <Abaddon> 1d20+5

[21:13] <TolBot> Abaddon's 1d20+5: 15

[21:14] * Lucius_Marbrand continues his run towards the final square (yea this means 2 has an attack of opportunity as I pass him)

[21:15] <DM_Tolman> Lucius double sprints with amazing speed.

[21:17] <DM_Tolman> 1d20+5

[21:17] <TolBot> DM_Tolman's 1d20+5: 6 (Better luck next time.)

[21:17] <Shalanda> (Me or Abaddon next?)

[21:17] <DM_Tolman> #2 attempts but fails to reach Lucius as Shalanda acts.

[21:18] * Shalanda breaks out into a double move down the field as well.

[21:18] <Abaddon> (uh... I guess I don't get a move this time.)

[21:18] <DM_Tolman> (no, your init roll was 1... sorry, had to roll for you)

[21:19] <Abaddon> (how is it possible to get initiative 1 when you have a +5 mod?)

[21:19] <DM_Tolman> (when I roll for afk pc's I strip bonus. sorry)

[21:19] <Abaddon> (If you wanted me to go last, you couldve just said so.)

[21:19] <DM_Tolman> Shalanda moves cautiously downfield as number two runs towards Lucius.

[21:20] <DM_Tolman> (If it would've been a 20, you'd be first)

[21:20] <Abaddon> (If it'd have been a 20 I'd have said it should be a 25 since I have a +5 mod.)

[21:20] <DM_Tolman> (and you also would've have not gotten it... would you liek to continue this discussion later so we can play D&D?)

[21:20] <Kaiser_Trantin> (Alright, enough with the OOC bs about init and lets go on with the game)

[21:21] <Abaddon> (Eh, doesn't matter. His word is law regardless.)

[21:21] <DM_Tolman> (how is it that you can be perturbed with me that we were here waiting on you?)

[21:22] <DM_Tolman> #2 raises the club and comes down fast on Lucius.

[21:22] <DM_Tolman> 1d20+7

[21:22] <TolBot> DM_Tolman's 1d20+7: 10

[21:22] <Abaddon> (Who's after Shadala? 2?)

[21:23] <DM_Tolman> ... and misses.

[21:23] <DM_Tolman> Blake moves next.

[21:24] * Blake`` runs down towrads Kaiser

[21:24] <DM_Tolman> Blake sprints downfield as Kaiser acts.

[21:25] * Kaiser_Trantin heads down to restrain 5 (grab/hold if I can)

[21:26] <DM_Tolman> (roll)

[21:27] <Kaiser_Trantin> (what mod, I can't remember lol)

[21:27] <DM_Tolman> (Str att)

[21:27] <Kaiser_Trantin> 1d20+4

[21:27] <TolBot> Kaiser_Trantin's 1d20+4: 15

[21:28] <DM_Tolman> Kaiser grasps onto the revived warrior who wriggles free.

[21:28] <DM_Tolman> He turns and sprints downfield as Abbados acts.

[21:28] <Kaiser_Trantin> (+5 if you go by the Mod +1/2 Level)

[21:29] <Shalanda> (Don't forget bless)

[21:29] <Kaiser_Trantin> (+6 then lol)

[21:29] <DM_Tolman> (hmm... sorry, but I'm already two slots down now)

[21:30] <DM_Tolman> (Ab?)

[21:30] <Abaddon> (loading the sheet. If it takes to long, you'll roll for me.)

[21:30] <DM_Tolman> (lemme check range on eyebite)

[21:31] <Abaddon> (10)

[21:31] <DM_Tolman> (can't reach, so double sprint downfield I would guess)

[21:31] <Blake``> (also anyone who was in my bastion of defense, you still have your +1 bonus to all defense and there was +9 temp hps until the encounter is done)

[21:31] <Abaddon> (I put it in, but the sheet is continuing to not respond to me. 12 straight down.)

[21:31] <Kaiser_Trantin> (It's OK, so next roll I have to remember lol)

[21:31] <Abaddon> (curse nearest enemy.)

[21:31] <DM_Tolman> (we've been doing can spring at +2 spd, so 16)

[21:32] <DM_Tolman> The next round begins as Lucius can taste victory.

[21:32] <Abaddon> (fine with me.)

[21:32] <DM_Tolman> `init report

[21:32] <TolBot> Initiative Order: Lucius_Marbrand, 19, Shalanda, 11, Two, 9, Blake``, 7, Kaiser_Trantin, 5, Five, 4, Abaddon, 1

[21:33] * Lucius_Marbrand runs up to the Pedestal and places the rock on it

[21:33] <DM_Tolman> 1d20+5

[21:33] <TolBot> DM_Tolman's 1d20+5: 8

[21:33] <DM_Tolman> #2 swings at Lucius as he runs past and misses.

[21:33] <Lucius_Marbrand> (oh btw)

[21:34] <DM_Tolman> #5 also makes an attempt at Lucius' arms as he runs by.

[21:34] <Lucius_Marbrand> (im not using a full run)

[21:34] <DM_Tolman> 1d20+5

[21:34] <TolBot> DM_Tolman's 1d20+5: 14

[21:35] <DM_Tolman> (current AC without armor?)

[21:35] <DM_Tolman> (I assumed you meant standard move... not "run")

[21:35] <Lucius_Marbrand> (cool)

[21:36] <DM_Tolman> (Current ac?)

[21:36] <Lucius_Marbrand> (11)

[21:36] <DM_Tolman> #5 swings at Lucius with a Quarterstaff and sideswipes him.

[21:37] <Lucius_Marbrand> (dmg?)

[21:37] <DM_Tolman> 1d8+8 damage for Lucius

[21:37] <TolBot> DM_Tolman's 1d8+8 damage for Lucius: 10

[21:38] <Lucius_Marbrand> (15 remaining)

[21:38] <DM_Tolman> Lucius grunts at the blows but perseveres. He stands in front of the pedestal and hoists the stone onto it.

[21:38] * Lucius_Marbrand looks around

[21:39] <DM_Tolman> Three bronze missiles shoot up into the sky from behind the pedestal.

[21:39] <Shalanda> "What the?"

[21:39] <DM_Tolman> Smoke pours into the shape of an eagle out from the pedestal and the three empty pedestals suddenly glow.

[21:40] <DM_Tolman> The crowd applauds, with less eagerness than early in the contest, seeming to have lost some level of interest.

[21:40] <DM_Tolman> Horns blow as the contest comes to an end.

[21:40] * Lucius_Marbrand wipes his brow

[21:40] <DM_Tolman> You see officials coming out onto the field, heading towards the fallen competitors.

[21:40] * Shalanda shrugs and just dumps her stone on the ground at her feet.

[21:40] <DM_Tolman> The others tramp off the field.

[21:41] <DM_Tolman> Lord Muwalaby walks from the tent towards you on the field.

[21:41] * Kaiser_Trantin walks up to Lucious, and pats him on the back

[21:41] <DM_Tolman> Muwalaby: "Well, good. Good. You won; you won."

[21:42] * Lucius_Marbrand nods

[21:42] <DM_Tolman> He reaches out to shakes each of your hands.

[21:42] * Lucius_Marbrand smiles

[21:42] * Abaddon just tags along.

[21:42] <Lucius_Marbrand> "Indeed"

[21:42] * Lucius_Marbrand shakes his hand

[21:42] * Blake`` catches up with the others "nice work"

[21:42] <Shalanda> "Thanks."

[21:42] * Abaddon stares at the hand, hesitating.

[21:42] * Shalanda returns the shake.

[21:42] * Blake`` shakes

[21:42] * Kaiser_Trantin shakes his hand as well

[21:43] <DM_Tolman> "Not the prettiest competition, outlings. And the champion's cup would've been nice..."

[21:43] <DM_Tolman> Muwalaby: "But at least we beat him down."

[21:43] * Kaiser_Trantin nods

[21:43] <DM_Tolman> Muwalaby glances at the duke walking back to his tent.

[21:44] <DM_Tolman> Muwalaby turns and heads towards his tent on the side of the stadium field. Several workers move to clean and reset the field.

[21:44] * Blake`` nods

[21:44] <Abaddon> "I wonder when we get our money."

[21:44] * Kaiser_Trantin heads back to their tent to gather up the rest of his gear

[21:45] * Shalanda returns back to their tent to reclaim her stuff.

[21:46] <DM_Tolman> You make your way to Lord Muwalaby's tent in time, licking wounds and gathering your things.

[21:46] * Shalanda rubs her temple.

[21:47] <DM_Tolman> Muwalaby's associate approaches you with 5 small coin bags.

[21:47] * Abaddon mutters "'bout time..." under his breath.

[21:48] <DM_Tolman> Lord Muwalaby: "Third place, a last minute entry, and a chance to beat Duke Dansforderlioni is better than no entry."

[21:48] * Lucius_Marbrand smiles

[21:48] * Kaiser_Trantin nods

[21:48] <Lucius_Marbrand> "Thank you.."

[21:48] <DM_Tolman> Muwalaby: "100 gold each I promised you, IF you wont the Champion's cup for me. You did not do this."

[21:49] * Abaddon scowls.

[21:49] <DM_Tolman> Muwalaby: "But since it was Dansfi that you beat, a substantial 75 gold each I will still offer."

[21:49] <DM_Tolman> Muwalaby: "Glad I would expect you to be to receive it."

[21:49] * Abaddon shrugs.

[21:50] <Kaiser_Trantin> "Thank you my lord."

[21:50] <DM_Tolman> He glares at Abaddon. "Give me all your names again...?"

[21:50] <Kaiser_Trantin> "I am Kaiser Trantin my lord."

[21:50] * Blake`` looks satisfied

[21:50] <Shalanda> "Thank you, I am Shalanda Meriele."

[21:51] * Abaddon is now known as Abbados

[21:51] <Lucius_Marbrand> "Lucius Marbrand"

[21:51] * Abbados is now known as Abaddos

[21:51] <Abaddos> (just realized I had that wrong this whole time. lol. :P)

[21:51] <Blake``> "Most appreciated, I am Blake"

[21:51] <Abaddos> "Abaddos."

[21:53] <DM_Tolman> (lol)

[21:54] <Abaddos> (Eh, not like any of you caught it.)

[21:54] <DM_Tolman> Lord Muwalaby: "Well, I am glad of this arrangment. I know not your business in Jalem, but good fortune to you on it."

[21:54] <DM_Tolman> The associate hands you each a coin pouch with 75 gold.

[21:54] * Kaiser_Trantin takes his and stows it away

[21:55] * Abaddos hides it quickly in his clothes.

[21:56] <DM_Tolman> ([Persuade] "We did well. You should give us more." [Intimidate] "Give the full 100 or I'll run this blade through you.")

[21:56] * Shalanda takes the small pouch and tests its weight, before putting it away. She also returns Lucius' holy symbol.

[21:56] <Shalanda> (Eh?)

[21:57] <Abaddos> (Well, I was gonna do the latte, but them goodie 2-shoes been wearin him down... makin him soft. He's gonna have to stab somebody to get his rep back up...)

[21:57] <DM_Tolman> (was a joke)

[21:57] <Blake``> "Good, this was a good idea Lucius, now we have to means to find Fallows"

[21:57] <DM_Tolman> (a NWN reference)

[21:58] <Abaddos> (Really? I thought it was a morrowind reference.)

[21:58] * Lucius_Marbrand nods

[21:58] <Shalanda> "Well in any case, I have business at the temple of the Raven Queen to attend to as soon as I am able, and possible supply shopping.

[21:59] <DM_Tolman> As you gather yourselves in teh tent, the final match has commenced. The crowd roars with cheers. At one point, you see the stone fly out of the pedestal and out onto the field and then a wall of fire surround it.

[21:59] <Abaddos> (Aww, look, the female is gonna shop. Big surprise.)

[22:00] <Shalanda> "I thought lethal magic was forbidden in this contest?"

[22:00] <Abaddos> "Why do you think it was so boring?"

[22:00] <DM_Tolman> Lord Muwalaby and his enterage begin gathering their own things to depart.

[22:01] <Shalanda> "That's obviously some sort of magical fire wall. That's pretty lethal if you ask me."

[22:01] <Blake``> "I supse only if you decided to walk into it"

[22:01] * Lucius_Marbrand shrugs

[22:01] <DM_Tolman> (During short rests, you can spend all your healing surges if you need them)

[22:02] <Kaiser_Trantin> "I agree, I could use some supplies."

[22:03] <DM_Tolman> As you tarry, you sometimes find it hard to hear yourselves the crowd cheers so loudly.

[22:04] <DM_Tolman> You estimate than an hour of daylight remains in the day.

[22:04] <Shalanda> "I'm going to head to the temple of the Raven Queen and meet you back at the inn afterwards?"

[22:04] <Blake``> "sounds good"

[22:05] <DM_Tolman> Now that Freeday is coming to a close, your mind drifts towards Sunday and the predicted arrival of Fallow into Jalem.

[22:07] <Kaiser_Trantin> "I guess I will head back to the inn, I could use a harty meal about now."

[22:07] <DM_Tolman> (So, all leaving now?)

[22:07] * Blake`` double checks for his items, "ok I am going back to the Inn"

[22:07] * Blake`` agrees with Kaiser

[22:08] * Abaddos follows them.

[22:09] <Blake``> "That was a good day, we did well, we are a strong team"

[22:09] * Shalanda heads off towards the temples.

[22:09] * Lucius_Marbrand heads towards the temples as well

[22:09] <DM_Tolman> Armed with coinage for the first time in a long time, you head towards the stadium exit. You make for the inn, past the high temple, and through the temple square towards teh Schism Gate. Shalanda stops off at the temple of the RQ.

[22:11] * Lucius_Marbrand stops at that temple as well

[22:11] <DM_Tolman> (k)

[22:12] * Abaddos stops them before they leave. "...know this is odd... but may I join you both?"

[22:12] * Shalanda raises a brow.

[22:12] <Shalanda> "Are you serious?"

[22:12] * Lucius_Marbrand shrugs

[22:12] <DM_Tolman> At the inn, Kaiser and the rest inquire of a good meal.

[22:12] <Lucius_Marbrand> "You are free to enter the temple, just as anyone else is."

[22:12] <DM_Tolman> (k, guess you're aksing to RP out the temple)

[22:12] * Abaddos blinks. "Never mind, then." He then speeds after the others.

[22:12] <Abaddos> (lol, nah, was just gonna do a bit of character d)

[22:13] <Shalanda> "Hold on, I didn't say no."

[22:13] <DM_Tolman> (I can RP it)

[22:13] <Abaddos> (lol. he's out of earshot, shalanda.)

[22:13] <Shalanda> (I'm up for helping with character D)

[22:13] <Abaddos> (don't worry, the chance will come again.)

[22:13] * Lucius_Marbrand is just stopping to pray

[22:13] * Shalanda shrugs

[22:14] <DM_Tolman> Shalanda meets someone inside as before as Lucius finds an appropriate spot to pray. They then make their way to the inn.

[22:14] <DM_Tolman> You are told to come to the meal hall in half an hour for pig ribs.

[22:15] * Shalanda licks her lips.

[22:16] <DM_Tolman> After gathering yourselves and changing in your rooms, you make your way to the meal hall, that is off to the left of the main entry hall on the floor level.

[22:16] <DM_Tolman> It is crowded... you assess that Freeday Night meal is a treat.

[22:18] <DM_Tolman> The wait staff speaks to you as you enter the meal hall. She explains that they have a feast on Freeday evening... all the drink you want, and full course meal. It is 5 gp. They are serving sandwiches in the tavern in the basement if you prefer (for the typical 2 sp).

[22:19] <DM_Tolman> You can smell the ribs, and chicken, and strawberries.

[22:19] * Blake`` pays

[22:19] * Kaiser_Trantin looks at the others and licks his lips as he pays as well

[22:19] * Abaddos plops down the coins, and shouts out "Keep 'em comin!"

[22:20] <DM_Tolman> She shows you all to a table that seats 6.

[22:20] <Shalanda> "5 gold? I'm happy with sandwiches. Thanks anyway."

[22:21] <DM_Tolman> Immediately, soups and wine are brought to the table before you. A salad with cherry topping is set beside as well.

[22:21] * Lucius_Marbrand goes with the samnwiches

[22:21] <DM_Tolman> You find yourself with an opportunity to eat as you've not since you were acosted on the road so long ago. And, with an opportunity to talk about the next two days.

[22:21] <DM_Tolman> (well, 3 of you do)

[22:22] <DM_Tolman> Lucius and Shalanda, you head down the stairs at the end of the lobby. It opens into a small hall, with the tavern open to the side. It is virtually empty.

[22:23] * Kaiser_Trantin feeds some of the cherry topping to Azira who chirps happily in his pouch

[22:23] <Shalanda> "A nice quiet setting."

[22:24] * Abaddos glances over at the little lizard. "Are...those things...sanitary?"

[22:24] * Kaiser_Trantin doesn't even bother looking at Abados, nor does he respond.

[22:25] <Shalanda> "So Lucius, let me ask you something."

[22:26] <Lucius_Marbrand> "Yes?"

[22:26] <Shalanda> "Why do you think Abaddos wanted to come with us today to the temple?"

[22:26] * Abaddos frowns into the very large amount of food in front of him.

[22:26] <DM_Tolman> A man walks up behind Kaiser, holding a mug.

[22:26] * Kaiser_Trantin looks over at the man.

[22:27] <Lucius_Marbrand> "So he could steal from the collection plates most likely"

[22:27] <DM_Tolman> Man: "You... you're one of those dragon-cousins from the east, right?"

[22:27] <Kaiser_Trantin> "I'm a dragonborn, Yes."

[22:27] * Abaddos hears this, and groans loudly, muttering something about 'fanboys' under his breath.

[22:28] <DM_Tolman> Man: "You tossed the anvil at the Champion's tourney, didn't you?"

[22:28] <Shalanda> "He may be rude, crude, and rough around the edges, but I don't think thievery is something he would do unless he was desperate."

[22:28] <Kaiser_Trantin> "Yes"

[22:28] <DM_Tolman> Man: "Woa, you made it sail. Nice work. I had hefy arms in my day. Well... well met."

[22:29] <DM_Tolman> He pats you on the shoulder and turns to walk off.

[22:29] <Kaiser_Trantin> "Thank you sir."

[22:29] <DM_Tolman> Shalanda and Lucius, you sit down at a table in the empty room. There seems noone around to serve you.

[22:30] * Abaddos smolders in his chair.

[22:30] <Lucius_Marbrand> "So.. what happened to those sandwiches?"

[22:30] <Abaddos> "Can't you go anywhere without being the star of the show?"

[22:31] * Blake`` laughs and adds "you made a good toss"

[22:31] * Kaiser_Trantin shrugs

[22:31] <Shalanda> "I don't know, but I'm not about to waste 5 gold on a lavish meal when coin has been quite scarce on this trip."

[22:31] <Blake``> "its to bad the others didn't join us"

[22:31] <Kaiser_Trantin> "I wish to eat my fill, who knows when the next time we'll be able to eat like this is."

[22:31] <Kaiser_Trantin> (Speaking of food, I need some, brb)

[22:32] <Blake``> "you make a good point, who knows where we will end up after speaking to Fallows, if we locate him"

[22:32] <Lucius_Marbrand> "Well, also as a man of the cloth I do not feel that such sort of ... "

[22:32] <DM_Tolman> As you finish the soup and the salad, a platter with a mound of ribs is placed in the center of the table... along the outskirts of the platter are half-chicken cuts.

[22:33] <Lucius_Marbrand> "decadence, is appropriate"

[22:33] <Abaddos> "If we'll even survive."

[22:33] <DM_Tolman> A bowl of seasoned sauce is placed as well as a plate of cobbed corn, sliced potatoes, cabbage and a bowl of brown beans.

[22:34] * Abaddos looks over at kaiser. "Of course, being dragonborn, you could probably just awe him to death."

[22:34] <Shalanda> "Hmmm, I've never been one for caring either way about decadence."

[22:34] <DM_Tolman> As you make your way into the food, and younger man comes and approaches your table.

[22:35] * Abaddos whispers under his breath. "Another one?"

[22:35] <DM_Tolman> Man with hat: "My buddy says you're the dragon cousin that was in the tourney today?"

[22:35] <DM_Tolman> He looks at you Kaiser.

[22:35] <DM_Tolman> Man with hat: "Your kind can speak Common?"

[22:35] * Blake`` smiles

[22:36] <DM_Tolman> He looks at Blake.

[22:36] * Abaddos speaks up. "Yes, he can. At great length."

[22:36] <Kaiser_Trantin> "Yes, I can speak Common."

[22:36] <DM_Tolman> Man with hat: "Oh. Ok. You, aren't you on the same team?"

[22:36] <DM_Tolman> Man with hat: "You did the target shooting."

[22:36] <Kaiser_Trantin> "Yes, I am on that team, I was throwing the anvils."

[22:37] <Abaddos> "Yeah."

[22:37] <Kaiser_Trantin> (Sorry, was heating up some Pizza in the microwave lol)

[22:37] <Kaiser_Trantin> (Going to need to make another pitcher of tea here before long too)

[22:37] <DM_Tolman> Man with hat: "I thought so... my buddy says you Tieflings all look alike to him, but I think he's silly. You did well with the targets. This all your team?"

[22:38] * Lucius_Marbrand looks around the room

[22:38] <DM_Tolman> Lucius, you see noone.

[22:38] <Lucius_Marbrand> (do I see a table with food?)

[22:38] <DM_Tolman> (not yet)

[22:39] <Lucius_Marbrand> "When they said sandwiches, did they mean, they are serving leftovers?"

[22:39] <Kaiser_Trantin> (Actually excuse me for a few minutes I'm going to make more tea so I don't have to keep running back ot the kitchen to get more. . .Gonna bring the pitcher to the office rofl)

[22:39] * Shalanda shrugs

[22:39] <DM_Tolman> The young man smiles, "Well, honored to meet you. Better luck next year."

[22:39] <DM_Tolman> He turns and walks away.

[22:39] <Blake``> "You sure have caught a lot of eyes Kaiser"

[22:40] <Abaddos> "We...all...look the same? Are you KIDDING ME?"

[22:40] * Abaddos glares at Blake. "Do we look all the same to YOU?"

[22:40] * Blake`` bites into some ribs

[22:41] <Blake``> (sorry i got lost in that convo, would have continued)

[22:41] <Shalanda> "I suppose we shall have to practice patience... a skill I hope Kaiser learns one day."

[22:41] <Blake``> "I don't know if you all look the same, I suppose not"

[22:41] <Abaddos> "You... 'SUPPOSE' not?"

[22:42] <Blake``> "Your the fist of your kind that i've met"

[22:42] <DM_Tolman> After an hour of waiting downstairs, a halfling comes out from behind the bar up to your table, "Whatchya having to drink?"

[22:42] <Abaddos> "And WHAT, pray tell, is wrong with 'MY KIND'???"

[22:42] <Shalanda> "Hmmm, any Feywine?"

[22:42] * Abaddos is seething.

[22:43] <Kaiser_Trantin> "I guess so."

[22:43] <DM_Tolman> (beats me, lol)

[22:43] <Blake``> "Nothing as far as I know, lets just enjoy the food"

[22:43] * Blake`` takes another bite

[22:43] <DM_Tolman> Halfling bartender: "Of course."

[22:43] <Shalanda> "Then I'll take some then."

[22:43] <Kaiser_Trantin> (Well darn, made it a little sweet, oh well, 2 quarts better last me the game XD)

[22:44] <DM_Tolman> He goes in back and returns with a bottle. He opens it and places it on the table with two glasses. "Anything else?"

[22:44] <DM_Tolman> He turns and walks awya.

[22:44] * Abaddos sits back down with a loud thump, and crosses his arms over his chest, looking angry.

[22:44] <Shalanda> "Some sandwiches please."

[22:45] <DM_Tolman> The halfling stops and turns, "Sandwiches? Uhm... ok."

[22:45] <Blake``> "Look Abaddos, if you cross your arms like that, then you can't help eat these ribs or drink for that matter, who cares about the kids comment"

[22:46] <Kaiser_Trantin> "Honestly, I think its just because my kind are rare in these parts it seems. So naturally its going to draw attention."

[22:46] * Abaddos snarls at Blake.

[22:46] <DM_Tolman> He goes in back. After 10 minutes, the halfling returns and puts a a plate of butter sandwiches and beef sandwiches on the table. It looks a sad presentation.

[22:46] * Abaddos snarls at Kaiser too.

[22:46] <DM_Tolman> Halfling: "4 silver for the sandwiches, 5 gold for the wine, please."

[22:47] * Shalanda raises a brow.

[22:47] <Lucius_Marbrand> "I'm not drinking wine"

[22:47] <Kaiser_Trantin> (rofl)

[22:47] <Lucius_Marbrand> "Also we were told it would be two silver for Sandwiches."

[22:47] <DM_Tolman> The halfling looks at Lucius with a confused look, "It's 5 gold for the bottle."

[22:48] <Lucius_Marbrand> "Upstairs I can get as much wine as I want all night for five. You want five for a bottle?"

[22:48] <DM_Tolman> Halfling: "What are you trying to pull? Every meal here is 2 silver for each person, except for the Freeday Feast."

[22:49] <DM_Tolman> Halfling: "Well, it's the house wine. But, that's the feast. What are you doing down here anyways?"

[22:49] <DM_Tolman> Halfling: "I already brought the sandwiches, opened the wine, sirs is there a problem?"

[22:49] <Lucius_Marbrand> "I never requested the wine."

[22:49] * Shalanda sighs and pulls out the coins.

[22:49] * Lucius_Marbrand stops Shalanda

[22:50] <Shalanda> "I ordered the wine, but little did I know it would cost more than an entire feast upstairs."

[22:51] <Lucius_Marbrand> "It's not very nice to try to cheat your customers like this. Couldn't we persuade you to be more ammenible to our needs. If we can't afford to go to the feast, how are we to be expected to pay five gold for a bottle of wine

[22:51] <DM_Tolman> Upstairs, the stacks of ribs get replaced. A long bread is brought and broke for your table. It drips with butter and garlic.

[22:51] <Lucius_Marbrand> (diplomacy I am using)

[22:51] <Abaddos> (Wow, tol, that's brutal.)

[22:51] <DM_Tolman> A short half-elf in the corner of the meal hall begins playing a mandolin.

[22:52] * Blake`` enjoys some more food "you would think Fallows would arrive here early to enjoy this feast"

[22:52] <Abaddos> (I guess this is why you don't split up the party...)

[22:52] <Blake``> (well who goes down for wine and sandwiches at a huge festival)

[22:52] <Kaiser_Trantin> (Poor lol)

[22:52] <Lucius_Marbrand> (should I roll for it?)

[22:52] <Abaddos> (the devotely religious.)

[22:53] <DM_Tolman> Halfling: "Sir, I'm sorry, but you ordered the wine. It is 5 gold for a bottle of wine. What would you have me do?"

[22:53] * Shalanda pays

[22:53] <DM_Tolman> (no roll yet, give him a point to go on)

[22:53] <Lucius_Marbrand> "You know that money which you are trying to cheat us out of , was supposed to go to an orphanage"

[22:53] <DM_Tolman> The halfling takes the coin, "Thank you sir."

[22:54] <Lucius_Marbrand> "I hope you sleep well knowing at night, means that while you enjoy the feast. Poor Orphan children will not be able to do the same"

[22:54] <DM_Tolman> He turns to look at Lucius, "Sir, throwing the term 'cheat' around is offensive. You keep your 2 silver and please leave the tavern now."

[22:54] <DM_Tolman> He glares at Lucius.

[22:55] <DM_Tolman> (roll, Lucius)

[22:55] <Lucius_Marbrand> (on diplomacy?)

[22:55] <DM_Tolman> (sure)

[22:55] <Lucius_Marbrand> 1d20+12

[22:55] <TolBot> Lucius_Marbrand's 1d20+12: 21

[22:55] <DM_Tolman> (Fail)

[22:55] <Lucius_Marbrand> (what kind of penalty are you giving me?)

[22:55] <DM_Tolman> Halfling: "Out, now."

[22:55] * Lucius_Marbrand picks up the Halfling and slams him against the wall

[22:56] <DM_Tolman> He turns to look at Shalanda, "You are free to stay and eat, or take the bottle with you. Sorry about your companion."

[22:56] <DM_Tolman> He turns and heads to the back.

[22:56] <Lucius_Marbrand> "Say that again!"

[22:56] <Lucius_Marbrand> (nobodies around.. bouncers to save this one)

[22:56] <Abaddos> (wow, I almost wish I'd gone with them...)

[22:57] <Lucius_Marbrand> (none)

[22:57] <Lucius_Marbrand> (intimidate)

[22:57] <DM_Tolman> He ignores you and heads through the door. In 5 minutes, another halfling and a half-orc come into the room from behind the bar and move towards your table. The bartender is behind them.

[22:57] * Kaiser_Trantin goes back to eating quietly, occasionally putting some into the pouch for Azira

[22:57] <Lucius_Marbrand> (uhm)

[22:57] <Lucius_Marbrand> (i have him picked up and slammed against a wall)

[22:57] <Lucius_Marbrand> (how does he intend on ignoring me?)

[22:58] <DM_Tolman> Upstairs, as some of you wind down on the ribs.

[22:58] <DM_Tolman> (Lucius, we typed at same time upstream.... i had to ignore your statement, sorry.)

[22:58] <DM_Tolman> (at best, you have to assume the intimidate failed)

[22:59] <Shalanda> "Perhaps it's best that you don't cause trouble tonight. If you like I'll join you elsewhere."

[22:59] <DM_Tolman> Plates of mouse are brought out... chocolate in the shapes of flowers. Strawberries sliced line the plate.

[22:59] <Lucius_Marbrand> (1st my intimidate failed with my +11, and then he managed to get away from me?)

[22:59] <DM_Tolman> (yes, but he's back now if you'd like to have at him)

[23:00] <Lucius_Marbrand> (that's absurd)

[23:00] <DM_Tolman> (later)

[23:00] <Lucius_Marbrand> (even more so than failing a roll with 21)

[23:01] <DM_Tolman> Upstairs, a staff halfling comes to your table, "Would you like whipped cream on top of your chocolate mouse?"

[23:01] <Kaiser_Trantin> (Mouse, as in the rodent lol)

[23:01] * Blake`` nods "of course"

[23:01] <DM_Tolman> Downstaird, the halfling and the half-orc approach your table, "Are you leaving now?"

[23:02] <DM_Tolman> *** As this session of Können land comes to a close ***

5-3-2009:

[20:19] <DM_Tolman> *** Game starting *** (ie. ssshhh)

[20:19] <Abaddos> Hmm. we could certainly use a leader or a striker

[20:19] <Abaddos> (dangit, my bad.)

[20:20] <DM_Tolman> (np)

[20:20] <Shalanda> (The wonders of logging :))

[20:20] <DM_Tolman> Kaiser, Abaddos, and Blake enjoy a final course of their meal in the ground floor dining hall. A halfling woman tops your chocolate dessert with whipped cream.

[20:21] <DM_Tolman> The crowd in the room hasn't lessened any. Others take the place of folks who've already left.

[20:21] * Abaddos stifles a loud belch behind his hand.

[20:21] <DM_Tolman> Downstairs, in an empty basement tavern, normally brewing with some activity but apparently disparate on Freeday evenings, Shalanda and Lucius remain at a table.

[20:22] <Kaiser_Trantin> (ROFL, I had to save the big coward from a KITTEN lol)

[20:22] <DM_Tolman> Lucius, having gotten cross with the bartender, a second halfling and a half-orc security person have approached the table, asking that he leave.

[20:23] * Lucius_Marbrand leaves

[20:23] * Shalanda sighs

[20:24] <DM_Tolman> The bartender moves over and speaks to Shalanda, "Sir, I'm sorry for this. You are free to remain. Are you staying here at the Hilltop?"

[20:24] <Kaiser_Trantin> (*Shalanda slits their throats and eats them for dinner.)

[20:24] <Abaddos> (...Sir?)

[20:25] <DM_Tolman> (oops{

[20:25] <DM_Tolman> "Madam"

[20:25] <Abaddos> (nice save.)

[20:25] <DM_Tolman> (plz ignore the "sir")

[20:25] * Shalanda gives the bartender a burning gaze.

[20:25] <Shalanda> "I'll decide later."

[20:26] <DM_Tolman> The halfling nods, places your two silver back in front of you on the table, and turns as all three of them leave.

[20:27] * Shalanda lifts up the bottle and looks at the two empty glasses on the table.

[20:28] <Shalanda> "Well, here's to drinking alone."

[20:28] * Abaddos sighs with contentment at the table. "So... should one of us check on the others?"

[20:28] * Shalanda takes a swig from the bottle.

[20:30] <DM_Tolman> Shalanda, the wine is quite good.

[20:30] <Shalanda> "Ahhh"

[20:31] <Kaiser_Trantin> (I'll tell you what, its nice not having anything sitting in front of my screens and being able to sit back a bit now)

[20:31] <DM_Tolman> Upstairs, as you finish up your chocolate dessert, a strong, warm coffee liquour in a tiny glass is placed in front of each of your plates.

[20:31] * Kaiser_Trantin sips his softly, savoring it.

[20:32] <DM_Tolman> It is warm, almost bitter, but goes down exceptionally smooth.

[20:35] <DM_Tolman> Shalanda, as time passes with you and your wine, a couple dwarves enter and move to a table beside the bar. They are very dark skinned. The bartender serves them ales.

[20:35] * Shalanda smiles and greets them in overly friendly accented dwarven.

[20:36] <DM_Tolman> They look over, laughing. One of them makes some inuendo about you joining them.

[20:37] * Shalanda shrugs.

[20:37] <Shalanda> "Sure"

[20:37] <Abaddos> (uh-oh)

[20:37] * Shalanda takes another swig.

[20:38] <DM_Tolman> The other laughs, "Olik, be careful with her, the lil elven lass 'ould prolly snap in two under your weight."

[20:38] <Shalanda> "Elven? Since when do I look elven? I'm not a tree hugger... well at least not an elven one."

[20:39] <DM_Tolman> The other speaks up.

[20:39] <DM_Tolman> Olik: "What e'er ya ben, my lap be good enough for ya."

[20:39] <DM_Tolman> He pats the top of his thighs and chugs his mug.

[20:40] <Shalanda> "Yeah, I'm all set where I am."

[20:41] <DM_Tolman> The two dwarves burst out in laughter.

[20:41] <DM_Tolman> In the dining hall, as your meal ends, your table is cleared and a refilled pitcher of ale is placed before you.

[20:42] <DM_Tolman> (no more plans for the nite on my part)

[20:43] <Kaiser_Trantin> (Time of day?)

[20:44] <Shalanda> (Um... night?)

[20:44] <Kaiser_Trantin> (Just confirming)

[20:45] <Shalanda> "So, um... yeah... this wine is great."

[20:45] <Shalanda> (Eeep!)

[20:45] <Harliquin> (It's a King! Revolution!)

[20:48] * Shalanda gets up and staggers upstairs.

[20:48] <Shalanda> "Later dwarves."

[20:48] <DM_Tolman> Shaland retires to her room.

[20:48] <DM_Tolman> (night now, Kaiser and ab)

[20:50] * Kaiser_Trantin heads to his room as well to get some well deserved rest

[20:51] <DM_Tolman> Blake follows Kaiser and heads to his room, too.

[20:51] <DM_Tolman> Blake, "Night, Kaiser. That feast was something else."

[20:51] * Kaiser_Trantin doesn't respond as if he's lost in thought

[20:52] * Abaddos yawns and heads off to bed

[20:53] <DM_Tolman> The evening passes without event. You awake to the usual sounds of bread trays with tea being brought to your rooms.

[20:55] * Kaiser_Trantin wakes and stretches

[20:57] <DM_Tolman> (FYI, Jalem map at: http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[20:57] * Shalanda groans as she comes out of her trance.

[20:58] * Abaddos snores and jerks awake, "A-whahappen?"

[20:58] <Shalanda> "Wow, my head still stings."

[20:58] * Kaiser_Trantin grabs Azira from the windowsill, and puts him back in his pouch and feeds him some of the bread

[20:59] <DM_Tolman> Satyrday is upon you, with no as of yet stated activity. It is tomorrow evening that you've heard that Fallow might return to Jalem, but where to find him, still you do not know.

[21:00] * Abaddos scratches his head, yawning, and walks down to the dining room.

[21:01] <DM_Tolman> The dining room is empty. As is typical, you see folks gathering in the lobby to meet up.

[21:01] * Shalanda heads down to the lobby, clutching her head.

[21:02] * Kaiser_Trantin heads to the lobby as well, as Azira chirps happily while munching on the bread

[21:02] <DM_Tolman> Blake sits on a bench in the lobby, yawning.

[21:03] * Abaddos walks to the lobby.

[21:05] * Lucius_Marbrand meets in the lobby

[21:06] <Shalanda> "Hey

[21:07] <Lucius_Marbrand> "Greetings."

[21:08] * Shalanda winces

[21:08] <Shalanda> "Not so loud."

[21:08] * Lucius_Marbrand raises an eyebrow

[21:08] <DM_Tolman> (FYI: I posted Rumors and Info you've gleaned in a public doc:
http://docs.google.com/Doc?id=dcg2tm5h_14f3bp3nc7)

[21:09] * Abaddos blinks. "You're... hungover?"

[21:09] * Kaiser_Trantin grins "Ok, so this Fallow fellow, I think we need to dig up some information and supply while we are here, before we meet him as well"

[21:10] <Abaddos> "Yeah... where he supposed to be again?"

[21:11] * Lucius_Marbrand shrugs

[21:11] <Shalanda> "Mildly... that and the crack on the head I took yesterday didn't help."

[21:12] <Kaiser_Trantin> "Anyways, my first stop today is the market."

[21:14] <Abaddos> "I guess I'll go with you. Keep the fans from drowning each other to touch your radiant scaly hide."

[21:14] <Kaiser_Trantin> "Maybe they'll take you away and rid me of your burden; but, I doubt we'll be that lucky," he grins.

[21:16] <Shalanda> "I have to see this for myself."

[21:17] <Abaddos> "Just don't get arrested for being drunk in public, princess."

[21:18] <Shalanda> "Whatever."

[21:19] <Kaiser_Trantin> (How do you become proficient with a weapon lol?)

[21:20] <Shalanda> (Class or race training)

[21:20] <Abaddos> (or feat)

[21:21] <Harliquin> (or being beaten about the head and shoulders with it -- The Spartan Way)

[21:22] <DM_Tolman> (Using the map, just describe where you go and what in order to do, and I'll make any in game info needed available)

[21:23] * Shalanda follows Kaiser to see him get rid of Abaddos.

[21:23] <Kaiser_Trantin> (would Simple Melee, or Military Melee include Heavy Blades?)

[21:24] * Lucius_Marbrand follows Kaiser as well

[21:24] <Kaiser_Trantin> (if so, I need to fix my character sheet lol, add my weapon prof bonuses lol)

[21:24] <Kaiser_Trantin> (First stop is to get Rations, so a General Store)

[21:25] <DM_Tolman> Blake seems content on his bench.

[21:25] <DM_Tolman> The four of you head out of Calvar's Mountaintop Inn.

[21:26] <DM_Tolman> (Please be more specific... what path, what gate, what shop or shopping area)

[21:26] <Kaiser_Trantin> (I see, yes, I need to modify some things lol +3 attack on my greatsword XD)

[21:27] <Shalanda> "So where are we going?"

[21:27] <Kaiser_Trantin> "To get supplies"

[21:28] <Kaiser_Trantin> "And information if any is to be found."

[21:29] <Shalanda> "Ok, so where are we going?"

[21:29] <Kaiser_Trantin> "I don't know the market well enough to give you names."

[21:31] <Abaddos> "Well, if you want we can try the bookstore again, see if there's any more information about this Fallon guy."

[21:32] <Lucius_Marbrand> "Sounds like a plan"

[21:32] <Kaiser_Trantin> "Go for it, I have some additional shopping I would like to do after we supply."

[21:33] <Abaddos> "How about you go do your personal shopping while we go find out about the guy we need to find."

[21:33] * Abaddos sneers ever so slightly.

[21:35] <DM_Tolman> (I hope noone is thinking they're waiting on me)

[21:35] <Shalanda> "What about that poor guy you found at the gates, you can find him?"

[21:36] <Kaiser_Trantin> (Store prices by PHB?)

[21:36] <Abaddos> "I doubt it. He doesn't exactly come when I call."

[21:37] <Shalanda> "But he may have information that we need."

[21:39] * Abaddos looks at her, amused. "Fine then..." He shouts out "Heeere, Getzy Getzy Getzy! Heeere Getzy-boy!"

[21:39] * Abaddos looks around, and feigns surprise. "Wow, Shalanda, I am shocked that didn't work..."

[21:39] <Abaddos> "

[21:39] <DM_Tolman> (yes, kaiser)

[21:40] <Kaiser_Trantin> (Aight, I'll post what I'm buying and total prices so you know.)

[21:40] <Harliquin> (I just had an image of Getzy running out, then looking around and saying 'curses! my only weakness!')

[21:40] <DM_Tolman> (lol)

[21:40] * Shalanda gets a rather pisses off look and gives Abaddos a cold gaze.

[21:40] <Kaiser_Trantin> (Rations, Trail (20 days) [10gp])

[21:41] <Abaddos> "And correct me if I'm wrong, but wasn't it you and Scaly who scared him off in the first place?"

[21:41] <Shalanda> "You would be wrong, as I had nothing to do with that conversation in the first place. Geez did the gods bless you with ultimate stupidity?"

[21:42] <Lucius_Marbrand> "Probably."

[21:42] <Abaddos> (oops, forgot to mention that he was looking at Lucius for that one.)

[21:43] * Shalanda starts to head off.

[21:43] <Abaddos> "No, but they DID bless me with a stomach to handle my liquor and the sense to know that things don't happen a certain way just because you want them too,

[21:44] <Shalanda> "I'm going to try to find him, instead of wasting my time with the likes of you."

[21:44] <Abaddos> (wow, I can NOT get endquotes to work today.)

[21:44] * Abaddos grins. "Do you even remember what he looks like?"

[21:44] <Abaddos> (After all, I don't remember if she ever spoke to him.)

[21:44] * Lucius_Marbrand follows Shalanda

[21:45] * Abaddos crosses his arms as they start to leave. "Yanno, you're kind of irritating when you're smashed."

[21:45] * Shalanda heads in the direction of "the poverty gate".

[21:47] * Abaddos throws up his hands and sighs, then hurries after them.

[21:47] <DM_Tolman> (poverty gate?)

[21:48] <Shalanda> (I think it was the Jalem gate, where all the impoverished people and peddlers were?)

[21:48] <DM_Tolman> (correct)

[21:49] * Kaiser_Trantin wanders around the market asking questions about this guy and looking for anything that resembles his missing amulet

[21:49] <DM_Tolman> Shalanda exits the Inn and walks downhill towards Jalem gate. The sea of small homes is downhill off to her right. She passes the public bathhouse as the rest of the group follows behind, save for Blake.

[21:49] <Kaiser_Trantin> (and me, i went to the market)

[21:50] <DM_Tolman> You find Jalem gate busy as you have discovered is typical. Peddlers offer trinkets or sublime services or simply beg for alms. You see no sign of Getz.

[21:50] <Abaddos> (This little Kaiser went to market, this little Blake stayed home... This little Abaddos had roast beef, this little Shalanda had none...)

[21:51] <Kaiser_Trantin> (because she poisoned it)

[21:51] <Harliquin> (lol)

[21:51] <DM_Tolman> Kaiser, you make your way to the open market and its rows of booths and small shops. (I asked you to give me your route.). You are able to find what mundane items you need, save for all but the most basic of armor and weapon.

[21:51] <DM_Tolman> (clever, Ab)

[21:52] <Abaddos> (I'm not entirely sure if you're being sarcastic there...)

[21:52] <Kaiser_Trantin> (we where in building num 4 right?)

[21:53] <DM_Tolman> (no. I thought that was clever to think up)

[21:53] <DM_Tolman> (Yes)

[21:53] <Abaddos> (lol. cool.)

[21:54] <Kaiser_Trantin> (Looks like it would have been to the Jalem gate than to the market if that works)

[21:54] <DM_Tolman> (4 = Calvar's Mountaintop inn, 6-12 were specialty trade shops, armor, weapon, book, etc.)

[21:54] <DM_Tolman> (k)

[21:56] * Shalanda looks around the gate for any sign of "Getzy".

[21:57] * Abaddos starts walking up to people and asking what they know about Getz or Fallon.

[21:58] * Warbudgie (kylekauf@a55580.6ca5eca4.74.210.imsk) has joined #groveewood

[21:58] * ChanServ sets mode: +o Warbudgie

[21:58] <Warbudgie> (sorry guys)

[21:58] * Warbudgie is now known as Blake``

[21:58] <DM_Tolman> Blake wakes up from having dozed off on the bench in the lobby of the inn.

[22:00] <DM_Tolman> Shalanda and Abaddos busy themselves at Jalem gate, looking for signs of Getz, whom they've now seen several times at this gate, but who seems to have avoided them after first offering information on Fallow but them having been scared off by the groups intimidation.

[22:00] * Blake`` wipes the sleep from his eyes and waits for his focus to come back...then begins looking around for the others.

[22:00] <DM_Tolman> Shalanda and Abaddos, after a bit of time, you see Blake enter the cover of the Jalem gate passway.

[22:00] * Shalanda looks over at Lucius.

[22:00] * Kaiser_Trantin tries to gather any information at the market while he is there

[22:01] <Shalanda> "We should have left him in the swamp."

[22:01] <Abaddos> "You know I can hear you just fine, right?"

[22:02] <Shalanda> "Apparently."

[22:02] <Kaiser_Trantin> (afk for a few, these chips arn't cutting it)

[22:03] <Abaddos> "And here I thought you were supposed to be all nice and holy..."

[22:04] <Shalanda> "Nice? Nice? Where do you get your information from?"

[22:05] * Abaddos snorts. "Yeah, I get it. A nice Eladrin. Right. Joke's on me."

[22:05] <Shalanda> "A stereotypical angry TIEFLING... how typical."

[22:07] <Abaddos> "Hey, just because you and the humans can't see past the horns and red skin doesn't mean you get to push us around."

[22:08] <DM_Tolman> A little girl with an eye missing holds out a cup to you each.

[22:08] <Shalanda> "Oh, so I'm a bigot huh, because you act all angry and hostile to the world around you. Ooooh I'm the big scary tiefling, everybody hates me because I have mommy issues and am unloved by my peers, because I piss them off."

[22:08] <Kaiser_Trantin> (ok back)

[22:11] * Abaddos glares at Shalanda, and puts a piece of silver in the girl's cup.

[22:11] <Shalanda> "Now if you don't mind, I'm going to continue looking for this Getzy, and leave you to your self-pity."

[22:12] <Abaddos> "You honestly think it matters?"

[22:13] <Shalanda> "What, finding Getzy or your self pity?"

[22:13] * Abaddos grins, and walks by her.

[22:14] <Kaiser_Trantin> (I jus' flipped on "Punisher: Warzone" its so unrealistic its great lol)

[22:14] <Harliquin> (lol)

[22:15] <Abaddos> (I love that movie...)

[22:15] <Abaddos> (:P)

[22:15] <Kaiser_Trantin> (you know, breaking a persons neck with 2 fingers unrealistic lol)

[22:15] <DM_Tolman> The little girl hugs your leg, Abaddos, and then moves on.

[22:15] * Shalanda continues to look around, and try to find out where Getzy is.

[22:15] <Abaddos> (Have you gotten to the part where they're flipping over the rooftops yet?)

[22:15] <Kaiser_Trantin> (no, jus' turned it on)

[22:15] <DM_Tolman> (don't spoil, haven't seen that yet)

[22:16] <Kaiser_Trantin> (anyways, I'm gather information on the street in the market area)

[22:17] <DM_Tolman> Kaiser, after hours of shopping and gathering information, you learned only that there is one merchant who says he's bought purple linen from Getz in the past.

[22:17] <Kaiser_Trantin> (Oh, I was also trying to gather on the F named dude, Fallow I think)

[22:18] <Kaiser_Trantin> (I don't even remember Getz)

[22:19] <Blake``> (getz is the guy i didnt pay to get info from)

[22:19] <DM_Tolman> (sorry, meant to say Getz...)

[22:19] <DM_Tolman> (ack)

[22:19] <DM_Tolman> (meant to say Fallow)

[22:20] <DM_Tolman> (bought purple linen from Fallow in the past)

[22:20] <Kaiser_Trantin> (aight)

[22:20] <Abaddos> "Shalanda?"

[22:20] * Kaiser_Trantin heads to the temple area to pray to Bahamut

[22:20] <DM_Tolman> (Getz was a streetrat you met at Jalem gate, who seemed to know a fair amount about Fallow, or claimed to, but then asked for a donation to tell more, and he was threatened)

[22:21] <DM_Tolman> (any other activity today?)

[22:21] <Shalanda> "What?"

[22:21] <Abaddos> (just us lookin around.)

[22:21] <Kaiser_Trantin> (pray for a new suit of Wyrmscale armor lol)

[22:22] <Kaiser_Trantin> (for free at that)

[22:22] <Abaddos> "You have friends. They will protect you. Don't forget that. I've watched my family get stabbed in the back by those we called friends. I can tell the difference. They will help you."

[22:22] * Kaiser_Trantin heads back to the inn soon afterwards.

[22:23] <Shalanda> "Friends will not protect your family from a plague, and don't undervalue your worth."

[22:24] * Shalanda leaves to return to the inn.

[22:24] <DM_Tolman> After your day's activities, you do not find Getz, or hardly any more news of Fallow the inter-city travelling merchant who sold the bookseller Blake's heirloom book.

[22:25] * Abaddos snorts. "I hear you, Shalanda. My back is clean of steel... as long as you think I'm worth something."

[22:25] <Shalanda> "Whatever..."

[22:26] * Abaddos grins.

[22:26] * Abaddos walks up to the inn.

[22:29] * Shalanda finds a seat alone in the downstairs dining room to eat.

[22:30] * Abaddos sits down in the lobby.

[22:30] <DM_Tolman> As your day ends, you make it back to the inn and find things as usual. As you enter, the front desk asks for this night's room fee.

[22:30] <Kaiser_Trantin> (what is it anyways lol, I can't remember its been what 2 months XD)

[22:30] * Shalanda pays

[22:31] * Blake`` also pays after a day of resting

[22:32] * Kaiser_Trantin pays as well

[22:34] <DM_Tolman> (room is 5 sp / day, including breakfast)

[22:34] <Kaiser_Trantin> (aight)

[22:34] * Lucius_Marbrand pays

[22:35] <DM_Tolman> (It's on page PHB 222, along with the 2 sp for common meal and 5 gp for a feast meal and 5 gp for a bottle of wine, all of which seemed to get me in trouble last week)

[22:35] <Abaddos> (Please... no need to bring that up.)

[22:38] <Shalanda> "Anybody find out anything today, other than Abaddos?"

[22:38] * Abaddos blinks.

[22:38] <Kaiser_Trantin> "one merchant bought a bright purple linen from him, other than that I found nothing."

[22:39] <DM_Tolman> You all gather in the dining hall for a modest (2sp) dinner.

[22:39] <Kaiser_Trantin> (afk again)

[22:40] * Abaddos remains relatively silent throughout the dinner.

[22:41] <Shalanda> "So a merchant. At this rate each one of us should just pick a high profile shop and stay there for the day tomorrow."

[22:41] <DM_Tolman> A woman walks up to your table, and stands behind Lucius.

[22:41] <DM_Tolman> Woman: "So, you were, uh, king of the mountain?"

[22:42] * Abaddos blinks.

[22:42] * Abaddos makes as if to beat his head on the table.

[22:42] <DM_Tolman> The woman blushes, and then glances back at a table with a man and woman at it.

[22:42] <DM_Tolman> Woman: "I saw you at the tourney."

[22:43] <DM_Tolman> The woman puts her hand on her hip, glances back at her table and then at Lucius once more, "It was you, wasn't it?"

[22:44] <Kaiser_Trantin> "Yes, it was him Ma'am, He seems to having a slightly bashful moment." (*grins*)

[22:45] <DM_Tolman> The woman glances at Kaiser and gets a sour look on her face until she looks back at Lucius, "Your friend looked like he was used to being on top."

[22:46] * Shalanda feels her jaw drop.

[22:46] <DM_Tolman> She raises a hand and waves, and then turns and heads back to her table.

[22:46] * Blake`` raises an eyebrow

[22:46] * Abaddos leans over and whispers to Shalanda. "You should see what it's like with the Dragonborn..."

[22:47] <DM_Tolman> Time passes as you eat. (Anything else before retire?)

[22:47] <Kaiser_Trantin> (nope)

[22:47] <Abaddos> (nope)

[22:48] <DM_Tolman> (Reminder, rooms are still: 204 Kaiser, 221 Shalanda, 306 Abbados, 321 Blake & Lucius)

[22:48] * Shalanda rolls her eyes.

[22:49] <DM_Tolman> You plot out tomorrow's potential plans and then make it to your rooms.

[22:50] <DM_Tolman> (ne1 not going to room now?)

[22:50] <Blake``> "I rested all day, i think I am going to head to the tavern before I turn in"

[22:50] * Kaiser_Trantin plays with azira a bit in his room before going to sleep for the night

[22:50] * Blake`` has a few before he turns in

[22:51] <DM_Tolman> Blake, you have some drink. The activity in the Purple Skull taverns includes more than 2 dozen patrons. You see a man you recognize who was boasting aboutu cheating on his wife 3 nights ago. But nothing more.

[22:51] * Abaddos finishes up his food, then trudges up the stairs to the bed.

[22:51] <DM_Tolman> As you each turn in for the night, the evening passes quietly

[22:51] <DM_Tolman> ... until ...

[22:52] <Abaddos> (this session of konnen draws to a close...)

[22:52] * Blake`` is now known as Warbudgie

[22:52] <Abaddos> (oy, that's me, not him!)

[22:52] <Shalanda> (Hey hey hey, no jumping the gun.)

[22:52] <Kaiser_Trantin> (rofl)

[22:52] <DM_Tolman> sometime after midnight, you are awoken by something like a canon sound...

[22:53] * Warbudgie is now known as Blake``

[22:53] <Shalanda> (Cannon?)

[22:53] <Blake``> (good joke abaddos)

[22:53] <DM_Tolman> ... then Shalanda, Blake and Lucius heard a blood curdling scream...

[22:53] <Abaddos> (No, canon, as in, you're awakened by a sound that remains true to the original storyline.)

[22:54] * Blake`` grabs his sword and runs outside the inn

[22:54] <DM_Tolman> ... then Blake and Lucius, your door bursts open as a small man goes flying through it, landing dead atop Lucius, a dirk sticking out of his skull...

[22:54] * Shalanda snaps out of her trance, grabs her scythe to investigate.

[22:54] <Blake``> (opps)

[22:54] * Abaddos jumps from his bed. "I-uhwanna ride da pony..."

[22:54] <DM_Tolman> *** As this session of Können Land comes to a close ***

[22:54] * Kaiser_Trantin snaps awake at the sound of the canon and quickly gathers up Azira and his gear

5-10-2009:

[20:19] <DM_Tolman> *** And now begins Session 27 of the Können Land campaign ***

[20:20] <DM_Tolman> The party bedded down for the night in their rooms at Calvar's Mountaintop Inn.

[20:21] <DM_Tolman> Fast asleep, an explosion awakes most residents of the inn, but then Blake and Lucius in room 319 (sorry said 321 previously) have their door busted open as a man goes hurdling through is, landing atop Lucius.

[20:22] <DM_Tolman> (I have a map for you...)

[20:23] <Blake``> (k)

[20:24] <DM_Tolman> (Can you see it here? http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[20:25] <Lucius_Marbrand> (brb)

[20:25] <Shalanda> (Yep)

[20:25] <Kaiser_Trantin> (Can you hear me now? Good?)

[20:26] <DM_Tolman> (Do Slide menu to zoom in)

[20:26] * Blake`` springs up startled by the sudden event

[20:26] * Lucius_Marbrand (sharma@a4a5064.dsl.282eb7d8.ca.hmsk) has joined #grovewood

[20:26] <Shalanda> (Question: I'm in room 221, but that does not seem to appear on the map)

[20:26] <DM_Tolman> (you're actually in 219, sorry, miscounted before)

[20:27] <Kaiser_Trantin> (what room am I in again lol)

[20:27] * Shalanda hurries down the hall for the stairway, having been alerted by the commotion upstairs. (Or so said the DM last game)

[20:29] <Kaiser_Trantin> (nvm, 204 from last sessions log, I hear all of this right lol)

[20:31] <Kaiser_Trantin> (and uber lag or somethin)

[20:31] -> [DM_Tolman] PING

[20:31] <DM_Tolman> (k, everyone clear? sorry for wrong room numbers... you're in the corner room at the end of the hall on the "odd" number side. I thought it was "21" but it's actually "19")

[20:31] <DM_Tolman> (Kaiser, you are 204, yes, and Ab is 306)

[20:32] <DM_Tolman> (Can everyone see the map? any questions before begin?)

[20:33] <Blake``> (sorry last question, what room is the commotion in?)

[20:33] <DM_Tolman> (you're about to find out.)

[20:33] * Kaiser_Trantin finishes slapping on his gear and scoops Azira into his pouch, and heads for the door

[20:34] * Blake`` springs up startled by the sudden event

[20:35] <DM_Tolman> Blake, you spring up and see a man lying across Lucius, having hurdled through your door, presumably thrown from the blast that shook your wing of the inn.

[20:35] <DM_Tolman> (sorry for any shortcomings on the map... I didn't get all the room numbers filled in)

[20:36] * Blake`` checks on Lucius

[20:36] <DM_Tolman> Lucius is awake.

[20:36] <DM_Tolman> The man is rather heavy set, dressed in common clothes.

[20:37] * Blake`` helps Lucius up

[20:37] * Lucius_Marbrand gets up

[20:37] <Kaiser_Trantin> (by last sessions log, he has a dirk stuck in his skull lol)

[20:37] <Blake``> "That didn't sound good, lets get our stuff and find the others"

[20:38] * Blake`` gets his armor and sword

[20:38] <Lucius_Marbrand> "What was that?"

[20:38] * Lucius_Marbrand gets his armour and sword

[20:38] * Kaiser_Trantin peeks out of his door, his sword in hand

[20:38] * Shalanda continues to run down the hall to get to the top floor.

[20:38] <DM_Tolman> Blake, you and Lucius hear another woman's scream.

[20:39] * Lucius_Marbrand checks the man who had been hurled into their room

[20:39] * Blake`` continues to get his armor on "lets hurry!"

[20:40] <DM_Tolman> Shalanda, he fish your way through the dozen people who have poured into the hallway.

[20:40] <DM_Tolman> Lucius, he is dead.

[20:40] <Lucius_Marbrand> "Dear.. what happened?"

[20:40] * Kaiser_Trantin walks out into the hall, his sword held in a non-threatening manner

[20:40] <Shalanda> "Move out of the way!"

[20:40] * Lucius_Marbrand hauls the dead body into the hall and locks the door behind Blake and himself

[20:41] <DM_Tolman> Lucius, the door across the hall from you is wide open, the room inside is lit.

[20:42] * Blake`` heads out with Lucius

[20:42] <DM_Tolman> Kaiser, you see Shalanda run past you and up the nearby stairs.

[20:42] * Lucius_Marbrand heads towards the door across the hall

[20:42] * Kaiser_Trantin follows quickly after Shalanda, nearly trampling those who get in his path

[20:43] * Blake`` follows Lucius

[20:44] <DM_Tolman> Inside room 324, you see a figure dressed in dark clothes, looking out through the small window. You hear the familiar woman's scream coming from outside now.

[20:44] <DM_Tolman> Shalanda, you have another dozen to press past on the third floor hallway. You see Kaiser right behind you.

[20:44] * Lucius_Marbrand looks at Blake and shrugs

[20:45] <Lucius_Marbrand> "Oi there ...

[20:45] <Lucius_Marbrand> "Room Service..." Lucius calls

[20:45] * Lucius_Marbrand calls in a falsetto voice

[20:45] <DM_Tolman> The man looks at you... you cannot see his face. He turns and jumps out the window.

[20:46] <Kaiser_Trantin> (Room Service, Grovewood Style. "Ma'am would you like your throat slit with that?" lol)

[20:46] <Shalanda> "Geez people, move already!"

[20:46] <Lucius_Marbrand> "I guess he didn't want his bed turned down?"

[20:46] <Blake``> "Get after him"

[20:46] <DM_Tolman> (Note, most every room has a 1.5' by 2' shuttered window)

[20:46] <Lucius_Marbrand> "seriously? How high are we off the ground?"

[20:47] * Blake`` looks down from where the man jumped

[20:47] * Lucius_Marbrand looks out the window

[20:48] * Shalanda tries to push past the people in the crowd to get to her friends.

[20:48] <DM_Tolman> Shalanda, you and Kaiser make it to Blake and Lucius' room. You look to the room on the right and see Blake and Lucius inside, peering out the window.

[20:48] * Kaiser_Trantin walks up to them

[20:48] <Shalanda> "What's going on?"

[20:49] <Lucius_Marbrand> "Well.. someone was in here, and when I asked if they were ok, they jumped out the window."

[20:49] * Shalanda looks out the window.

[20:49] <DM_Tolman> Blake, outside, you see a rope tied up above the window somewhere, going down to the ground.

[20:50] * Blake`` tugs on it

[20:50] <Kaiser_Trantin> "Well," he looks at Blake and Lucius, "if I got startled by you two, I'd probably jump too," he grins.

[20:50] * Lucius_Marbrand slides down the rope

[20:50] <DM_Tolman> The rope hangs sturdily.

[20:50] * Blake`` gets out of Lucius's way

[20:51] * Shalanda fey steps to the ground.

[20:51] <DM_Tolman> Lucius, as your wriggle halfway out the window, you all four hear someone shout from the hallway, "Stop!!!"

[20:51] * Kaiser_Trantin shakes his head and looks back to the door

[20:52] * Lucius_Marbrand turns

[20:52] <DM_Tolman> You see a nimble looking halfling surrounding by at least 3 large half-orcs, two of which have crossbows pointing at you, the other two with blades drawn.

[20:52] <Lucius_Marbrand> "Oh, it's you again."

[20:52] * Shalanda looks up in the direction of the window.

[20:52] * Kaiser_Trantin eyes them, "Oh man. . . "

[20:53] <DM_Tolman> The halfling tilts his head as he stares at Lucius with recognition, "What have you done here?"

[20:53] * Kaiser_Trantin shrugs, "I just came in to see what the comotion was all about," he shrugs again, "Guess whoever jumped out the window is going to get away."

[20:54] * Kaiser_Trantin sheaths his blade and takes a step towards the door

[20:54] <Lucius_Marbrand> "Woke up, terrible wake up service you have here by the way."

[20:54] <Lucius_Marbrand> "You?"

[20:55] * Shalanda scans around the ground for anybody running off, but suspects she isn't going to find anybody since she arrived late to the scene.

[20:55] <DM_Tolman> You can see one of the half-orcs in the hallway sending other inn-residents away. Other adventure seekers have shown up with their blades drawn as well, "Go back to your room... we have things under control."

[20:56] <DM_Tolman> The halfling steps closer to the window, "Move away from there."

[20:56] * Kaiser_Trantin takes another step towards the door cautiously

[20:56] <Lucius_Marbrand> "Sure, but whoever did this is getting away.."

[20:57] * Lucius_Marbrand said with a shrug getting off the window sill

[20:57] <DM_Tolman> As you move away, Lucius, he moves towards but cannot reach the window. His comrade moves over and glances outside.

[20:58] * Shalanda looks up to the window sill.

[20:58] <Shalanda> "Anybody see which way the guy went?"

[20:58] <DM_Tolman> The halfling looks up at you Lucius, "I am Nockly. I am in charge of security at Calvar's, as you have already seen. And whatever plan you have here has been foiled. Whose room is this?"

[20:58] <Blake``> (are we all in this room?)

[20:59] <DM_Tolman> (yes)

[20:59] <Lucius_Marbrand> "How do I know? It's not my room."

[20:59] <DM_Tolman> From out in the hall, "Get out of the hall and back to your room."

[20:59] <Lucius_Marbrand> "Aren't you security here? Shouldn't it be YOUR job to know whose room this is?"

[20:59] * Kaiser_Trantin looks at Nockly, "In that case Mr. Nockly, may I leave the room, I have no business here, I only wished to see what the commotion was about."

[21:00] <Blake``> "yeah, i think Lucius is right, you have some explaining to do Halfling, who was the man in here and who was the woman screaming, and what was the explosion?"

[21:02] <DM_Tolman> The half-orc at the window turns towards the room, "She down there, she is with you as well?"

[21:02] <Lucius_Marbrand> "Who?"

[21:02] <DM_Tolman> (Shalanda is down on the ground below the window.)

[21:03] <DM_Tolman> The half-orc points out the window, "That Eldarin down there... she ask me where someone went."

[21:03] <DM_Tolman> Nockly looks at Kaiser, "If you'll remain a moment, please."

[21:03] <Lucius_Marbrand> "Ohh.. yea, she went looking for who ever was in here."

[21:04] * Kaiser_Trantin nods and digs some rations out of his pack and feeds a little piece to Azira while he waits

[21:04] <DM_Tolman> Nockly begins looking around the room.

[21:04] * Shalanda calls up to the half-orc in the window.

[21:04] * Lucius_Marbrand waits for the Halfling rather bored

[21:05] <DM_Tolman> He moves over and inspects the door and moves out into the hall. He pushes on the door of Blake and Lucius' room and it swings open. He looks inside, stepping over the body.

[21:05] <Shalanda> "Look, whomever that was is getting away. I can go look for him, or go back to my room. Your choice."

[21:05] <Blake``> "Go look for him"

[21:05] <DM_Tolman> Nockly, "Whose room is this?"

[21:05] <Lucius_Marbrand> (uhm)

[21:05] <Lucius_Marbrand> (tol)

[21:05] <Lucius_Marbrand> (are you again not reading what I wrote?)

[21:05] <DM_Tolman> (Shalanda, the half-orc doesn't answer you)

[21:05] <Kaiser_Trantin> (here we go again. . .)

[21:05] <Lucius_Marbrand> (body was pulled out of the room..)

[21:06] <DM_Tolman> (yes, he steps over the body in the hall and moves to your door)

[21:06] <Blake``> "Shalandra go, see if you can find any trace"

[21:06] <Lucius_Marbrand> (sorry ^.^)

[21:06] <DM_Tolman> (calm your tone down, too, son)

[21:06] <Lucius_Marbrand> (i will, sorry)

[21:06] <Shalanda> (IRC... it's easy to miss stuff. Trust me I know.)

[21:06] <DM_Tolman> (when I do miss something, point it out kindly)

[21:07] <Lucius_Marbrand> (i will, I apologise)

[21:07] <DM_Tolman> Nockly, "Whose room is this? The door has been broken open as well."

[21:07] * Shalanda starts to look around the general area for any signs of some strange person or clues, staying close enough to the window in case somebody needs to call out to her.

[21:07] <Lucius_Marbrand> (afk one sec)

[21:08] <Kaiser_Trantin> ([20:40:55pm] * Lucius_Marbrand hauls the dead body into the hall and locks the door behind Blake and himself)

[21:08] <DM_Tolman> Shalanda, with your eyes, you can still see well enough to get around. The only activity you make out is near the inn's entrance.

[21:09] <DM_Tolman> (Yes, the lock on the door is broken.. .he pushed it open easily)

[21:09] <DM_Tolman> (It broke through the door jam with tne man hurdled through it.)

[21:10] * Kaiser_Trantin leans agains the wall

[21:11] <Lucius_Marbrand> (back)

[21:11] <DM_Tolman> Nockly walks back into room 324. It looks to me as if this man in the hall blew out of this room and into the empty room across the hall.

[21:11] <DM_Tolman> (Blake or Lucius... not answering Nockly?)

[21:12] <Lucius_Marbrand> "It's our room."

[21:12] * Blake`` appears "This is our room"

[21:12] <DM_Tolman> Nockly looks up at Lucius, "So, you were staying across the hall from this man?"

[21:13] <DM_Tolman> He looks out into the hall, "That your dagger?"

[21:13] <Blake``> "No, stop trying to figure out what happened and ask what happened"

[21:13] <Lucius_Marbrand> "Nope"

[21:13] <DM_Tolman> Nockly, "Then tell me what happened."

[21:14] <Blake``> "Thats the spirit"

[21:15] <Lucius_Marbrand> "Well, I was sleeping, and I woke to a large bang. I was rather surprised because there was a man on top of me. It was really surprising since I didn't remember.. you know.. sleeping with a man the night before.."

[21:15] <Shalanda> (LOL)

[21:15] <Blake``> "There was also the scream of a woman that we heard several times"

[21:15] <Blake``> "That is what happened in this area of the inn"

[21:15] * Kaiser_Trantin listens quietly, having nothing to add

[21:16] <Lucius_Marbrand> "So I pulled him out of my room, and looked across and there was the tenant here I think. So I asked him if he was ok, to which he jumped out the window. I was going to follow him, but then you arrive."

[21:17] <Lucius_Marbrand> "So, now here I am."

[21:17] * Blake`` nods

[21:17] <Blake``> "My question to you is, what is going on in your inn?"

[21:17] * Shalanda returns back to the window after finding nothing.

[21:17] <Blake``> "also, do you want our help?"

[21:18] <Shalanda> "I'm going back to my room, there is no sign of anything out here."

[21:18] <DM_Tolman> Nockly, "Hmm"

[21:18] <DM_Tolman> He moves out into the hall to speak to someone who has arrived.

[21:18] * Shalanda starts back for her room, after finding no clues of anything.

[21:20] <DM_Tolman> Nockly walks back into the room and looks at Lucius, "It was a he that climbed out the window?"

[21:20] <Lucius_Marbrand> "Who?"

[21:20] <DM_Tolman> (It looked like a male, probably human, Lucius and Blake, though you couldn't be positive)

[21:21] <DM_Tolman> Nockly, "The one you called a tenant."

[21:21] <Lucius_Marbrand> "Oh a he.. sorry.. I misheard you."

[21:21] <Lucius_Marbrand> "My ears are a bit.. ringing still.."

[21:21] <DM_Tolman> Nockly, "Because, the tenant of this room was the dead man in the hall, and a lady with him."

[21:21] <Lucius_Marbrand> "I think it was a man from what I saw, yes."

[21:22] <DM_Tolman> Nockly, "Where is the woman?"

[21:22] <Blake``> "we don't know, her screams were heard outside last"

[21:22] <DM_Tolman> Nockly, "Hmm"

[21:22] <Lucius_Marbrand> "Well, I heard a woman screaming. I have no idea who that woman was.."

[21:23] <DM_Tolman> The half-orc at the window looks at Nockly, "This rope here to get down."

[21:24] <Lucius_Marbrand> "Well, it could have been used to get up too I suppose." Lucius observes

[21:24] <DM_Tolman> Shalanda, you make your way up to the third floor. You have nothing to report, other than that because you saw noone fleeing, your guess would be that they made for the closest cover...

[21:24] <DM_Tolman> ... this would be not for either gate but down the slope into the endless sea of homes.

[21:24] <Shalanda> (I guess I can report in before going to bed.)

[21:26] <Blake``> (afk for 5 mins, sorry, phone)

[21:27] <DM_Tolman> After a LONG time, some other brutes show up. You hear the exchange with Nockly, and glean that they are city guards/officials.

[21:28] <DM_Tolman> They seem to take Nockly's assessment and in time, take your names and room numbers and let you go.

[21:28] * Kaiser_Trantin goes to his room and lays down to rest once he is released from the room

[21:29] <DM_Tolman> Blake and Lucius, you are relocated to room 305, down the hall.

[21:30] <Lucius_Marbrand> "Thanks."

[21:30] <Blake``> (back)

[21:31] <DM_Tolman> The remainder of the night, only two hours worth, passes uneventfully...

[21:31] <DM_Tolman> ... until...

[21:31] <DM_Tolman> ... the sun rises.

[21:32] * Kaiser_Trantin wakes and gathers his gear and Azira and prepares for the day ahead

[21:33] <DM_Tolman> Sunday has arrived.

[21:35] * Blake`` goes to meet the others

[21:35] * Shalanda heads down to eat breakfast.

[21:36] <DM_Tolman> The typical breakfast muffins are delivered to your room early. Down in the Lobby of the First Floor, you see others gathering, sitting on the benches that line the lobby.

[21:37] <Blake``> "strange night last night"

[21:37] * Shalanda sits for breakfast, adjusting the straps of her chainmail that she rarely wears.

[21:38] * Kaiser_Trantin adjusts his gear as well, and feeds Azira as well as himself

[21:39] <DM_Tolman> You see no signs of activity out of the ordinary this morning around the inn. It seems the activity of the night before have been forgotten.

[21:41] <Blake``> "Maybe that Halfling has more news from the events, we should ask him later on if we encounter him"

[21:42] <Kaiser_Trantin> "Perhaps"

[21:43] <Shalanda> "Why don't we stay out of it, since it's not our problem. We have other things to worry about, like finding our captors and getting our belongings back."

[21:45] <Blake``> "I just think we should ask, after all someone was killed in the inn we are staying at last night, i'd say it's our business to know"

[21:46] <Shalanda> "Why are you so nosy?"

[21:46] * Shalanda takes a bite of muffin.

[21:47] <Blake``> "I want to know what went on, who knows what we could learn"

[21:48] <Shalanda> "Death happens around us everyday, and while one can learn from death, there's no reason to go chasing it every chance you get."

[21:48] <Blake``> "your never going to find your things by sitting in an inn and wandering this city"

[21:48] <Blake``> "you have to meet people and get invovled, and eventually our things will find us"

[21:49] <Shalanda> "Funny, that's how you found your book was it not?"

[21:49] <Blake``> "I'd say the book found us"

[21:49] <Shalanda> "By sitting in this very inn."

[21:49] <Shalanda> "And by wandering around this city, you found out who sold that book to the shopkeeper."

[21:49] <Blake``> "I see it differently"

[21:50] <Blake``> "In my opinion the book found us, which led us to a spot in the city where we found the book, because we knew where to look"

[21:51] <Blake``> "and if you see it that way, then sit in the inn and see if it happens again"

[21:51] <Shalanda> "You're imaginative aren't you. So I suppose if we wait here long enough the rest of our stuff will find us too. That sounds convenient."

[21:52] * Kaiser_Trantin shrugs

[21:53] <Blake``> "No, I just think as we get to know more people, and get more involved in the city, in a way that we can, we might have a better chance of coming across our things"

[21:54] <Shalanda> "I for one, plan on trying to find the merchant that sold your book today. I'm going to try that bookshop first, and then go from there."

[21:54] <Blake``> "I am sure we will find him today"

[21:55] <Shalanda> "I am certain of a number of things, but that is not one of them."

[21:56] * Shalanda finishes the last of her muffin and stands up.

[21:57] <Shalanda> "I'm going to that bookshop to see if that merchant has stopped there yet to sell stuff. Anybody like to accompany me?"

[21:57] <Kaiser_Trantin> "So. . . Are we going to go after the Inn assassin, or this Fallow or whatever his name was."

[21:58] <Kaiser_Trantin> "I'll go with you Shalanda, I have nothing else to do while we are here."

[21:58] <Shalanda> "Anybody else?"

[21:58] * Blake`` gets up to go "lets hope he has"

[21:58] * Shalanda looks at Blake and Lucius.

[22:00] * Shalanda heads towards the book seller's shop in search of information.

[22:01] <DM_Tolman> You all get up to leave. Apparently, Abaddos is sleeping in.

22:02] * Shalanda makes a quiet comment to herself about how quiet it is this morning.

[22:05] * Blake`` continues along

[22:06] <DM_Tolman> (ok, I added building name key to the Jalem map)

[22:07] <Shalanda> (woo hoo)

[22:09] * Shalanda continues onward to BBBB Barn.

[22:11] <DM_Tolman> You move down the slope, skirting around the houses on your right. After passing the public Pool and bathhouses, you make your way down the slope to Behamon Briar's Bountiful Book Barn.

[22:14] <Kaiser_Trantin> (Tol, you like long-winded names don't you lol)

[22:14] <DM_Tolman> (:)

[22:14] <DM_Tolman> (Just the shoppes on this hill)

[22:15] <Kaiser_Trantin> (Mad Max's bathhouse of uber doom)

[22:15] <DM_Tolman> You see Sid setting up books on the table in front of his shop.

[22:16] * Shalanda approaches

[22:16] <Shalanda> "Hello and good Sun day to you."

[22:17] * Kaiser_Trantin follows quietly

[22:17] <DM_Tolman> Sid smiles at you coming, "So, I hear you were Muwalaby's Champion's team, ahoy."

[22:18] <Shalanda> "We were. I was hoping we might be able to ask you a few questions."

[22:19] <DM_Tolman> Sid stares.

[22:19] <Shalanda> "We were looking for Fallow, the man who sold you Blake's grandfather's books. Have you seen him about today?"

[22:21] * Kaiser_Trantin looks through the books as he waits, looking for anything on DragonBorn family lines

[22:22] * Blake`` stands listening

[22:23] <Shalanda> "Also do you have a ritual book on making items whole again?"

[22:24] <DM_Tolman> "I do not have books of magicks."

[22:24] <DM_Tolman> "Fallow? You asked about him before, no?"

[22:25] <Shalanda> "We did, yes."

[22:25] <DM_Tolman> "I know not of his whereabouts."

[22:25] <Blake``> "why do I get the impression that he is hard to find?"

[22:25] <DM_Tolman> Kaiser, as you rummage, you see a door to a back chamber and can hear speaking through it.

[22:25] <Shalanda> "Has he ever discussed where he may frequent? A favorite drinking place, a merchant he always sells to, any goods he always seems to have when he stops here?"

[22:26] * Kaiser_Trintin stops for a moment then moves closer of the door, to listen closer, to try to make out what they are saying

[22:27] <DM_Tolman> Sid: "I couldn't say... he simply comes by here, I know not where he goes or from whence he comes."

[22:27] <Lucius_Marbrand> (sorry was a bit distracted)

[22:28] <Shalanda> "That's too bad. Do you by chance know where I could find a seller of rituals?"

[22:28] * Shalanda is just stalling now to keep him distracted for Kaiser's snooping.

[22:29] <DM_Tolman> Sid: "Magicks, well, the random item can be got in the market."

[22:30] <Shalanda> "Any particular merchant or merchants that may be more likely to have them?"

[22:30] <DM_Tolman> "Arrangements can be made with Archy and Will."

[22:30] <DM_Tolman> "But those are for battle items... quite the price tag."

[22:30] <Kaiser_Trintin> (is that the people in back?)

[22:30] <DM_Tolman> Sid: "Of more, I know not."

[22:31] <DM_Tolman> (check the map, Kais)

[22:31] <Shalanda> "Will is the armour is it not?"

[22:31] <DM_Tolman> Sid nods.

[22:31] <Shalanda> (He's asking about the people he is snooping on in the shop)

[22:31] <DM_Tolman> (oh, sorry)

[22:31] <Shalanda> "Who is Archy, I'm not familiar with the name?"

[22:32] <DM_Tolman> Kaiser, as you listen at the doorway, you hear someone speaking.

[22:32] <Kaiser_Trantin> (Yea, I'm trying to overhear what is being said)

[22:32] <DM_Tolman> Voice: "Reverberated through the starless air... So that it made me at the beginning weep."

[22:33] <DM_Tolman> Voice: "Here cowardice must die and be no more... Here lamentation groans, and wailing deep."

[22:33] <Kaiser_Trantin> (is this a closed, say wooden door, open, or cloth?)

[22:33] <DM_Tolman> Voice: "Uncouth tongues.... tongues, I said tongues not hungs... what would hungs mean?"

[22:34] <DM_Tolman> As you peer through the open doorway, you see a young man reading from a pedestal as another sits and scribes in a codex.

[22:35] * Kaiser_Trantin stands in the door way for a moment and watches mindlessly

[22:36] <DM_Tolman> Reader: "Horrible shriekings of despair... Shriill and faint foices, crices of pain and rage,... and with it all, smiting of hands were there... Making a tumult, nothing could assauge."

[22:37] <DM_Tolman> He speaks slow and deliberate as the seated scribe records his words.

[22:37] <DM_Tolman> Sid: "Sorry I can be of no more help."

[22:37] <DM_Tolman> He goes about finishing setting up the book display.

[22:37] * Kaiser_Trantin coughs quietly trying to get himself noticed.

[22:37] <Shalanda> "That's ok, your help was appreciated."

[22:38] <DM_Tolman> Sid approaches you, Kaiser, "Ahoy, may I help you find something in particular?"

[22:38] <Blake``> "So maybe the gate guards?"

[22:38] <Kaiser_Trantin> "Who are they?"

[22:38] <Kaiser_Trantin> "Or more in particular, the one reciting poetry."

[22:39] <DM_Tolman> Sid: "That is my scriptorium... I commission copies here... these are my apprentices, learning the art."

[22:39] <DM_Tolman> Sid: "It would please to not disturb their work."

[22:39] <Shalanda> "I'm thinking of this Archi, and Will. Both would likely be people that Fallow would sell to I think."

[22:39] <Kaiser_Trantin> "Interesting to say the least. Anyways, you wouldn't by chance have any books, or documents in relation to DragonBorn heritage?"

[22:39] <Shalanda> "What do you think Lucius?"

[22:40] * Lucius_Marbrand rubs his chin

[22:40] <Lucius_Marbrand> "You are probably right, there..."

[22:40] <DM_Tolman> Sid: "Heritage, no. Nothing I'm afraid."

[22:41] * Kaiser_Trantin nods, "What about something on Pseudodragons, I found one on my journey, and have had him with me since."

[22:41] <DM_Tolman> Sid shakes his head.

[22:41] <DM_Tolman> Sid: "Let me think."

[22:42] <Shalanda> "We could try the gate guards afterwards I think."

[22:42] <DM_Tolman> He produces a picture book of magical flying vermin. There is a page with a sketch of a pseudodragon.

[22:43] <DM_Tolman> As your time with Sid comes to an end and you make your way down to William Wilhelm's Wonderful Armoury and Archibald Anselm's Auspicious Weaponry.

[22:43] <DM_Tolman> Conversations with them produce nothing as well. One of them knows of Fallow, who has sold or bought a blade on the rare occasion.

[22:44] <Shalanda> "I guess we try the gate guards then."

[22:44] <DM_Tolman> (moving you along ok?)

[22:45] <Kaiser_Trantin> (aight)

[22:45] <DM_Tolman> (you can stay behind, Kaiser)

[22:45] <Shalanda> (works for me)

[22:45] <DM_Tolman> (Jalem gate, Shal?)

[22:45] <Kaiser_Trantin> (I'm fine with movie, I have nothing else lol)

[22:46] <DM_Tolman> YOU make your way into the entrance portico of the Jalem gate. The street loiterers and beggars and peddlers are in place already.

[22:46] <Shalanda> (Blake's call on what gate)

[22:46] <Kaiser_Trantin> (sadly, I'm exhausted and have drunk a quart of tea so far this session lol)

[22:47] <Kaiser_Trantin> (sorry, 2qts, had to look at the container lol)

[22:48] <DM_Tolman> As you make your way to the wall that the three guards stand against, you hear a barrage of "Spare a coin?" "Shine your boots, eh?" "Alms misses? Alms?" "Need a city guide, then, eh?"

[22:49] <DM_Tolman> That last question came from a voice familiar to you, Blake.

[22:49] <DM_Tolman> A small half-elf looks up at you and then those with you, "Oh, it's you again."

[22:49] <DM_Tolman> Getz rises and turns and walks away into the crowd.

[22:51] <Shalanda> "Hey, hold on there!"

[22:51] <DM_Tolman> He disappears through a portico exit.

[22:51] * Shalanda follows him.

[22:52] <DM_Tolman> Shalanda, you see him look back over his shoulder as you holler at him as he bursts into a sprint.

[22:52] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[22:53] * Lucius_Marbrand follows Shalanda

[22:53] * Shalanda breaks off into a run after him.

[22:53] <Blake``> (afk, very sorry i know its bad timing)

[22:53] <DM_Tolman> Lucius and Shalanda sprint after Getz, who scuttles down a slope and into the old market.

[22:53] <DM_Tolman> (Roll spot check each of you)

[22:54] <DM_Tolman> (uhm, hello?)

[22:54] <Shalanda> (Um... spot is 3rd ed. what's the 4th equivalent Perception?)

[22:54] <DM_Tolman> (lol)

[22:55] <DM_Tolman> (sorry, too much NWN)

[22:55] <DM_Tolman> (Yes, percept)

[22:55] <Shalanda> 1d20+4

[22:55] <TolBot> Shalanda's 1d20+4: 15

[22:56] <DM_Tolman> Getz disappears into the crowd unseen.

[22:57] <DM_Tolman> (ok, who is still playing here?)

[22:57] * Shalanda sighs and starts scanning the crowds.

[22:57] <Shalanda> (Blake is afk)

[22:57] <Kaiser_Trantin> (I had to make a bathroom run lol)

[22:57] <DM_Tolman> (quit in 10?)

[22:57] <DM_Tolman> (Is lucius here?)

[22:58] <Lucius_Marbrand> 1d20+3

[22:58] <TolBot> Lucius_Marbrand's 1d20+3: 11

[22:58] <DM_Tolman> (too late anyhow)

[22:58] <Lucius_Marbrand> (i went to get vanilla fudge)

[22:59] <DM_Tolman> (Ok, so plan for the day? Gate guards recall nothing... anything else or just hanging out at Market and the trade shop row?)

[22:59] <Kaiser_Trantin> (Govenors Palace, bwahahahahaha)

[22:59] <Shalanda> (I will stay around this area in hopes that Getz returns)

[23:00] <Lucius_Marbrand> (ditto)

[23:00] <Kaiser_Trantin> (I guess I go get an update on last nights happenings at the Inn, nothing else to do besides wait)

[23:00] <DM_Tolman> (ok, this area as in Old Market, or the Jalem gate?)

[23:00] <Shalanda> (Also will use my crappy streetwise to try to gather some information)

[23:01] <DM_Tolman> (I'm about to make a roll on whether you run into Fallow... need you to tell me where you're planting yourself through the day to search for news of him.)

[23:01] <DM_Tolman> (capiche?)

[23:01] <Shalanda> (Around Jalem gate area, looking for Getz and informaton on Fallow).

[23:01] <Lucius_Marbrand> (i think I will use Street wise to gather info too)

[23:01] <Kaiser_Trantin> (General area of the Inn I guess)

[23:02] <DM_Tolman> (make streetwise rolls all of you)

[23:02] <Lucius_Marbrand> (tell me when I should roll streetwise)

[23:03] <Lucius_Marbrand> 1d20+6

[23:03] <TolBot> Lucius_Marbrand's 1d20+6: 20

[23:04] <Shalanda> 1d20+2

[23:04] <TolBot> Shalanda's 1d20+2: 21

[23:04] <Shalanda> (ooh)

[23:04] <DM_Tolman> Shalanda, as you camp out at Jalem gate, you do see the occassional merchant coming with a cart of goods. Neither checks out to be Fallow. One of them seems to know of him... describes him a ridiculously happy fella.

[23:05] <DM_Tolman> Lucius, in the Market, you find a booth of housewares where the lady shows you a set of spoons she bought from Fallow.

[23:05] <DM_Tolman> The day passes and evening comes.

[23:05] <Kaiser_Trantin> (didn't know if I should roll anything or not?)

[23:06] <DM_Tolman> Kaiser, you learn that the murder from the night before has been turned over to officials, and that all are quite certain the whole ordeal will be forgotten.

[23:07] <DM_Tolman> (out of the ordinary plans for the night?)

[23:07] <Kaiser_Trantin> 1d20+2 (curoosity roll, don't mind this)

[23:07] <TolBot> Kaiser_Trantin's 1d20+2 (curoosity roll, don't mind this): 4

[23:07] <Kaiser_Trantin> (rofl)

[23:08] <Shalanda> (I will hang out around the inn in the evening looking for overly happy fellows)

[23:08] <DM_Tolman> (ne1 else anything different?)

[23:09] <Kaiser_Trantin> (I'll probably go to the theatre to pass the time)

[23:09] <DM_Tolman> (no show on SunDay night. there was one on Freeday evening)

[23:09] <Kaiser_Trantin> (ah no fun lol)

[23:10] <DM_Tolman> The evening passes into morning.

[23:10] <DM_Tolman> (Ok, is the plan to search for Fallow again today?)

[23:10] <DM_Tolman> (If so, please state location and roll Streetwise)

[23:10] <Kaiser_Trantin> (What are buildings 29-31?)

[23:11] <Kaiser_Trantin> (And I'll hang around the market)

[23:11] <Kaiser_Trantin> (if thats the plan for the day)

[23:11] <DM_Tolman> You've not discovered. They look like semi-private buildings.

[23:11] <DM_Tolman> (others?)

[23:11] <Shalanda> (Jalem gate area again)

[23:11] <Kaiser_Trantin> 1d20+2

[23:11] <TolBot> Kaiser_Trantin's 1d20+2: 15

[23:11] <DM_Tolman> (k, roll)

[23:11] <Shalanda> 1d20+2

[23:11] <TolBot> Shalanda's 1d20+2: 3 (Not gonna get far this way.)

[23:12] <Kaiser_Trantin> (Shal, you got lost finding the way out of your room)

[23:12] <DM_Tolman> (Lucius)

[23:12] <Lucius_Marbrand> 1d20+3

[23:12] <TolBot> Lucius_Marbrand's 1d20+3: 19

[23:12] <DM_Tolman> 1d20+1 for Blake

[23:12] <TolBot> DM_Tolman's 1d20+1 for Blake: 3

[23:12] <DM_Tolman> 1d20+2 for Abaddos

[23:12] <TolBot> DM_Tolman's 1d20+2 for Abaddos: 15

[23:13] <DM_Tolman> (Lucius, Market again?)

[23:13] <Lucius_Marbrand> (err that was +6 so it was 22)

[23:13] <Lucius_Marbrand> (yea)

[23:13] <DM_Tolman> (ok, then)

[23:14] <Lucius_Marbrand> (sorry)

[23:14] <DM_Tolman> Lucius, late morning, a lady comes up to you... "Still interested in flatware? I just obtained more from Fallow."

[23:14] <Lucius_Marbrand> "Just? how long ago?"

[23:14] <DM_Tolman> She proudly displays a fork, a knife, and a teaspoon, all brass.

[23:15] <DM_Tolman> She frowns, "Fallow? Aren't you interested in the fork?"

[23:15] <Lucius_Marbrand> "how much?"

[23:16] <DM_Tolman> "Oh be off", she points towards the theatre, "He's down there."

[23:16] * Lucius_Marbrand grins

[23:16] <Lucius_Marbrand> "Thank you." he says leaving her with a gp

[23:16] <DM_Tolman> There are benches between the market and the theatre. Beside one, you see a man showing a scroll to another man.

[23:16] <DM_Tolman> Kaiser, you see Lucius move off quickly.

[23:17] * Kaiser_Trantin follows after Lucius

[23:17] <DM_Tolman> (and let's just say Shalanda, you went to check on the others and see them heading out)

[23:17] * Lucius_Marbrand finds a place from which he can unobtrusively follow Fallow

[23:17] <DM_Tolman> Fallow isn't 'moving'.

[23:18] <DM_Tolman> You hear him talking to another man.

[23:18] * Lucius_Marbrand innocuously seems to browse a shop within earshot, eaves dropping

[23:18] <DM_Tolman> Fallow: "Hey, ho... it is fine parchment. Only one column of the scroll used... a simple inventory. Need a scroll?"

[23:19] <Lucius_Marbrand> (i'm going to find out where he is staying, then I am going to get the rest of the party and go to him)

[23:19] <DM_Tolman> The man give him some coin and leaves with a scroll. Fallow picks up a large wooden, flat box and a sack over his shoulder and wipes his brow.

[23:19] * Shalanda wonders where they are running off to.

[23:20] <DM_Tolman> Shalanda, you stand beside Kaiser and Lucius, a matter of feet away from Fallow.

[23:20] * Kaiser_Trantin whispers to lucious "Get the others, I'll keep him busy."

[23:20] * Kaiser_Trantin walks up to Fallow, "Excuse me"

[23:20] <DM_Tolman> He is an older gentleman. He nods his head in hello casually to any who walk by him. He starts to walk toward the market and then stops to look at Kaiser.

[23:21] * Lucius_Marbrand nudges Shalanda

[23:21] <DM_Tolman> Fallow: "Hey ho, a Dragonkin. Howdy do to your day."

[23:21] <Kaiser_Trantin> "I just observed you making a deal there, may I see whatelse you have for sale my good sir?"

[23:21] * Shalanda gives Lucius a quizzical "What?" kind of look.

[23:21] <DM_Tolman> Fallow: "Always."

[23:21] <Lucius_Marbrand> "Darling... have I ever told you your beautiful..."

[23:22] * Shalanda pauses to think.

[23:22] <DM_Tolman> Fallow opens the box. You see a bunch of junk. Small knives, some spices.

[23:22] * Lucius_Marbrand turns around and embraces Shalanda and whispers in her ear "fallow.."

[23:22] * Lucius_Marbrand steps back

[23:22] <Shalanda> "Nope, I don't think you have yet, now Abad... "

[23:22] * Lucius_Marbrand winks

[23:22] * Shalanda pauses, her face flush.

[23:23] * Shalanda blinks a couple times, then looks over Lucius' shoulder towards Kaiser.

[23:23] <DM_Tolman> Fallow looks up at you, "Anythin in particulars then?"

[23:23] * Kaiser_Trantin takes his time going through it, "I'm looking for something in particular, an Amulet, maybe you've seen one."

[23:23] * Kaiser_Trantin describes the amulet that was stolen from him

[23:23] <DM_Tolman> He drops his shoulder sack and rummages inside.

[23:24] <DM_Tolman> Fallow: "Amulet, you bet. He pulls out of a sace a small jade amulet. Pretty, no? For your wife?"

[23:24] <DM_Tolman> (It is not yours)

[23:24] <Kaiser_Trantin> "Pretty yes, wife I have not."

[23:25] <DM_Tolman> He nods.

[23:25] -Shalanda- But it matches your scales perfectly. :P

[23:26] <Kaiser_Trantin> "Hmm. . ."

[23:26] <Shalanda> "So what are we to do now Lucius?"

[23:26] * Lucius_Marbrand shrugs

[23:26] <Lucius_Marbrand> "No clue..."

[23:27] <Shalanda> "You're sure that's him?"

[23:27] <Lucius_Marbrand> "No need for anything drastic."

[23:27] <DM_Tolman> Fallow shows you a ring of little import, and then tries to get you interested in some purple cloth.

[23:27] <Shalanda> "Well Kaiser can wave us over if he needs us."

[23:27] <Kaiser_Trantin> "Mr. Fallow, Sid from Behamon Briar's Bountiful Book Barn told us about a book you sold to him, and may I ask you a question about it?"

[23:28] <Shalanda> "I want to hear more about my beauty."

[23:28] * Shalanda smirks

[23:28] <DM_Tolman> Fallow: "Eh? Ho hi, a book, I would guess... yes, I don't usually sell books... heavy to carry."

[23:28] * Shalanda keeps an eye on Kaiser and Fallow.

[23:29] * Lucius_Marbrand laughs

[23:29] <Kaiser_Trantin> "That I can agree with. I don't know much about this book myself, except that it belonged to a companion of mine and was stolen from him, and I'm not pointing any fingers, or well, claws in my case, I was just curious at where you obtained it from."

[23:29] <DM_Tolman> Fallow: "Not worth carting them down the road."

[23:30] <DM_Tolman> Fallow: "A book to Sid? Long ago?"

[23:30] <Kaiser_Trantin> "Earlier this week I do beleive."

[23:31] <Kaiser_Trantin> "Perhaps longer, I'm not sure."

[23:31] <DM_Tolman> Sid: "You know, I recall... just a week ago, yes. I didn't bring it to Jalem, I obtained it here. Was selling a set of shields to Willie and passed by Sid's place."

[23:31] <DM_Tolman> Sid: "That's right, I did sell him a book, but I had gotten it just that day I believe."

[23:32] <Kaiser_Trantin> "interesting, could you show me where you got it, I'll make it worth your while atleast?"

[23:33] <DM_Tolman> Sid: "Where I got it? Actually, not far from here... this is where I come mostly in Jalem. One of the street urchin wanted a quick coin and sold it to me."

[23:33] <Kaiser_Trantin> (and its Fallow, not Sid Tol :-P)

[23:33] <DM_Tolman> (ack)

[23:33] <DM_Tolman> Fallow:

[23:33] <DM_Tolman> Fallow: "Where I got it? Actually, not far from here... this is where I come mostly in Jalem. One of the street urchin wanted a quick coin and sold it to me."

[23:34] <Kaiser_Trantin> "Which one is the question, you see, select items where stolen from my group, and we're trying to track them down, so any information or leads on them are what we are in in need of."

[23:35] <DM_Tolman> Fallow: "Hmm. His name... Brent?"

[23:35] <DM_Tolman> Fallow: "No, Letz? no..."

[23:35] <DM_Tolman> Fallow: "Getner? No. Hmm"

[23:36] * Kaiser_Trantin digs out a few gold pieces (3) and hands them to him, "Perhaps this will help,"

[23:36] <DM_Tolman> Fallow: "Hidy ho, I remember. He says to me, 'if there's anythin you need, I can getz it'."

[23:36] <DM_Tolman> Fallow: "The one that sold me the book, his name was Getz."

[23:36] <DM_Tolman> *** And with that realization, this session of Können Land comes to a close ***

5-17-2009:

[20:05] <DM_Tolman> ** And with that realization, now begins session 28 of the Können Land campaign ***

[20:06] <Abaddos> (so... do I just magically appear with the others?)

[20:06] * DM_Tolman sees Kaiser offering coin and gladly takes it.

[20:06] * Lucius_Marbrand scratches his nose

[20:06] <Kaiser_Trantin> "Thank you for your time and information."

[20:06] <DM_Tolman> (Sure... you finished your nap at the inn, and walked around the city, coming upon the rest gathered at the market.)

[20:07] <DM_Tolman> Fallow nods, "Happy to, sir."

[20:07] * Abaddos walks up on the others, hearing the information. "Getz... that little... AGGHGHH! When I get my hands on him..." He begins growling under his breath.

[20:08] * Kaiser_Trantin walks back and tells Lucius_Marbrand and Shalanda

[20:09] <Shalanda> "So, that Getz guy huh. I suppose we should try to figure out where he is."

[20:09] <Kaiser_Trantin> "I guess so."

[20:09] * Lucius_Marbrand nods

[20:10] <DM_Tolman> Getz, the street-savvy resident of Jalem, who initially told the group when Fallow might be expected to show up back in the city, who seems to have his finger on the pulse of Jalem, this same Getz, by some coincidence, appears to be the one who found Blake's book in the first place.

[20:11] <Abaddos> "I suppose we walk around and try to find out where he is."

[20:11] <Lucius_Marbrand> "Ok, so, whats the plan?" Lucius asks Kaiser and Shalanda

[20:12] <Kaiser_Trantin> "No idea, I'm not good at tracking people down."

[20:12] <Shalanda> "Well for one, not letting him know we are hostile towards him, which may be difficult."

[20:12] <Lucius_Marbrand> "Are we hostile?"

[20:13] * Abaddos glares at Lucius.

[20:13] <Kaiser_Trantin> "One of us, perhaps."

[20:13] <Shalanda> "Well we chased him last time, and he doesn't like Abaddos and Blake."

[20:14] <DM_Tolman> (Note, just to recall, we was threatened at the end of your first encounter, where he offered to lead you to fallow for a little coin... so in subsequent encounters, he's fled when he's seen you coming)

[20:14] <DM_Tolman> (afk for 10, sorry... kids to bed)

[20:15] <Abaddos> "He didn't exactly mind me. I was about to offer him coin when he was scared off."

[20:16] * Lucius_Marbrand nods

[20:16] <Lucius_Marbrand> "Maybe Shalanda should approach him?"

[20:16] <Shalanda> I doubt that would work, since I was the one who chased him last time.

[20:16] <Kaiser_Trantin> "She's the aggressive one," he laughs

[20:17] <Abaddos> "Perhaps if I went alone, and tried to lure him back into you guys."

[20:18] <Shalanda> "Good luck with that one."

[20:18] <Kaiser_Trantin> (I don't think I ever met Getz)

[20:18] <Kaiser_Trantin> "Perhaps I should go"

[20:19] <Shalanda> "That might be wise. Have you even met him?"

[20:19] <Abaddos> "Well, what I was thinking is that we can try to get him to follow me into an alley, and you guys block off his escape. Then we can... interrogate him." Ab cracks his knuckles.

[20:19] <Kaiser_Trantin> "I do not think so."

[20:19] <Lucius_Marbrand> "That doesn't seem very friendly."

[20:19] <Shalanda> "It may come to the point where it can't be friendly anymore."

[20:20] <Abaddos> "Fine. Maybe then we'll just go outside and walk around until we find everything that was stolen. I'm sure that'll work EVENTUALLY."

[20:20] <Lucius_Marbrand> "Why doesn't someone buy him dinner and offer him some cash?"

[20:20] <Lucius_Marbrand> (gold)

[20:20] * Shalanda gives Abaddos the "Shut up or I'll smack you" look.

[20:21] * Abaddos pretends he doesn't see it.

[20:22] * Lucius_Marbrand just ignores Abaddos

[20:22] * Lucius_Marbrand rubs his chin

[20:24] <Lucius_Marbrand> "So?"

[20:24] <Lucius_Marbrand> "First question, who would know where Getz was?"

[20:25] <Kaiser_Trantin> "Who knows."

[20:25] <Shalanda> "So our options seem to be... 1. Force, 2. Dinner and Gold, 3. Send Kaiser out to find him."

[20:25] <Shalanda> "He is often seen around the Jalem gate."

[20:25] <Kaiser_Trantin> "We'll only go with Force if I can use Abaddos's skull as my beating stick," he grins.

[20:27] <Abaddos> "How about I show you what you can do with a beating stick?"

[20:28] <Shalanda> "Now now now, there will be time enough for using Abaddos' skull as a beating stick some other time. Today is probably not the day for it."

[20:29] * Kaiser_Trantin laughs heartedly

[20:29] <Lucius_Marbrand> "Ok, so I think option 3 sounds good."

[20:29] <Kaiser_Trantin> "So off to the gate then for me atleast"

[20:30] <Shalanda> "We should be relatively near by though in case there is trouble."

[20:31] * Lucius_Marbrand agrees

[20:32] * Abaddos nods, still glaring.

[20:33] * Kaiser_Trantin turns and heads back towards the gate in search of Getz

[20:34] <Shalanda> "Do you even know what Getz looks like?"

[20:34] * Kaiser_Trantin looks back, "No idea, but that didn't stop us from finding Fallow now did it?"

[20:36] <Shalanda> "Perhaps along the way we can describe to you what he looks like."

[20:36] <Kaiser_Trantin> "Go on ahead"

[20:38] * Shalanda starts describing what he looked like to her along the way.

[20:40] * Kaiser_Trantin nods a few times but doesn't say much taking it in

[20:41] <DM_Tolman> As you make your way to Jalem gate and stand discussing, you see no sign of Getz for a bit.

[20:43] * Shalanda hangs back once she gets near the gate, so as not to be seen easily.

[20:43] <DM_Tolman> Shalanda does his best to describe the half-elf, typical highth.

[20:43] <DM_Tolman> (heigth)

[20:43] <DM_Tolman> (er... heighth?)

[20:43] <Kaiser_Trantin> (Height, no h needed)

[20:43] <DM_Tolman> (that's what was throwing me off)

[20:44] <Kaiser_Trantin> (and Shalanda as a Girl, remember :-P)

[20:44] <DM_Tolman> (oops, sorry, Mage0

[20:44] <Shalanda> (No worries)

[20:46] <DM_Tolman> The group stands back as Kaiser walks into the center of the gate portico, in hopes that Getz never noticed that this Dragonborn, rare a sight as they are in Können, was only just coincidentally nearby whenever he saw the rest of your group.

[20:48] <DM_Tolman> After a bit of time, you still do not see Getz.

[20:49] * Kaiser_Trantin continues to wait patiently

[20:49] * Shalanda watches the area in hopes that Getz makes an appearance.

[20:49] * Lucius_Marbrand wonders why they don't ask someone where he is

[20:50] <Abaddos> "Should you guys be so close, considering how things went over last time he saw you?"

[20:50] <DM_Tolman> As a couple hours pass, you receive a steady barrage of "Alms, sir?" and "Shine ya boots, sir?"

[20:50] <DM_Tolman> (Roll streetwise, Kaiser)

[20:50] <Kaiser_Trantin> (one sec, opening my sheet)

[20:51] <Kaiser_Trantin> (and we need tolbot too)

[20:51] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:51] <Kaiser_Trantin> 1d20+2

[20:51] <TolBot> (You summoned me?)

[20:51] <TolBot> Kaiser_Trantin's 1d20+2: 13

[20:51] <DM_Tolman> After the two hours, you receive no word of Getz.

[20:52] <DM_Tolman> (You can roll again if you remain)

[20:52] <Kaiser_Trantin> 1d20+2

[20:52] <TolBot> Kaiser_Trantin's 1d20+2: 9

[20:52] <Kaiser_Trantin> (rofl)

[20:52] * Lucius_Marbrand asks someone if they know where Getz might be

[20:52] <DM_Tolman> Another hour passes. You grow hungry.

[20:52] <DM_Tolman> (Lucius, roll)

[20:52] <Lucius_Marbrand> 1d20+6

[20:52] <TolBot> Lucius_Marbrand's 1d20+6: 7 (Not gonna get far this way.)

[20:53] <DM_Tolman> (Time passes. as the day grows long.)

[20:53] <Lucius_Marbrand> ('ll try again on the next round)

[20:53] <DM_Tolman> (One more roll from anyone who wants to try)

[20:53] <Lucius_Marbrand> 1d20+6

[20:53] <TolBot> Lucius_Marbrand's 1d20+6: 22

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

[20:53] <TolBot> Kaiser_Trantin's 1d20+2: 10

[20:53] <Abaddos> 1d20+11

[20:53] <TolBot> Abaddos's 1d20+11: 22

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

[20:53] <TolBot> Shalanda's 1d20+2: 10

[20:54] <DM_Tolman> Lucius and Abaddos, from the side of the gate, you both speak to another half-elf that speaks to you about Getz... that you can definitely find him here at Jalem gate most every day... and that if he's not around now, he will be at some point.

[20:55] <Abaddos> "Should we post a watch?"

[20:55] <Kaiser_Trantin> "I will hang around for a bit"

[20:55] <DM_Tolman> But, alas, for now he's not. And as the day grows long and the dinner hour approaches, the crowd at Jalem gate disperses. Fewer travellers come in and out.

[20:55] <Shalanda> "I'll stay too."

[20:56] <Abaddos> "You sure that's a good idea?"

[20:56] <Lucius_Marbrand> "I'm going to bed and coming back tommorow"

[20:57] * Kaiser_Trantin pulls out a Ration and chews on it, feeding a few small pieces to Azira as he waits"

[20:57] <Lucius_Marbrand> "See you in the morning.."

[20:57] * Lucius_Marbrand heads out

[20:58] <Shalanda> "See you."

[20:59] <DM_Tolman> Lucius (and Abaddos?) heads out to the inn, where Blake retired to earlier. Kaiser and Shalanda remain in what quickly become a dark city street, full of black, shady corners.

[20:59] <Abaddos> (I'm remaining)

[21:02] <DM_Tolman> Lucius, back at the inn, all is as usual. Blake offers to join you for dinner in the dining hall.

[21:03] * Lucius_Marbrand has a quiet meal

[21:03] <DM_Tolman> Out on the streets, you begin to see very few travelers. The three guards at the gate close one of the gates, but leave on open before departing their post. Presumably, leaving security up to the watchers from teh nearby tower.

[21:04] * DM_Tolman changes topic to '#GroveWood - Current D&D 4e campaign: "Können" at 8:30ET/7:30CT on Sundays. All are welcome to watch and possibly participate. | Maps: http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx'

[21:06] * Shalanda rubs the edge of her holy symbol, as she patiently waits for something to happen.

[21:06] * Abaddos meanders around a little bit, looking for anyone who might remotely resemble Getz.

[21:07] <DM_Tolman> (How late staying into the night, hoping Getz is going to show?)

[21:07] * Kaiser_Trantin leans against the wall and relaxes, letting time pass slowly, knowing good things come to those who wait. . . most of the time.

[21:07] <DM_Tolman> 1d100

[21:07] <TolBot> DM_Tolman's 1d100: 84

[21:07] <Kaiser_Trantin> (a few more hours tops)

[21:08] * Shalanda keeps an eye on Kaiser, as he gets comfortable, expecting him to succumb to sleep.

[21:08] <DM_Tolman> Abaddos, two women approach you, dressed in very little.

[21:08] <Lucius_Marbrand> (oh dear)

[21:08] <Shalanda> (Uh oh)

[21:08] <Abaddos> (hell yeah)

[21:08] <Kaiser_Trantin> (Ab's gonna get some! lol)

[21:09] * Abaddos blinks. "Well, hello there!"

[21:09] <DM_Tolman> Woman1: "Hi there. Fifteen gold."

[21:10] <Kaiser_Trantin> (10 gold sucky sucky rofl)

[21:10] * Abaddos snorts. "You're pretty, honey, but not that pretty. Twelve."

[21:10] <DM_Tolman> The second woman seems uninterested and scratches at her neck.

[21:11] <DM_Tolman> The first woman turns to walk off.

[21:11] * Shalanda quietly chuckles to herself as she observes one of the women walk off.

[21:11] <Abaddos> (Well, I suppose for the sake of the storyline I must continue "negotiations" with that woman... just for the sake of the storyline...)

[21:11] <Kaiser_Trantin> (lol)

[21:12] <Abaddos> (I'm sure they have some sort of plot relevance...)

[21:12] * Abaddos groans. "Fine, fine, fifteen."

[21:12] <Kaiser_Trantin> (Yea, they're succubus's, all women are. . .j/k before I get myself killed XD)

[21:12] <DM_Tolman> The woman stops and returns, "Come on then."

[21:12] <Shalanda> (Shalanda now has to kill you, before you share her secret with the others.)

[21:12] * Abaddos shrugs and walks off with her.

[21:13] <DM_Tolman> She takes your hand, pulling you around the corner towards the back alley behind the towers.

[21:13] <Abaddos> (We knew she wasn't exactly a nun.)

[21:13] <DM_Tolman> She reaches out asking for the money. The other woman stands at a distance.

[21:13] * Shalanda looks over at Kaiser, and gives the two some privacy.

[21:14] <DM_Tolman> (They are out of sight)

[21:14] * Kaiser_Trantin cracks his neck and looks around some more

[21:14] <Shalanda> (See, some privacy)

[21:14] * Abaddos grins inwardly, praisn ghimself for his intelligence, having only brought twenty gold with him and leaving the rest of it hidden in his room. Jangling his pocket theatrically, though, he counts out fifteen coins and pulls them out.

[21:14] <Abaddos> (ic wut u almost did thar, DM!)

[21:15] <DM_Tolman> She takes the coin and hands it to her friend, who then moves back away once more.

[21:15] * Abaddos smirks. "She the accountant?"

[21:15] <Shalanda> (It's called Pimp, not accountant.)

[21:15] <DM_Tolman> (If I were too, you can not state things like that... you never told me about stowing money... hence, it's all with you still)

[21:16] <DM_Tolman> 2#1d20

[21:16] <TolBot> DM_Tolman's 2#1d20: 14, 19

[21:17] <DM_Tolman> Shalanda and Kaiser, you see a man walk up to you casually.

[21:17] <Abaddos> (Well, I'd assume Ab would be smart enough not to keep all his money in his pockets in case of robbery, but hey, if your storyline wants to override that, I can do nothing about it.)

[21:17] * Kaiser_Trantin looks at the man

[21:17] <Lucius_Marbrand> (and that's when abbs got mugged)

[21:18] <DM_Tolman> (it's not story line... you can't suddenly say, oh yeah, I left all but exactly the amount of coin I now know that I needed back at the room. hehe)

[21:18] <Shalanda> (We are apart, is there a preference on who he goes to?)

[21:18] <DM_Tolman> (Kaiser)

[21:18] <Kaiser_Trantin> (Yea?)

[21:18] <DM_Tolman> Grungy man, "Evenin'"

[21:18] <DM_Tolman> (he goes up to Kaiser)

[21:18] <Kaiser_Trantin> "Evening to you Sir."

[21:19] <DM_Tolman> 1d20

[21:19] <TolBot> DM_Tolman's 1d20: 11

[21:19] <DM_Tolman> Grungy man: "I have tobacco... need any tobacco?"

[21:19] <Kaiser_Trantin> "No Sir, I'm actually waiting for a man named Getz"

[21:20] <DM_Tolman> (shal, spot check)

[21:20] <Abaddos> (Eh, it's all up to you. I'd planned for him to take exactly 1/4 of his money, which is roughly 23 g.)

[21:20] <DM_Tolman> The man nods, "Alright... evenin' to ya then."

[21:20] <Kaiser_Trantin> "Take care."

[21:20] <DM_Tolman> He quickly turns and walks away out of the portcullis.

[21:20] <DM_Tolman> (Listen check, Kaiser)

[21:21] <Kaiser_Trantin> (Listen uses what modifier?)

[21:21] <Abaddos> (So I assume that "the obvious" is happening in the alleyway?)

[21:21] <Shalanda> 1d20+4 for perception

[21:21] <TolBot> Shalanda's 1d20+4 for perception: 15

[21:21] <Kaiser_Trantin> 1d20+3

[21:21] <TolBot> Kaiser_Trantin's 1d20+3: 7

[21:21] <DM_Tolman> (perception, sorry)

[21:21] <DM_Tolman> (I need to stop playing nwn)

[21:22] <Kaiser_Trantin> (lol)

[21:22] <DM_Tolman> Shalanda, in the shadows, you saw for a moment not just the grungy man walking away from Kaiser, but also some movement behind him in the shadows.

[21:22] <Shalanda> (Behind Kaiser or the grungy man?)

[21:22] <DM_Tolman> Abaddos, a half hour passes with the woman behind the tower and then they leave.

[21:22] <DM_Tolman> (Behind Kaiser)

[21:23] <Abaddos> (HALF an hour? You insult me!)

[21:23] <Kaiser_Trantin> (I'm leaning up against a wall, so it'd be hard to be behind me)

[21:23] <Kaiser_Trantin> ([21:07:16pm] * Kaiser_Trantin leans against the wall and relaxes, letting time pass slowly, knowing good things come to those who wait. . . most of the time. <- repost encase you missed it)

[21:23] <DM_Tolman> (Behind, to the side, in the shadows, whatever)

[21:24] * Shalanda heads over towards that alleyway to investigate.

[21:24] <Kaiser_Trantin> (ah ok)

[21:24] <DM_Tolman> (The man spoke to you such that you turned to speak to him... it gave you a 'behind')

[21:24] <DM_Tolman> Shalanda, you move over towards Kaiser.

[21:25] <DM_Tolman> Kaiser, you see Shalanda looking around nearby you.

[21:25] * Kaiser_Trantin looks at Shalanda

[21:25] * Shalanda pats her side around the belt then points to that spot on Kaiser.

[21:26] * Kaiser_Trantin checks his belt as well

[21:26] <DM_Tolman> Kaiser, your belt poich seems spoiled.

[21:26] <DM_Tolman> (pouch)

[21:26] <Shalanda> (Trying to locate the thief who stole from him.)

[21:26] <Kaiser_Trantin> (Urm, Which? I have 2 lol)

[21:26] <Kaiser_Trantin> (One for money and one with Azira)

[21:26] <DM_Tolman> (what's in each?)

[21:27] <DM_Tolman> 1d2

[21:27] <TolBot> DM_Tolman's 1d2: 1

[21:27] <DM_Tolman> (first one)

[21:27] <Kaiser_Trantin> (and if they got Azira he'd be screeching up a storm)

[21:27] <DM_Tolman> 1d25

[21:27] <TolBot> DM_Tolman's 1d25: 21

[21:27] * Abaddos walks back, grinning slightly.

[21:27] <DM_Tolman> (Kaiser, it seems you're missing some coin (21 gold))

[21:28] * Kaiser_Trantin growls and looks around, then quickly checks Azira's pouch as well

[21:28] <DM_Tolman> Azira is asleep.

[21:28] * Shalanda continues to try to locate the thief before he gets away.

[21:28] * Kaiser_Trantin relaxes a little, knowing that Azira is safe, and not to worried about the gold

[21:29] <DM_Tolman> (Shal, roll either insight or perception or streetwise, your choice... let me know which)

[21:29] <Shalanda> 1d20+9 Insight

[21:29] <TolBot> Shalanda's 1d20+9 Insight: 22

[21:30] <DM_Tolman> After the meal and conversatin with Blake, Lucius, you enjoy a drink and relax

[21:30] * Abaddos walks up to Shalanda. "What's goin on?"

[21:30] <DM_Tolman> Shalanda, it seems clear to you that any thief would head into the closet cluttered hiding place, towards the sea of houses out the north end of the gate.

[21:31] * Shalanda heads in that direction, ignoring Abaddos.

[21:32] <Abaddos> "Oy!"

[21:32] <DM_Tolman> Shalanda, you head out the gate and passed the pools and into the houses. On this end, the homes are not in bad shape.

[21:32] * Kaiser_Trantin gives up on Getz, and heads after Shalanda

[21:32] <DM_Tolman> Abaddos, you see Shal and Kaiser head out to the north.

[21:33] <DM_Tolman> Searching around a bit, you see characters looking out of small windows at you from time to time. You are uncertain who to investigate.

[21:34] * Abaddos runs after them.

[21:35] * Shalanda looks around shortly before turning to the others.

[21:35] <Shalanda> "I think your loss is somebody else's gain tonight."

[21:35] * Kaiser_Trantin shrugs

[21:36] <Kaiser_Trantin> "Azira is safe, that is all the matters to me."

[21:37] <Shalanda> "I'm going back to the inn, we can pick this up in the morning I suppose."

[21:37] * Kaiser_Trantin nods and heads back to the Inn as well

[21:38] * Abaddos follows.

[21:39] <DM_Tolman> You return to the inn, hungry. YOu see Lucius about to walk up the stairs to his and Blake's room/

[21:40] * Shalanda sits down to dinner.

[21:40] * Abaddos sits next to Shadala.

[21:40] * Kaiser_Trantin sits down as well

[21:40] <DM_Tolman> The table waiter says she can "scrounge up" dinner, given the late hour.

[21:40] <DM_Tolman> You eat a cold meal.

[21:41] <DM_Tolman> (Anything else for the evening?)

[21:41] * Shalanda then heads off to bed, after paying the 5 sp to renew her room.

[21:42] * Abaddos does the same.

[21:43] * Kaiser_Trantin follows suit

[21:44] <DM_Tolman> The night passes without event...

[21:44] <DM_Tolman> ... until ...

[21:44] <DM_Tolman> ... morning breaks, and your sweetbread and jam arrive at your door.

[21:46] <Shalanda> "Mmmmm"

[21:46] * Abaddos scarfs it down.

[21:46] * Kaiser_Trantin eats slowly feeding bits to Azira

[21:46] * Lucius_Marbrand eats

[21:48] <DM_Tolman> The group reassembles in the lobby after morning rituals.

[21:48] <Abaddos> "When do we leave for the gates?"

[21:48] <Shalanda> "Now?"

[21:48] * Kaiser_Trantin stores the remainder of his gold in his bag, and leaves his empty gold pouch by his side, planning to fill it with stones

[21:51] * Lucius_Marbrand hides the majority of his gold keeping only about five gold with him, and pays for his room

[21:51] <Shalanda> "So how much did they get from your pouch?"

[21:51] <Lucius_Marbrand> (extending it for a few days)

[21:52] <Kaiser_Trantin> "Around 20 gold"

[21:53] <DM_Tolman> You leave the inn and made for the Jalem gate. The streets seem crowded on thie Toolsday morning.

[21:53] <DM_Tolman> (Plan of approach?)

[21:53] <Lucius_Marbrand> (brb sammich)

[21:54] <Shalanda> (No Moonsday?)

[21:55] <Kaiser_Trantin> (I'm gonna hang out and watch for Getz some more)

[21:55] <Shalanda> "So how are we going to do this today?"

[21:55] <Kaiser_Trantin> "I'll wait some more I guess"

[21:55] <Abaddos> "Spread out and hope we see him?"

[21:55] <Shalanda> "I guess that could work."

[21:58] * Shalanda secures a spot for herself away from the crowds in a defensive shadowy corner .

[21:58] * Kaiser_Trantin fills his gold pouch with stones then returns to where he was last night

[21:58] * Lucius_Marbrand looks at what people are selling b the gate

[22:00] * Abaddos stands in the middle of the throng, looking around.

[22:00] * Lucius_Marbrand inquires about Getz

[22:01] <DM_Tolman> (Yesterday was Moonsday)

[22:01] <Lucius_Marbrand> (so today is Toosday?)

[22:01] * Abaddos starts asking random people about Getz.

[22:01] <DM_Tolman> (Lucius, roll streetwise)

[22:04] <DM_Tolman> (anyone roll streetise?)

[22:04] <Shalanda> 1d20+2

[22:04] <TolBot> Shalanda's 1d20+2: 21

[22:06] <Kaiser_Trantin> 1d20+2

[22:07] -> [tolbot] PING

[22:15] <DM_Tolman> Getz relaxes a bit, "I gots the book from nobody. I founds it on the ground."

[22:16] <Abaddos> "Would you be willing to show us where you found it?"

[22:16] <Abaddos> "

[22:18] [Shalanda:#groveewood PING]

[22:20] <DM_Tolman> As Abaddos approaches, Getz takes a step back, suddenly feeling outnumbered.

[22:20] <Shalanda> (Are you reposting?)

[22:20] <DM_Tolman> (no)

[22:21] <DM_Tolman> (Abaddos waved earlier, but hadn't approached I understood)

[22:21] <DM_Tolman> Getz then straightens up and smiles, "show you where I found it? Sure, pal."

[22:21] <Shalanda> "Hey hey, take it easy. All we want to know is where you got the book from. I'd be willing to pay you for the information."

[22:22] <Abaddos> (I caught up earlier.)

[22:22] <DM_Tolman> He looks at you, Shalanda, smiling.

[22:22] * Abaddos sighs to himself, thinking 'Good, smart girl.'

[22:22] <DM_Tolman> Getz: "Whatever you need, I can gets."

[22:22] * Shalanda smiles.

[22:22] <Shalanda> "This could turn into a good business relation then.

[22:23] <DM_Tolman> He drops the dice and step out from around the stool, "Come."

[22:23] <Kaiser_Trantin> (take me as following quietly, afk for a few)

[22:23] <DM_Tolman> He quickly leaves out the gate of the central portcullis, south, towards the open Market.

[22:23] * Shalanda stands and looks around for where the others are.

[22:23] <DM_Tolman> Kaiser and Lucius follow behind.

[22:23] * Abaddos is right at her shoulder.

[22:23] * Shalanda then follows after Getz

[22:23] * Lucius_Marbrand is following

[22:24] <DM_Tolman> Getz deftly moves down the slope through the center of the market. It is difficult to keep up.

[22:25] * Shalanda does what she can to keep pace.

[22:26] <DM_Tolman> At the far edge of the market booths and tables and dents, Getz stops, turns to face you and waves you on, waiting for you to catch up.

[22:27] <DM_Tolman> As you draw near, he holds out his hand, "Just enough to tide Getz over, then?"

[22:28] * Shalanda pulls out a gold coin.

[22:28] <Shalanda> "That can start things off, with plenty more to come if what I learn is worth my coin.

[22:28] <DM_Tolman> Getz looks at the single coin and then retracts his hand.

[22:29] <DM_Tolman> Getz: "If'n you want to know of the book, I's already told you more than a gold coin's worth."

[22:29] <DM_Tolman> He frowns.

[22:29] <Shalanda> "You told me nothing more than what I already knew from talking to Fallow."

[22:29] <DM_Tolman> Getz: "Ten gold and Getz will show you where."

[22:30] <Abaddos> "Ten gold will have Getz slitting our throats and searching our pockets."

[22:30] <DM_Tolman> Getz looks at Abaddos quizically.

[22:31] <Shalanda> "Five coins now, and 7 more if this location you take us to is worth it."

[22:31] * Kaiser_Trantin stands quietly

[22:31] <DM_Tolman> Getz reaches out and his hand and takes 5 coin.

[22:31] <Abaddos> "Of course, you will be getting most of that 7 gold when we arrive safely back in Jalem."

[22:32] * Shalanda hands over 5 coins.

[22:32] <Shalanda> "You're not helpping Abaddos."

[22:32] <DM_Tolman> Getz: "What you mean worth it. I'll show ye right where it lay... for 5 more coin."

[22:32] <Abaddos> "I may be helping more than you know."

[22:32] <DM_Tolman> "It's not away from Jalem, it's not 150 paces from here."

[22:32] <DM_Tolman> (500, rather)

[22:33] <Abaddos> "Hmm. Well, Getz, did you happen to see who left it there?"

[22:33] <DM_Tolman> Getz: "I did not."

[22:33] <DM_Tolman> You never seen him pocket the coin, but at some point, he no longer holds it in his hand.

[22:34] <Shalanda> "I will pay you the extra coins when we arrive."

[22:34] <DM_Tolman> Getz sighs.

[22:34] <DM_Tolman> (diplomacy check, Shal)

[22:34] <Shalanda> 1d20+2

[22:34] <TolBot> Shalanda's 1d20+2: 14

[22:35] <DM_Tolman> Getz shakes his head, "We's be done here, then. I told ye's what I told ye."

[22:35] <Abaddos> "Would you be able to find out who left it there?"

[22:35] <DM_Tolman> Getz backs away.

[22:35] <Shalanda> "Fine, I will give you your five extra coins."

[22:35] <Abaddos> "Getz, you DID promise to show us WHERE it is."

[22:36] <DM_Tolman> Getz stops, "an I'll make good, ifn' you pay the other 5 gold."

[22:36] * Shalanda hands over another 5 gold.

[22:36] <Kaiser_Trantin> "I'm beginning to see why my uncle hated worthless pond scum. . ." he says quietly under his breath.

[22:36] <DM_Tolman> Getz take the coin quickly and turns tail to the east, "Come."

[22:37] * Shalanda follows, making sure to keep pace with him.

[22:37] <DM_Tolman> He leads you into the houses district of the public sector.

[22:37] <DM_Tolman> (You're going to want to look at the map.)

[22:37] <Shalanda> (map up)

[22:37] <Kaiser_Trantin> (I'm having net issues, but I'll trust Shal lol)

[22:38] <DM_Tolman> After jutting into the homes, you see that the ones here are nice... block buildings. Still small, but in nice shape.

[22:38] <DM_Tolman> You pop back out of the homes as Getz leads you to the southern wall, up to a large factory. (Building 26).

[22:40] <Shalanda> "You found the book here?"

[22:40] <DM_Tolman> In this lane, you see the occasional cart and wagon passing to and fro along the southern wall, coming from or to the Old Gate.

[22:40] <DM_Tolman> Getz stops and stands just beside, 30 feet to the west of the southwestern tip of the building.

[22:41] <DM_Tolman> Getz: "It was laying here. I figures it fell from a merchant's wagon."

[22:42] <Kaiser_Trantin> "and which way would you say the merchant was traveling?"

[22:42] <DM_Tolman> Getz: "Getz takes it and walking uphill I sees Fallow. I asks him if it's his. He says no but offers a coin for it. So I takes it."

[22:42] <DM_Tolman> Getz shrugs, "I just saw the book, nothing else."

[22:42] <Kaiser_Trantin> "No guess?"

[22:43] <Shalanda> "More to the point, which merchant would likely carry it, or items of a magical nature into the city?"

[22:43] * Abaddos looks around at what kinds of shops there are around here.

[22:43] <Kaiser_Trantin> "Better yet, where would you go from here?"

[22:43] <DM_Tolman> Getz: "No, no guess. Magical? You can get from time to time. Jalem's a big city... you can get most anything you need, but takes time some time."

[22:43] <DM_Tolman> (Insight check everyone)

[22:44] <Shalanda> 1d20+9

[22:44] <TolBot> Shalanda's 1d20+9: 12

[22:44] <Abaddos> 1d20+1

[22:44] <TolBot> Abaddos's 1d20+1: 3

[22:44] <Kaiser_Trantin> 1d20+1

[22:44] <TolBot> Kaiser_Trantin's 1d20+1: 10

[22:44] <Lucius_Marbrand> (lemme check my mod)

[22:44] <DM_Tolman> (+9 luc)

[22:44] <Lucius_Marbrand> 1d20+9

[22:44] <TolBot> Lucius_Marbrand's 1d20+9: 11

[22:44] <Lucius_Marbrand> (thanks)

[22:45] <DM_Tolman> 1d20+1 for Blake

[22:45] <TolBot> DM_Tolman's 1d20+1 for Blake: 5

[22:45] <Kaiser_Trantin> (rofl, I had the best roll with the lowest mod)

[22:45] <DM_Tolman> (ok, you guys all suck)

[22:45] <Kaiser_Trantin> (meaning unmodded roll)

[22:45] <DM_Tolman> 1d20 for Getz

[22:45] <TolBot> DM_Tolman's 1d20 for Getz: 6

[22:45] <Shalanda> (No, Tolbot sucks)

[22:46] <DM_Tolman> As you look around the setting, you can glean nothing else from the potential source of the book's dropping.

[22:46] <Abaddos> "So... what kind of building is this, Getz?"

[22:47] <DM_Tolman> Getz looks up, "Perfume factory. They make smellin' good stuffs."

[22:47] <Abaddos> "You guys want to see if they recognize the book? Just on an off chance?"

[22:47] * Kaiser_Trantin shrugs

[22:48] <Shalanda> "Well thank you for your assistance, if I have need of any other information or items, I'll come looking for you."

[22:48] <DM_Tolman> (Roll insight again, Abaddos)

[22:49] <Abaddos> 1d20+1

[22:49] <TolBot> Abaddos's 1d20+1: 16

[22:50] <DM_Tolman> Abaddos, a window on the second floor of the building you've taken notice of catches your eye.

[22:50] * Abaddos looks up, and peers at that window. Hey, guys... do you see anything odd?"

[22:50] <Kaiser_Trantin> "Why not, perhaps we can get Shal smelling like something other than a man," he grins widely.

[22:51] <DM_Tolman> Abaddos, looking at the window and back down at where Getz is standing, you find it interesting the congruence between the tow.

[22:51] * Shalanda looks up at the window, then over at Kaiser.

[22:51] <DM_Tolman> (between the two)

[22:51] * Abaddos stands over by Getz, lining it up to see if the book could have fallen from that window.

[22:51] <Shalanda> "I would appreciate not smelling like you.

[22:52] <DM_Tolman> Getz steps to the side and then watches Abaddos look up and measure out the window's trajectory.

[22:52] <Kaiser_Trantin> "I am not a man, I am a dragonborn, therefore, you cannot smell like me."

[22:52] * Lucius_Marbrand looks at the perfume factory

[22:52] <DM_Tolman> Getz: "Yes... hadn't thought o that. In fact, I betcha it was, just from how the book was lyin'"

[22:52] <Abaddos> "Guys... I think we should look inside this factory."

[22:53] <DM_Tolman> Getz: "I did think the book was a bit far off the road to have fallen from a wagon... rolled quite a bit, I did think."

[22:53] * Lucius_Marbrand blinks and evaluates the building after what Abbados said

[22:53] <DM_Tolman> Getz looks at Abaddos, "I betcha that the book got tossed outta that window."

[22:54] <DM_Tolman> *** And with that insight, this session of Können Land comes to a close ***

6-7-2009:

[20:15] <Tolman> *** Game recap ***

[20:15] * Tolman is now known as DM_Tolman

[20:16] <DM_Tolman> The group of five adventurers, long on the trail of the ones who accosted them on the roadside, taking a precious item from each, stand below the window of a perfume factory in the capital city of Jalem.

[20:17] <DM_Tolman> The streetwise guide Getz brought you to this point, where you surmise that one of Blake's books had been tossed out from the window, cast aside as if unwanted.

[20:17] <DM_Tolman> Getz looks at Abaddos, "I betcha that the book got tossed outta that window."

[20:18] <DM_Tolman> *** And now begins session 29 of Können Land ***

[20:20] <Shalanda> "Is this building still in use Getz?"

[20:20] <DM_Tolman> Getz: "Sure 'nough. Smellin' goods, and dyes for whatnots that the tailors and all use. But if you's going in the factory... I'll be taking my leave now if you don't mind?"

[20:21] <Shalanda> "Sure, thank you for your assistance. I'm sure to find you again if I have need of your services."

[20:21] <DM_Tolman> Getz: "Getz don't sticks his nose where it don't belong. And I thinks you are looking for trouble."

[20:21] <DM_Tolman> Getz: "You know where ta find me. And if'n there's anything else you need in the city, ask and I can gets."

[20:21] <Kaiser_Trantin> "We don't look for trouble, it just seems to find us."

[20:21] <DM_Tolman> Getz chuckles and then turns towards the market.

[20:22] <Lucius_Marbrand> "Us?" Lucius says wth an innocent look. "Never"

[20:22] * Abaddos nods. "Then let's go see what trouble we can get to."

[20:23] * Abaddos walks to the door.

[20:23] <Shalanda> "I can see this ending badly for one of us."

[20:24] * Shalanda heads for the door as well.

[20:25] * Kaiser_Trantin hangs back "I agree, lets let him go first. . " he eventually follows

[20:26] <Lucius_Marbrand> "I agree, worse comes to worse. I'll just pretend we don't know him"

[20:26] <DM_Tolman> You walk towards the tall building, two or three stories. The double front doors are closed.

[20:28] <DM_Tolman> Blake: "Why don't I stay outside here and keep a look out?"

[20:28] <Shalanda> "Good idea."

[20:28] * Kaiser_Trantin shrugs

[20:29] * Abaddos grins and shrugs.

[20:29] * Abaddos sneaks over to the door and tries to listen for any sounds behind them.

[20:30] * Shalanda shakes her head.

[20:30] <DM_Tolman> Abaddos, all seems quiet within.

[20:31] * Abaddos tries to open the door.

[20:34] <DM_Tolman> The right door opens inward easily.

[20:34] * Shalanda looks over at Lucius.

[20:35] <DM_Tolman> Inside, you see a ware house with high ceilings... before you is a wide space with boxes stacked against the far wall.

[20:35] <Shalanda> "Who do you think will start swinging first, Kaiser or Abaddos?"

[20:39] * Abaddos looks for any sort of staircase

[20:39] <DM_Tolman> (um... we playin ghere?)

[20:39] * Kaiser_Trantin continues quietly

[20:40] * Shalanda looks for signs of people here.

[20:40] <DM_Tolman> As you enter, you can see to the left the remainder of the floor. Tables are set up againse 3 different walls. Two of them are occupied with a couple figures working with vials and burners.

[20:40] <DM_Tolman> Off to the right are large vats, filled each with some oily substance of varying colors.

[20:41] <DM_Tolman> The workers appear to be human, except one of them is extremely small and stands atop a chair.

[20:41] * Abaddos whispers to the others. "Should we talk to them?"

[20:41] * Shalanda nods

[20:42] * Abaddos yells out "Hey, guys!"

[20:42] <Kaiser_Trantin> (*watches the little guy fall in*)

[20:43] <DM_Tolman> Two of them look up from a table and then back down at their work. Another person walks towards you from the crates, a short dwarf.

[20:43] <DM_Tolman> Watchman: "You picking up?"

[20:43] <DM_Tolman> The dwarf looks at you quizzically noticing your attire and equipmen.

[20:44] <Shalanda> "No, we are not a cleaning group."

[20:45] <Abaddos> ((do we still have the book?))

[20:46] <Kaiser_Trantin> (as far as I know, yes)

[20:46] <DM_Tolman> (Blake would have it in his pack outside)

[20:47] <Shalanda> "Somebody here recently purchased a book, and we are looking to speak with that person."

[20:48] <DM_Tolman> The dwarf looks at you, "We manufacture dyes and perfumes here. You have the wrong place. And we just sell bulk to other textile workers and such."

[20:50] <Shalanda> "Who works on the upper levels of this building?"

[20:51] <DM_Tolman> Dwarf: "Just the managers. No one in now."

[20:51] <Shalanda> "When do the managers return?"

[20:51] <DM_Tolman> He points to a stairwell in the corner that leads up to a catwalk alongside an open office. Back in the corner, a dark hallway leads elsewhere."

[20:52] <DM_Tolman> Dwarf: "if you're not here on my schedule, I got no business with ya. Look if you want, but I don't think there's a manager up there."

[20:52] <DM_Tolman> He turns his back to you.

[20:52] <Shalanda> "Thanks"

[20:53] * Shalanda heads for the managers' offices.

[20:54] <DM_Tolman> You make for the stairs and ascend. From the hallway you see the open office. It's door is open and it has a window with no covering. A couple tables with drawers are inside, as well a a box of files and papers.

[20:54] <DM_Tolman> On one wall of pegs hang workers gloves and aprons and masks, some large, and a couple extremely small.

[20:55] * Abaddos ruffles through the papers.

[20:56] <DM_Tolman> Abaddos, you see purchase orders, chemical recipes for perfumes, other citations regarding color dyes, and more and more purchase orders.

[20:56] <Abaddos> "Nothing of importance here."

[20:56] * Abaddos looks around, specifically around the window.

[20:57] * Kaiser_Trantin stands in the doorway silently

[20:57] * Shalanda looks out the window to see if this is likely the window the book was thrown from.

[20:57] <DM_Tolman> As you look around, you realize that this office does not have a window facing the south, as you are looking for.

[20:57] <DM_Tolman> The window looks out towards the city wall. You can see over into the hills beyond.

[20:58] * Abaddos goes back in the hall to try to find the correct window.

[20:59] * Shalanda tries to deduce the proper room from what she saw out the window.

[21:00] <DM_Tolman> Back in the hall, you look north and see an open door equally well lit. The other direction, in contrast to this well lit area, the hall goes dark, almost unnaturally so, before ending in at a wall.

[21:00] <Abaddos> "Well, who wants to go into the dark creepy room first?"

[21:01] <Shalanda> "I can see well in low-light, I'll take the dark creepy room you are too afraid to go in.

[21:01] <Lucius_Marbrand> "you do"

[21:01] <Kaiser_Trantin> "have fun"

[21:03] * Abaddos grunts. "Fine, just a sec, I'll join you." He walks over to the other lighted room and glances in for a quick second.

[21:03] <DM_Tolman> As you move into the dark portion of the hallway, you do make out a door on the left wall.

[21:03] * Shalanda heads for the dark creepy side.

[21:04] <DM_Tolman> Abaddos, inside this room, you see a disorganized pile of items. It looks like jugs, and boxes, and more robes and gloves and shelves and shelves of empty vials and beakers.

[21:05] * Abaddos mutters, "eh." He heads back to the others.

[21:07] * Abaddos checks in the door on the left.

[21:07] * Shalanda pokes around the dark area looking for clues... or a manager.

[21:07] <DM_Tolman> You all stand in a dark end of the hallway, beside a closed door.

[21:08] * Lucius_Marbrand waits as he watches for danger

[21:08] * Shalanda opens the door.

[21:09] <DM_Tolman> The door is locked.

[21:09] * Shalanda knocks.

[21:09] <DM_Tolman> Nothing happens.

[21:09] * Abaddos checks if there's anything else down this hallway.

[21:09] * Lucius_Marbrand looks at Abaddos

[21:10] <Lucius_Marbrand> "Pick it?"

[21:10] <Shalanda> (Was the window the book was thrown out of open?)

[21:10] * Abaddos glares. "Why does everyone assume that just because I'm a tiefling I can pick locks?"

[21:11] <Shalanda> "I didn't assume you could."

[21:11] <DM_Tolman> (It was closed)

[21:12] <Lucius_Marbrand> "I didn't, I asked you because I know nobody else here can"

[21:12] * Abaddos comes back to the door and tries to pick the lock.

[21:12] <DM_Tolman> (roll theivery check)

[21:13] <Abaddos> 1d20+1

[21:13] <DM_Tolman> (hold)

[21:13] <Kaiser_Trantin> (ROLL) Kaiser_Trantin rolls 1d20+1 and gets 7.

[21:13] <Kaiser_Trantin> :-P

[21:13] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:14] <DM_Tolman> (k)

[21:14] <Abaddos> 1d20+1

[21:14] <TolBot> Abaddos's 1d20+1: 10

[21:14] <Abaddos> (told you I couldn't pick locks. :p)

[21:14] <DM_Tolman> The lock remains, well, locked.

[21:14] <Abaddos> "If at first you don't succeed..."

[21:14] * Abaddos looks around, then casually puts his foot to the door... HARD.

[21:16] <DM_Tolman> The wooden door shakes.

[21:17] <Abaddos> "Grrr...."

[21:17] * Abaddos leans against the nearest wall, then does a bigger shot to the door."

[21:17] <DM_Tolman> (you guys have no thief, do you?)

[21:17] <Abaddos> (I have 1)

[21:18] <Shalanda> (Nope, they both left the game a while ago)

[21:19] <DM_Tolman> (well, you can try again each round if taking 10 doesn't cut it)

[21:19] <Abaddos> "Maybe that loosened it up..."

[21:19] * Abaddos kneels down and tries to pick it again.

[21:19] <Abaddos> (thiev again?)

[21:20] <Shalanda> (Take 20)

[21:20] <DM_Tolman> (I thinks there's no take 20)

[21:20] <Abaddos> 1d20+1

[21:20] <TolBot> Abaddos's 1d20+1: 20

[21:20] <Kaiser_Trantin> (I have Theivery +2)

[21:20] <Abaddos> (now there is)

[21:20] <DM_Tolman> *click*

[21:20] * Abaddos looks up smug. "See? Violence DOES solve everything."

[21:21] <Shalanda> "Oh geez"

[21:22] <DM_Tolman> The door pushes open easily.

[21:22] <Kaiser_Trantin> "He's right in a way Shalanda, we find the person who stole our stuff, kill them, then we kill Abaddos here and all of our problems are solved.. ." he laughs quietly

[21:22] <DM_Tolman> (5 minute break)

[21:23] * Abaddos glares. "I didn't see you gettin off YOUR scaly tail to help."

[21:23] <Lucius_Marbrand> (ok)

[21:23] <Kaiser_Trantin> "Who said I was refering to this current issue"

[21:23] <Abaddos> "Well, let's just say that so far today I've been more useful than you."

[21:26] <Shalanda> "Will you two quit fighting, until after we get out of here?"

[21:26] * Abaddos puts on an innocent face. "Yes, mother."

[21:27] <DM_Tolman> (back)

[21:27] <DM_Tolman> The door swings open after Abaddos so deftly picks the lock.

[21:27] * Abaddos pushes it wide as he enters, eyes scanning.

[21:29] <DM_Tolman> Inside is a rather large room for an office. There is a bed in one corner. A large table and chair are against a wall to the right, under a window.

[21:29] <DM_Tolman> A trunk sits beside the bed, and a larger trunk is on the opposite wall.

[21:30] <Abaddos> "Why thank you, of course we'll make ourselves at home..." Ab walks into the room, and looking around, makes a beeline for the smaller chest.

[21:31] <Shalanda> "Wait wait wait. Watch for traps."

[21:32] * Abaddos makes the innocent face again as he nods rapidly.

[21:32] * Kaiser_Trantin stands by the doorway again

[21:32] * Abaddos inspects the smaller chest, looking for the more obvious traps.

[21:33] * Lucius_Marbrand waits at the door and guards

[21:33] * Shalanda goes to the window to see if this is the likely window the book was thrown from.

[21:34] <DM_Tolman> (Here's the layout: <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[21:35] <DM_Tolman> Shalanda, the window over the table looks down to the area where the book was found.

[21:35] <DM_Tolman> On top of the table are three very different daggers.

[21:35] <DM_Tolman> (meaning, each different from each other. each looks ordinary enough though.)

[21:36] <Shalanda> (Which window the window with the trunk or the window with the table)

[21:36] <DM_Tolman> The small chest does not look trapped.

[21:36] * Abaddos tries to open it.

[21:36] <DM_Tolman> The trunk opens. You see some clothes.

[21:36] * Abaddos moves the clothes around a bit to see if there's anything under them.

[21:37] <DM_Tolman> You see standard personal effects.

[21:38] <Abaddos> "Eh." Abaddos goes to the bigger chest after closing the smaller one.

[21:38] * Shalanda looks around and in the table for any sign of other books, saving the daggers for last.

[21:39] <DM_Tolman> Shalanda, around the table you see nothing else of note.

[21:40] * Shalanda checks out the daggers then.

[21:40] <DM_Tolman> They are three ordinary looking daggers sprawled on the table.

[21:41] * Abaddos similarly checks the bigger case.

[21:41] * Shalanda shrugs

[21:42] <DM_Tolman> (If by "check" you mean look at, you see nothing of note.)

[21:42] <Abaddos> (by check I mean look for traps like I did the last one.)

[21:44] * Abaddos opens it up.

[21:45] <DM_Tolman> 1d20

[21:45] <TolBot> DM_Tolman's 1d20: 20 (Way to go!)

[21:45] * Shalanda checks the bed and under it for anything.

[21:45] <DM_Tolman> 3d6

[21:45] <TolBot> DM_Tolman's 3d6: 16

[21:45] <Shalanda> (Boom)

[21:45] <Kaiser_Trantin> (No. . ssssssss *bite THEN boom!*)

[21:46] <DM_Tolman> Abaddos, as you grasp the trunks clasp, a bolt of lightning seizes your body as you are stunned.

[21:46] * Shalanda turns around.

[21:46] <Shalanda> "See I told you."

[21:46] * Kaiser_Trantin jerks around as well, and laughs quietly as he sees Abaddos

[21:46] <DM_Tolman> (you take 16 HPs of damage)

[21:47] <DM_Tolman> (man, harsh crowd)

[21:47] <DM_Tolman> 1d20

[21:47] <TolBot> DM_Tolman's 1d20: 19

[21:47] <Shalanda> "Are you alright at least?"

[21:47] <DM_Tolman> (oh, now the compassion)

[21:47] <Shalanda> (Harassment first then motherly love.)

[21:48] <Shalanda> (Uh oh, I see the walls growing on the map)

[21:48] * Lucius_Marbrand watches

[21:48] * Abaddos twitches...

[21:49] <Abaddos> "Uh... oww...."

[21:49] * Shalanda goes over to check Abaddos' injuries.

[21:49] <DM_Tolman> (added the hallway)

[21:49] * Abaddos keeps twitching

[21:50] * Shalanda uses her healing word on Abaddos

[21:50] <Lucius_Marbrand> "(whats the url again?)

[21:50] <Shalanda> 1d6+3

[21:50] <TolBot> Shalanda's 1d6+3: 7

[21:50] <DM_Tolman> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>)

[21:50] <Shalanda> (You can spend a healing surge and add 7)

[21:52] * Abaddos gets up as he's healed.

[21:52] <Shalanda> "There, you'll be fine, now get up and be more careful."

[21:52] * Abaddos growls then goes back to the box and kicks it.

[21:52] <Kaiser_Trantin> (*the box blows up*)

[21:53] <DM_Tolman> Shalanda, after tending to Abaddos, you finish noticing there is a small scroll tube on the bedding.

[21:53] * Shalanda takes out the scroll tube and looks it over.

[21:54] * Abaddos roots around in the box for whatever's there.

[21:56] <DM_Tolman> Inside the scroll tube is a letter.

[21:57] * Shalanda reads the letter.

[21:57] <DM_Tolman> (Abaddos, the box wasn't open... do you attempt to open it again?)

[21:58] <Abaddos> (uh... I dunno...)

[21:58] <DM_Tolman> The letter, written in a menacing hand, reads as follows:

[21:58] * Abaddos hesitates, then looks at Shalanda. "What's it say?"

[21:58] <Shalanda> "Shhh, and let me finish."

[21:58] <DM_Tolman> Slead,

[21:58] <DM_Tolman> Abandon your search. No longer necessary.

[21:58] <DM_Tolman> I found the last components I needed from an old fool right in Belthal of all places.

[21:58] <DM_Tolman> Bring what items you've gathered now to the Ai cave. I've already begun the conversion process with the items we've accumulated so far.

[21:58] <DM_Tolman> ~ D

[21:59] <Shalanda> "Hmmm, very interesting."

[22:00] * Shalanda dictates what the letter says to the others.

[22:00] <Abaddos> "I wonder if they're talking about our stuff when they mention what they've accumulated.

[22:01] <Shalanda> "Well, I've learned enough I think."

[22:01] * Shalanda goes over to the table and scoops up the 3 daggers, then over to the large trunk.

[22:02] <Shalanda> "Are you going to open that, or stare at it all day?"

[22:02] * Abaddos looks at his smoldering shirt, then back at her... "I... havn't decided yet."

[22:03] * Abaddos bites down on his lower lip and tries to open the chest again

[22:03] <DM_Tolman> 1d20

[22:04] <TolBot> DM_Tolman's 1d20: 12

[22:04] <DM_Tolman> 3d6

[22:04] <TolBot> DM_Tolman's 3d6: 15

[22:04] * Shalanda takes two of the daggers and stabs them into seems on either side of the handle Abaddos is using.

[22:04] * Lucius_Marbrand sniffs

[22:04] <DM_Tolman> A blast of lightning siezes you once more.

[22:04] * Abaddos yelps and is thrown backward.

[22:04] <Lucius_Marbrand> "Is that cooking flesh I smell?"

[22:05] <Abaddos> (how much damage?)?

[22:05] <DM_Tolman> The lightning hits Shalanda as well, each for 15 damage and you're stunned.

[22:05] <Shalanda> "Ouch, that's smarts."

[22:06] * Abaddos climbs to his feet, then promptly falls over. "No kiddin..." He struggles back up.

[22:06] <Shalanda> "I mean... that's really, really smarts."

[22:06] * Lucius_Marbrand moves over

[22:06] <Abaddos> "There is... obliviously... summin very impertinent in... there..."

[22:06] <Lucius_Marbrand> "Are you alright?"

[22:06] * Abaddos falls down again.

[22:07] * Kaiser_Trantin shakes his head

[22:07] * Abaddos looks at Kaiser. "Wow... Sara... you sure look different..."

[22:07] * Shalanda uses her second healing word on herself.

[22:07] * Abaddos passes out.

[22:07] <Shalanda> 1d6+3

[22:07] <TolBot> Shalanda's 1d6+3: 7

[22:08] * Kaiser_Trantin eyes the chest before grabbing his blade

[22:08] <Kaiser_Trantin> "If you can't beat the trap, beat the chest"

[22:08] * Lucius_Marbrand says a silent word of prayer over Abaddos(LoH)

[22:08] <Abaddos> (Loh?)

[22:08] <Shalanda> "Geez, my hand is twitching."

[22:08] <Shalanda> (Lay on Hands)

[22:08] * Abaddos 's whole body is twitching.

[22:09] <Abaddos> (heals how much?)

[22:09] <Lucius_Marbrand> (i'm using my holy symbol)

[22:11] <DM_Tolman> (mage, I don't think you want to use healing word, do you? cause since you'r enot in combat, you can use surges as you need)

[22:12] <Shalanda> (Well I already used one on Abaddos earlier, so I have another available for this encounter, and since it heals more than a surge, it makes sense to.)

[22:12] <Lucius_Marbrand> (Target regains hit points as if it had spent a healing surge. Also I have Healing hands so you add my charisma modifier)

[22:12] <Lucius_Marbrand> (so 11)

[22:13] <Kaiser_Trantin> (The Sims 2 takes a while to load when you have all of the expansion packs installed lol)

[22:13] <DM_Tolman> (okee)

[22:13] * Abaddos jerks awake.

[22:14] <Shalanda> "Careful with that trunk Kaiser."

[22:14] <Abaddos> "Oww, I dreamed that an old girlfriend turned into a lizard and tied me to a lightning rod..."

[22:14] * Kaiser_Trantin inspects the trunk carefully looking for the location of the trap

[22:14] * Abaddos sits up, dusting off his clothes.

[22:15] <DM_Tolman> (Roll a perception)

[22:15] * Abaddos looks over Kaiser's shoulder.

[22:15] <Lucius_Marbrand> (oh wait)

[22:15] <Kaiser_Trantin> (one sec, pulling up my sheet)

[22:15] <Lucius_Marbrand> 1d6

[22:15] <TolBot> Lucius_Marbrand's 1d6: 5

[22:15] <Lucius_Marbrand> (I healed 16)

[22:16] <Kaiser_Trantin> 1d20+2

[22:16] * Shalanda moves away from the trunk so Kaiser has room to swing.

[22:16] <TolBot> Kaiser_Trantin's 1d20+2: 5

[22:16] <Abaddos> (I'm at 24 hp right now.)

[22:16] <Lucius_Marbrand> (i think)

[22:16] <Kaiser_Trantin> (rofl)

[22:16] <Abaddos> (Can I roll perc too?)

[22:16] <DM_Tolman> (sure)

[22:16] <Abaddos> 1d20+1

[22:16] <TolBot> Abaddos's 1d20+1: 14

[22:16] <Lucius_Marbrand> (i am not sure if I am reading this correctly that it adds 1d6 to my healing throws)

[22:16] <DM_Tolman> Kaiser, Abaddos, you see nothing suspicious.

[22:17] <DM_Tolman> (I already rolled one for you earlier, Ab, actually)

[22:17] * Kaiser_Trantin shrugs and prepares to swing "Back away"

[22:17] <Lucius_Marbrand> 1d20+4

[22:17] <TolBot> Lucius_Marbrand's 1d20+4: 17

[22:18] <Kaiser_Trantin> (been so long since I've had to roll an attack. . lol)

[22:18] <Kaiser_Trantin> (its 1d20+ 1/2lvl + abil + class + prof + feat right?)

[22:19] * Abaddos backs up.

[22:20] <DM_Tolman> Lucius, you see nothing of note as you (presumably) move back from Kaiser.

[22:20] <DM_Tolman> (Uhm, you can just roll damage)

[22:20] <Kaiser_Trantin> 1d10+4

[22:21] <TolBot> Kaiser_Trantin's 1d10+4: 7

[22:42] <TolBot> DM_Tolman's 1d8: 5

[22:42] <Shalanda> (Captain Link Death!)

[22:42] <DM_Tolman> Lucius, as two of your companions remain stunned (despite their dialogue), you see a a blur swish through the doorway at you.

[22:42] <DM_Tolman> (already rolled his)

[22:43] <Lucius_Marbrand> (cool)

[22:43] <DM_Tolman> Lucius, you move out of the way in time as a sword and a dagger glance off your scale mail. Beside you stands the nimble half-elf that helped take you captive on the road side those four weeks ago.

[22:43] <DM_Tolman> `init report

[22:43] <TolBot> Initiative Order: DM_Tolman, 26, Abaddos, 22, Shalanda, 22, Lucius_Marbrand, 21, Kaiser, 9

[22:43] <DM_Tolman> The enemy swirls on you again, Lucius, with two blades, slashing you twice (for 10 HPs).

[22:44] <DM_Tolman> (I've got a storm coming in now too, with tornado warnings on the tv break-in)

[22:44] <DM_Tolman> (Shal, you're up)

[22:44] * Shalanda grins

[22:44] <Shalanda> (Fey step to door, then flanking Avenging Flame)

[22:45] <Shalanda> 1d20+7

[22:45] <TolBot> Shalanda's 1d20+7: 12

[22:46] <DM_Tolman> Shalanda flanks the enemy and misses with her blade.

[22:46] <Shalanda> (if miss, it's 1/2 damage)

[22:46] <DM_Tolman> (you can roll damage)

[22:46] <Shalanda> 2d4+2

[22:46] <TolBot> Shalanda's 2d4+2: 7

[23:12] <Lucius_Marbrand> 1d10+7

[23:12] <TolBot> Lucius_Marbrand's 1d10+7: 8

[23:12] <DM_Tolman> (understand why?)

[23:12] * Ryu is now known as Kaiser_Trantin

[23:12] <Lucius_Marbrand> (of course, I meant to write it in but hit enter by accident)

[23:12] <DM_Tolman> (that's a daily power, and there's a risk it gets lost if you don't hit)

[23:12] <DM_Tolman> (k)

[23:13] <DM_Tolman> (does that +7 damage include the extra STR dam?)

[23:13] <Lucius_Marbrand> (no)

[23:13] <DM_Tolman> (k... shal, you're up)

[23:13] <Lucius_Marbrand> (the first did the second didn't)

[23:14] <Abaddos> (...I thought you said me, but ok.)

[23:14] <DM_Tolman> (and Ab)

[23:14] <Lucius_Marbrand> (i want to use an action point)

[23:14] <Shalanda> (Free action: Divine Fortune: +1 hit, Attack: Righteous Brand)

[23:14] <Lucius_Marbrand> (is that ok?)

[23:14] <DM_Tolman> (Ack... hold on)

[23:14] <DM_Tolman> (ok, lucius)

[23:14] <DM_Tolman> (go)

[23:14] * Lucius_Marbrand takes a second attack Enfeebling Smite

[23:15] <Lucius_Marbrand> 1d20+6 Inc Enfeebling Strike

[23:15] <TolBot> Lucius_Marbrand's 1d20+6 Inc Enfeebling Strike: 10

[23:15] <Lucius_Marbrand> (miss)

[23:15] <DM_Tolman> After Lucius' belated actions, Shalanda moves forward with Divine fortune and Righteous Branding.

[23:15] <Shalanda> 1d20+6

[23:15] <TolBot> Shalanda's 1d20+6: 20

[23:15] <DM_Tolman> (hit)

[23:16] <Shalanda> 2d4+2 (+2 hit bonus to Kaiser again)

[23:16] <TolBot> Shalanda's 2d4+2 (+2 hit bonus to Kaiser again): 6

[23:16] <DM_Tolman> (ab, you're up)

[23:16] <Abaddos> (yeesh, the guy's a tank. Ok, I think I got this. Is he bloodied?)

[23:17] <DM_Tolman> (He does not look bloodied to you)

[23:17] <Abaddos> (ok, just +1 atk if he is.)

[23:18] <Abaddos> 1d20+7 vs Reflex. Eldritch Blast)

[23:18] <TolBot> Abaddos's 1d20+7 vs Reflex. Eldritch Blast): 13

[23:18] <Abaddos> (action point)

[23:18] <Abaddos> 1d20+7 vs Reflex. Eldritch Blast)

[23:18] <TolBot> Abaddos's 1d20+7 vs Reflex. Eldritch Blast): 13

[23:18] <DM_Tolman> Abaddos, you miss your possibly bloodied enemy.

[23:18] <DM_Tolman> ... twice.

[23:18] <Abaddos> (...of course.)

[23:18] <Abaddos> (whatever. go on.)

[23:18] <DM_Tolman> Lucius moves to act.

[23:19] <Lucius_Marbrand> (ok here goes this)

[23:20] * Lucius_Marbrand shift back

[23:21] <Lucius_Marbrand> (no shift , page 288)

[23:21] <Shalanda> (I would assume the standard move action of shift)

[23:22] <DM_Tolman> (got it)

[23:22] <Lucius_Marbrand> (that's my move action)

[23:22] <Lucius_Marbrand> (wait sorry)

[23:22] <Lucius_Marbrand> (attack, move action shift back, minor action divine challenge)

[23:22] <DM_Tolman> (to clarify, it's a move action, not a standard action)

[23:22] <DM_Tolman> (hehe, braniac, nice order.... ok, go ahead... state the attack)

[23:23] <Lucius_Marbrand> (just a normal attack)

[23:23] <Lucius_Marbrand> 1d20+5

[23:23] <TolBot> Lucius_Marbrand's 1d20+5: 18

[23:23] <DM_Tolman> Lucius attacks and misses as Kaiser sets up his action.

[23:23] <Kaiser_Trantin> 1d20+11 (Encounter Exploit: Dance of Steel)

[23:23] <TolBot> Kaiser_Trantin's 1d20+11 (Encounter Exploit: Dance of Steel): 30

[23:23] <Kaiser_Trantin> (SWEET! lol)

[23:24] <Kaiser_Trantin> 2d10+4 (Mob is slowed too)

[23:24] <TolBot> Kaiser_Trantin's 2d10+4 (Mob is slowed too): 17

[23:24] <Abaddos> (you'd better kill this guy. He has at least 30 hp and 20 dex)

[23:25] <DM_Tolman> Kaiser wounds the half-elf as he turns to attack.

[23:25] <Kaiser_Trantin> (To bad thats only a Nat 19 v.v wish it would have been a nat 20)

[23:25] <Abaddos> (we passed 40 hp on him now)

[23:25] <DM_Tolman> (k, quit now?)

[23:26] <Lucius_Marbrand> (if he moves to attack me he gives oppurtunity attacks to both Kaiser and Shalanda, if he doesn't he takes 8 damage)

[23:26] <DM_Tolman> (he can shift, too, luc)

[23:26] <DM_Tolman> (plus, I knw something you don't know :)

[23:26] <Lucius_Marbrand> (right missed that.. my bad)

[23:27] <DM_Tolman> (quit now?)

[23:27] <DM_Tolman> (or stay and die?)

[23:27] <Abaddos> (up to you.)

[23:27] <Lucius_Marbrand> (up to you)

[23:27] <Shalanda> (Kill him)

[23:27] <Kaiser_Trantin> (lol, I'm game for a bit yet)

[23:27] <DM_Tolman> (you're the one that said you had to go... I can go on)

[23:27] <Abaddos> (Actually... let's do 1 more round, if you can.)

[23:27] <Kaiser_Trantin> (Jus' give me a few min to go grab a soda)

[23:27] <Abaddos> (eh...)

[23:27] <DM_Tolman> (It's 25 more minutes, or quit now)

[23:28] <Abaddos> (then quit.)

[23:28] <DM_Tolman> The slowed half-elf glares at you hissing...

[23:28] <Abaddos> (As this session of konnen comes to a close)

[23:28] <DM_Tolman> *** as this session of Können land comes to a close ***

7-12-2009:

[19:54] <DM_Tolman> *** And this begins this 30th session of the Können Land campaign ***

[19:54] <Kaiser_Trantin> (*changes the movie over to "The Hurt Locker"*)

[19:55] <DM_Tolman> Ninja-like Badguy, 26, Abaddos, 22, Shalanda, 22, Lucius_Marbrand, 21, Kaiser, 9

[19:56] <DM_Tolman> The half-elf reels from a hit from Kaiser, seemingly now slowed as he moves to act.

[19:57] <DM_Tolman> You see his hand flick as a blinding light illumines the room in a flash.

[19:57] <DM_Tolman> 1d20+6

[19:57] <TolBot> DM_Tolman's 1d20+6: 10

[19:57] <DM_Tolman> 1d20+2

[19:57] <TolBot> DM_Tolman's 1d20+2: 20

[19:58] <Lucius_Marbrand> (init?)

[19:58] <DM_Tolman> As smoke cleares, the half-elf is suddently out of sight, gone as in vanished.

[19:59] <Abaddos> (... either that's an invisibility... or that's just cheap.)

[20:00] <DM_Tolman> Shalanda, you think you see something moving in front of the window.

[20:00] <Abaddos> (I KNEW IT)

[20:00] * Shalanda rushes to the window.

[20:00] * Ryu is now known as Kaiser_Trantin

[20:00] <DM_Tolman> (Abaddos, your move)

[20:00] <Abaddos> (Do I notice anything? Spot/listen checks or anything?)

[20:00] <Shalanda> (Top or Right side window?)

[20:00] <DM_Tolman> (you do not)

[20:01] <DM_Tolman> (Note, remember that DM makes lots and lots of hidden rolls)

[20:01] * Abaddos runs to the middle of the room, looking wildly for any sign of him. "Everyone, check all the exits in the room."

[20:01] <DM_Tolman> Shalanda, you peer closer and rush towards the window beside the bed. (top)

[20:01] * Retrieving #grovewood modes...

[20:02] <DM_Tolman> (move yourself, Ab. Lucius, you're up.)

[20:03] <DM_Tolman> (I moved you, but plz do it yourself from now on)

[20:03] <DM_Tolman> (Lucius? Your move)

[20:04] <Kaiser_Trantin> (my nets acting funny, trying to load the Spreadsheet page now)

[20:04] <Abaddos> (Same problem here)

[20:05] <Kaiser_Trantin> (Error I'm getting: Web Acceleration Client Error (506) - Suspected Recent Satellite Link Outage lol)

[20:05] <Harlequin_J_Goat> (sounds like the CIA is on to you...)

[20:05] * Lucius_Marbrand looks around

[20:05] <Kaiser_Trantin> (No, my ISP sucks balls)

[20:05] * Lucius_Marbrand uses a healing surge

[20:07] <DM_Tolman> (Kaiser, acts)

[20:07] <Kaiser_Trantin> (One moment, I don't even know where I'm at, fighting with my POS modem)

[20:07] <DM_Tolman> (It's ok, if you can't load... right now, you're standing in front of the door)

[20:08] <Kaiser_Trantin> (brb, rebooting it)

[20:08] <DM_Tolman> (can you state action first so we don't wait)

[20:09] <Kaiser_Trantin> (Healing Surge)

[20:09] <DM_Tolman> Kaiser uses a healing surge as you all see Shalanda looking at the window.

[20:10] <DM_Tolman> Shalanda, you do not see anything from the 2 story window...

[20:10] <DM_Tolman> (New action anyone?)

[20:10] * Shalanda is checking around the window for signs of what caused the movement.

[20:10] <Kaiser_Trantin> (Guess I'll look out the door not atleast lol)

[20:10] <DM_Tolman> (Kaiser, are you still standing in front of/guarding the door?)

[20:10] <Abaddos> "What do you see, Shalanda?"

[20:10] <Kaiser_Trantin> (pretty much)

[20:11] <DM_Tolman> (roll perception check, Shal)

[20:11] * Abaddos moves over to the other unguarded window to search.

[20:11] <Shalanda> "I thought I saw movement around this window."

[20:11] <DM_Tolman> 1d20
[20:11] <TolBot> DM_Tolman's 1d20: 20 (Yahoo!)
[20:11] <Shalanda> 1d20+4
[20:11] <TolBot> Shalanda's 1d20+4: 8
[20:12] <DM_Tolman> 1d20+6
[20:12] <TolBot> DM_Tolman's 1d20+6: 9
[20:12] <DM_Tolman> 1d20+4
[20:12] <TolBot> DM_Tolman's 1d20+4: 8
[20:12] <Abaddos> (wow... bad dice tonight...)
[20:12] <DM_Tolman> 2#1d20
[20:12] <TolBot> DM_Tolman's 2#1d20: 3, 14
[20:13] <DM_Tolman> Abaddos, you look out the window for signs of anything.
[20:13] <DM_Tolman> (roll perc check)
[20:14] <DM_Tolman> (Ab, perception check roll... d20+1)
[20:14] <DM_Tolman> 1d20+1 for Ab
[20:14] <TolBot> DM_Tolman's 1d20+1 for Ab: 20
[20:14] <Kaiser_Trantin> (I can't load the map, fails everytime)
[20:14] <DM_Tolman> Ab, you look around and see nothing outside the window.
[20:15] <DM_Tolman> 1d20+8
[20:15] <TolBot> DM_Tolman's 1d20+8: 24
[20:15] <DM_Tolman> 1d20+4
[20:15] <TolBot> DM_Tolman's 1d20+4: 15
[20:15] <DM_Tolman> 1d20+1
[20:15] <TolBot> DM_Tolman's 1d20+1: 16
[20:16] <DM_Tolman> Abaddos, you hear the sound of a blade swinging behind you.
[20:16] <DM_Tolman> 1d4
[20:16] <TolBot> DM_Tolman's 1d4: 3

[20:16] * Abaddos ducks

[20:16] <DM_Tolman> As Lucius, you feel the cringe of a blade piercing your backside.

[20:17] <Shalanda> (wow, this guy really hates Lucius)

[20:18] <DM_Tolman> 1d8+2

[20:18] <TolBot> DM_Tolman's 1d8+2: 7

[20:18] <DM_Tolman> 1d8+1

[20:18] <TolBot> DM_Tolman's 1d8+1: 2

[20:18] <DM_Tolman> 2d6

[20:18] <TolBot> DM_Tolman's 2d6: 9

[20:19] <DM_Tolman> Lucius, you are wounded seriously (18 damage)

[20:19] <Abaddos> (Tri-tri-triple strike?)

[20:19] <DM_Tolman> You all now hear and see the half-elf behind Lucius.

[20:19] <DM_Tolman> `init again, plz

[20:19] <TolBot> Please make an initiative roll (1d20+modifier).

[20:19] <Abaddos> "Lucius, watch out!"

[20:19] <Kaiser_Trantin> 1d20+1

[20:20] <TolBot> Kaiser_Trantin's 1d20+1: 13

[20:20] <DM_Tolman> 1d20 for HalfElf

[20:20] <TolBot> DM_Tolman's 1d20 for HalfElf: 12

[20:20] <Lucius_Marbrand> 1d29+3

[20:20] <TolBot> Lucius_Marbrand's 1d29+3: 20

[20:20] <Lucius_Marbrand> (err)

[20:20] <Abaddos> 1d20+5

[20:20] <TolBot> Abaddos's 1d20+5: 10

[20:20] <Lucius_Marbrand> 1d20+3

[20:20] <TolBot> Lucius_Marbrand's 1d20+3: 4 (Not gonna get far this way.)

[20:20] <Shalanda> 1d20+2

[20:20] <TolBot> Shalanda's 1d20+2: 5

[20:20] <Abaddos> (...1d29?)

[20:20] <DM_Tolman> `init report

[20:20] <TolBot> Initiative Order: Kaiser_Trantin, 13, HalfElf, 12, Abaddos, 10, Shalanda, 5, Lucius_Marbrand, 4

[20:21] <DM_Tolman> (Kaiser, your action)

[20:21] <Kaiser_Trantin> (this is a "new" encounter right?)

[20:21] <DM_Tolman> (and no, not a triple attack.)

[20:22] <Kaiser_Trantin> (JUs' need to know if I can use my encounter powers)

[20:22] <DM_Tolman> (no, not new encounter)

[20:22] <Kaiser_Trantin> (hmm, alright)

[20:22] <DM_Tolman> (2 rounds elapsed, not a short rest)

[20:23] <Kaiser_Trantin> 1d20+9 Greatsword

[20:23] <TolBot> Kaiser_Trantin's 1d20+9 Greatsword: 18

[20:24] <DM_Tolman> (Miss)

[20:25] <DM_Tolman> The half elf pulls his sword and dirk from Lucius and attacks with an attempted finishing blow.

[20:26] <DM_Tolman> 1d20+8

[20:26] <TolBot> DM_Tolman's 1d20+8: 13

[20:26] <DM_Tolman> 1d20+8

[20:26] <TolBot> DM_Tolman's 1d20+8: 27

[20:26] <Kaiser_Trantin> (Good Night Lucius. . .)

[20:26] <DM_Tolman> 1d8+4

[20:26] <TolBot> DM_Tolman's 1d8+4: 5

[20:26] <DM_Tolman> 2d6

[20:26] <TolBot> DM_Tolman's 2d6: 7

[20:27] <DM_Tolman> Lucius before you can spin around, the enemy slices and dices at you (for 12 more HP)

[20:27] <DM_Tolman> (you're not down yet, right?)

[20:27] <Lucius_Marbrand> (barely)

[20:29] <DM_Tolman> (your surge healed how many?)

[20:29] <Lucius_Marbrand> (looking that up right now)

[20:30] <Abaddos> (1/4 of your max hp)

[20:30] <Lucius_Marbrand> ((12))

[20:31] <Abaddos> (bye bye surge)

[20:31] <Lucius_Marbrand> (which leaves me at four)

[20:31] <Lucius_Marbrand> (or 3)

[20:31] <DM_Tolman> (4)

[20:31] <DM_Tolman> `init report

[20:31] <TolBot> Initiative Order: Kaiser_Trantin, 13, HalfElf, 12, Abaddos, 10, Shalanda, 5, Lucius_Marbrand, 4

[20:32] <DM_Tolman> Abaddos, you move to act.

[20:32] * Abaddos runs up, drawing upon the fey energies to attempt to shove darkness into the half elf's very mind. (Moving up, gaining concealment from whadowstep, then casting Curse of the Dark Dream)

[20:33] <Abaddos> (roll it?)

[20:34] <DM_Tolman> (ok)

[20:35] <Abaddos> 1d20+6 (vs. Will, attack +1 more if half elf is at half-hp or less)

[20:35] <TolBot> Abaddos's 1d20+6 (vs. Will, attack +1 more if half elf is at half-hp or less): 16

[20:35] <DM_Tolman> (hit)

[20:36] <Abaddos> (Oh thank god. This should help out all of us now.)

[20:36] <DM_Tolman> (He looks bloodied)

[20:36] <Abaddos> 3d8+5 damage

[20:36] <TolBot> Abaddos's 3d8+5 damage: 14

[20:36] <Abaddos> (I can also slide him 3 squares.

[20:36] <DM_Tolman> The half-elf winces, reckless determination in his eyes still.

[20:37] <DM_Tolman> Shalanda moves to act, followed by Lucius

[20:37] <Abaddos> (hold up a second)

[20:37] <Shalanda> (Any bonuses to us for your ability?)

[20:38] <DM_Tolman> (gonna slide him?)

[20:38] <Abaddos> (nope, but I'm going to ask the DM something. Since I can slide him 3 squares, can I slide him into the electric chest?)

[20:38] <DM_Tolman> (You can try, though he can't reach it in 3 squares)

[20:39] <Abaddos> (which one is the electric one?)

[20:39] <DM_Tolman> (The trunk at the bottom)

[20:40] <DM_Tolman> The half-elf staggers a bit, staring with determination at times at what seem to be unseen foes.

[20:40] <DM_Tolman> (Go shal)

[20:40] * Warbudgie (Warbudgie@a095b143.cpe.net.cable.f33844f1.com.hmsk) has joined #groveewood

[20:40] <Abaddos> (There. That should get him temporarily offyou, Lucious)

[20:40] <Warbudgie> (sorry just got in)

[20:40] <Kaiser_Trantin> (woo, welcome Warb, and I finally got the map to load)

[20:41] * Warbudgie is now known as Blake``

[20:41] * Shalanda advances on the elf for a flanking attack using Righteous Brand

[20:41] * Lucius_Marbrand (jack@ad85b9eb.hsd1.wa.5aa6454b.net.hmsk) has joined #groveewood

[20:41] <Shalanda> 1d20+7

[20:41] <TolBot> Shalanda's 1d20+7: 17

[20:41] <Lucius_Marbrand> (if I move now, will he have an oppurtunity attack?)

[20:42] <DM_Tolman> (Shal, you need one square lower, perhaps... since he shifted)

[20:42] <Abaddos> (no)

[20:42] <Shalanda> (No, where I placed myself puts K right opposite him.

[20:42] <Abaddos> (but if he tries to go after you, Kaiser gets an opp attack.)

[20:42] <DM_Tolman> (I understand, but that's not the orientation K was when he attacked him)

[20:42] <Shalanda> (Where is K now on the map then?)

[20:42] <Blake``> (send me the link pls)

[20:43] <DM_Tolman> (E shifted)

[20:43] <DM_Tolman> (not K)

[20:43] <DM_Tolman> (what's the big deal here?)

[20:43] <DM_Tolman> (Is there a problem here?)

[20:43] <Kaiser_Trantin> (Blake``: <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA&hl=en> <-map)

[20:43] <Shalanda> (To flank, I have to be on the opposite side of Kaiser, where I placed myself.)

[20:44] <DM_Tolman> (sigh)

[20:44] <DM_Tolman> (ok, stalling)

[20:44] <Shalanda> (I made my attack, and not sure what the problem is. That looks correct based on how the map shows right now to me)

[20:44] <DM_Tolman> (You could go opposite from Ab or Kaiser... but E shifted since his attack from Kaiser... so, the orientation has changed)

[20:45] <Abaddos> (wow, that's even more perfect, now if he moves either shadala or kaiser get an opp)

[20:45] <Abaddos> (Why can't we just have it as the grid says now?)

[20:45] <DM_Tolman> (exactly... he was not in the current location when Kaiser attacked him)

[20:45] <Lucius_Marbrand> (he has to move, he is bound to attack me)

[20:45] <Shalanda> (This is where I shall stay for now, lets move on and discuss later?)

[20:45] <Lucius_Marbrand> (i mean that's his intent, he wants to attack me)

[20:46] <DM_Tolman> (Miss)

[20:46] <DM_Tolman> `init report

[20:46] <TolBot> Initiative Order: Kaiser_Trantin, 13, HalfElf, 12, Abaddos, 10, Shalanda, 5, Lucius_Marbrand, 4

[20:46] <DM_Tolman> Lucius moves to act)

[20:46] * Lucius_Marbrand moves and LoH self

[20:47] <DM_Tolman> Blake appears in teh doorway, breathing heavy and rubbing his head.

[20:47] <Abaddos> "About time you showed up!"

[20:47] <DM_Tolman> Blake, you see your group attacking a slender half-elf. (Any action?)

[20:48] * Blake`` holds his action to catch his breath

[20:48] <DM_Tolman> Kaiser prepares to act.

[20:48] <Kaiser_Trantin> 1d20+9

[20:48] <TolBot> Kaiser_Trantin's 1d20+9: 11

[20:48] <Kaiser_Trantin> (figures)

[20:49] <DM_Tolman> (Please state action before rolling)

[20:49] <Kaiser_Trantin> (holding move to play rebound if he tries to escape)

[20:49] <Kaiser_Trantin> (I can only attack or hold right now, no abilities left open, save for my Breath attack but saving that)

[20:49] <DM_Tolman> The assailant notices blake as he spins to attack.

[20:49] <DM_Tolman> 1d2

[20:49] <TolBot> DM_Tolman's 1d2: 1

[20:49] <DM_Tolman> at Shalanda.

[20:49] <Lucius_Marbrand> (hm)

[20:49] <DM_Tolman> 1d20+8

[20:49] <TolBot> DM_Tolman's 1d20+8: 26

[20:49] <DM_Tolman> 1d20+8

[20:49] <TolBot> DM_Tolman's 1d20+8: 25

[20:50] <Abaddos> ow.

[20:50] <Abaddos> (oops, wrong window)

[20:50] <DM_Tolman> 1d1d10+3

[20:50] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[20:50] <DM_Tolman> 1d10+3

[20:50] <TolBot> DM_Tolman's 1d10+3: 4

[20:50] <DM_Tolman> 1d6+3

[20:50] <TolBot> DM_Tolman's 1d6+3: 9

[20:50] <Lucius_Marbrand> (reminder , the Half Elf Takes -2 penalty for not attacking me, and each attack he makes deals him .. 7 damage, so he just took 14 damage)

[20:50] <DM_Tolman> Shalanda, you feel the pain of piercing blades (9 hp)

[20:52] <Blake``> (brb)

[20:52] <DM_Tolman> (Abaddos)

[20:52] * Shalanda feels the sting of the blades, but grits her teeth and focuses her anger into trying to ignore the pain.

[20:54] <Lucius_Marbrand> (correction 7 dmg)

[20:54] <Abaddos> "Box him in!" Abaddos runs up and tries to hit him with Witchfire.

[20:54] <DM_Tolman> (from being marked, Lucius?)

[20:55] <Lucius_Marbrand> (divine challenge , Also it takes radiant damage equal to 3+ your charmism mofifier the first time it makes atn attack that doesnt include you as a target)

[20:55] <Lucius_Marbrand> (typed out from phb pg. 91)

[20:56] <DM_Tolman> (roll, ab)

[20:56] <Abaddos> 1d20+7 vs. ref

[20:56] <TolBot> Abaddos's 1d20+7 vs. ref: 25

[20:57] <DM_Tolman> (hit)

[20:58] <Abaddos> 2d6+5 damage. (Target takes -4 to all attack rolls untill my next turn.)

[20:58] <TolBot> Abaddos's 2d6+5 damage. (Target takes -4 to all attack rolls untill my next turn.): 8

[20:58] <DM_Tolman> The half-elf flails, still stumbling from last round, and falls down motionless.

[20:58] <Abaddos> (oh, wait, I need to damage him twice for my curse!)

[20:59] <Abaddos> 2#1d6 curse

[20:59] <TolBot> Abaddos's 2#1d6 curse: 2, 2

[20:59] <DM_Tolman> (what, you want me to animate him or something?)

[20:59] <Abaddos> (...nvm, just saw that I killed him.)

[20:59] <Kaiser_Trantin> (Time to raid the carcass)

[20:59] <Abaddos> (DIBS!)

[20:59] <DM_Tolman> The half-elf then comes to, reaching up at Abaddos with might and strenght from beyond the grave, about to hurl his dagger, and then falls down dead.

[20:59] * Lucius_Marbrand moves for the coup and beheads him

[21:00] * Abaddos reaches down and rifles through the half-elf's pockets.

[21:00] <DM_Tolman> Lucius performs a cout de grace on the figure... splattering blood all over himself, Kaiser and Shalanda.

[21:00] <Shalanda> "May the Raven Queen take your soul someplace... unpleasant!"

[21:00] <DM_Tolman> You find on the half-elf, one long sword, one dagger and one key.

[21:00] * Kaiser_Trantin eyes Lucius "I just got a bath the other day. . ." he then proceeds to inspect the half-elf's sword

[21:00] * Abaddos looks around. "Wow... not even a single drop of blood on my coat.

[21:01] * Abaddos grabs the key and the dagger, trying to inspect both.

[21:01] <Lucius_Marbrand> (also..)

[21:01] <Lucius_Marbrand> (raven queens blessing)

[21:01] <Kaiser_Trantin> (I would like the long sword, any objections?)

[21:01] <DM_Tolman> The sword looks like a sword, the dagger a dagger, the key a key.

[21:02] <Abaddos> (Wow, who woulda thought it?)

[21:03] * Abaddos DOESN'T touch it though.

[21:03] <DM_Tolman> Abaddos, the key looks like it fits into the chest lock.

[21:03] * Kaiser_Trantin grabs the Sheath for the longsword, and clips it to his own belt

[21:04] * Abaddos pauses before he sticks it in. "If this thing zaps me again, I swear I will blast it till it pops like a rotten melon." then he sticks it in and turns the key.

[21:04] <Shalanda> "I would like an opportunity to examine the items, before we decide on their new owners."

[21:04] <DM_Tolman> * click *

[21:04] * Abaddos flinches.

[21:04] * Kaiser_Trantin offers the blade to Shalanda

[21:04] * Abaddos opens the chest then steps quickly back.

[21:04] <Shalanda> (Would like to perform Arcana checks to sense the presence of magic. (DC is 20 + 1/2 the level of the item)

[21:05] <Shalanda> (My roll would be at +9)

[21:05] <Lucius_Marbrand> (brb putting something in oven)

[21:05] <DM_Tolman> As the chest is opened, the party sees inside a small collection of weapons and armor, ornate and each unique in their own right.

[21:05] * Abaddos turns around and hands Shalanda the dagger. "If you see anything good, let me know."

[21:05] * Abaddos looks through them, seeing if anything is familiar.

[21:05] <DM_Tolman> Shalanda studies the items found.

[21:06] * Kaiser_Trantin looks through the chest while he waits, looking for anything of interest

[21:06] <Kaiser_Trantin> (I should buy a small leather spike collar for Azira sometime rofl)

[21:06] <Shalanda> (oh and it appears to affect an area, as I read more on this)

[21:06] <DM_Tolman> Magic auras abound.

[21:06] <DM_Tolman> After a time, you all find an item of interest.

[21:06] <Kaiser_Trantin> (Our missing items?)

[21:07] <DM_Tolman> (No)

[21:07] <DM_Tolman> Shalandra, you recover a suit of Eldarin Chainmail that is a perfect fit.

[21:07] * Shalanda studies the items, and points out items that seem to emanate magical auras to her.

[21:07] <DM_Tolman> Lucius, you are drawn to an amazing shield of Protection.

[21:08] <DM_Tolman> Kaiser, you are intrigued by a Special Falchion.

[21:08] <DM_Tolman> Blake, you try out the weight of an amazingly light and swift Longsword.

[21:08] <Kaiser_Trantin> (and a small leather spiked collar for Azira rofl)

[21:08] <DM_Tolman> Abaddos, your try on and find the perfect fit to a set of leathers.

[21:09] <DM_Tolman> (That is an exhaustive list... all of the items in the chest were magical)

[21:09] * Kaiser_Trantin lets Azira out of his pouch for some air now that the excitement has subsided

[21:09] * Blake`` passes the sword around for the others to try

[21:09] * Kaiser_Trantin tries out the Falchion

[21:10] * Shalanda tries out Blake's new sword, the blade bringing back memories of when she used to use one of these regularly.

[21:10] <Shalanda> "It has a good weight to it, and is easy to handle. It should serve you nicely."

[21:11] <Blake``> "Unless it can serve someone else better, let the others see it"

[21:11] * Abaddos tightens the straps on the armor, and looks at his reflection in the window glass. "Fey be blessed... I'm pretty."

[21:11] * Shalanda passes the sword along.

[21:12] * Lucius_Marbrand hefts the shield

[21:12] * Kaiser_Trantin throws the half elves longsword back into its sheath by his side, and continues to inspect the Falcion, somewhat intrigued

[21:12] <DM_Tolman> (anyone not have PHB need more desc?)

[21:12] <Abaddos> (I can search effects for anyone who pm's me.)

[21:13] <Kaiser_Trantin> (What level of magic weapon?)

[21:14] <DM_Tolman> (lvl 3)

[21:14] <DM_Tolman> Blake, as the longsword is passed around and returns to you, the blade feels cold to the touch.

[21:16] <DM_Tolman> The daggers that were on the table, as well as the dagger that the half-elf was using have no special properties.

[21:16] <Lucius_Marbrand> "That was ... intense" Lucius comments as he says a quick prayer

[21:17] <DM_Tolman> (well, you can forgoe the Falchion if you want)

[21:17] * Lucius_Marbrand starts searching for clues about where the man was from, who he was etc

[21:18] * Lucius_Marbrand doesn't bother being neat, he throws things around making it look obvious like someone broke in to rob the place

[21:18] <Lucius_Marbrand> (throw .. but not too hard)

[21:18] <Lucius_Marbrand> (not making too much noise)

[21:18] <DM_Tolman> Lucius, you uncover nothing more beyond the highly informative letter previously found.

[21:18] <Lucius_Marbrand> "Ok, I'm leaving"

[21:19] <DM_Tolman> Weary from battle, you all look once more at the letter found on the bed.

[21:19] <DM_Tolman> Slead,

[21:19] <DM_Tolman> Abandon your search. No longer necessary.

[21:19] <DM_Tolman> I found the last components I needed from an old fool right in Belthal of all places.

[21:19] <DM_Tolman> Bring what items you've gathered now to the Ai cave. I've already begun the conversion process with the items we've accumulated so far.

[21:19] <DM_Tolman> ~ D

[21:21] <Abaddos> "Hmm... everyone, I think we need to do some asking. See if we can find out where these... Ai Caves... are."

[21:21] <Shalanda> (And none of our personal effects were found among the chest items correct?)

[21:24] <Shalanda> "Let's start by finding Belthal, it will likely lead us very close to Ai Caves."

[21:24] <Kaiser_Trantin> "Agreed."

[21:26] <Abaddos> "Was there anyone back in town who seemed good with directions, who might know the land well?"

[21:26] <Kaiser_Trantin> "Pester Getz some more perhaps"

[21:27] <DM_Tolman> (correct)

[21:27] <Lucius_Marbrand> "Or we could just get a map?"

[21:28] * Abaddos looks out the window to see if Getz is still there.

[21:28] <Shalanda> "I for one could use some rest. As for a map, you were the one who last looked at the cost of maps, and found their price unsettling."

[21:28] * Lucius_Marbrand does what he can to clean the blood off him

[21:28] <Lucius_Marbrand> (are we still in the mans room?)

[21:29] <DM_Tolman> (fas as I know)

[21:30] * Shalanda grabs some of the linens from the bed and wipes the visible blood off, using a little water from her skin.

[21:30] <DM_Tolman> (Cato's Colourful Cartography Cache has maps o'plenty. They were too expensive, but then that was before you hit paydirt in the competition)

[21:30] * Kaiser_Trantin follows Shalanda's example

[21:31] * Abaddos looks around a bit more and sees if they missed anything.

[21:32] * Blake`` catches everyone attention briefly, "sorry I was late getting here, someone knocked me out from behind"

[21:33] * Abaddos glances at him.

[21:33] <Shalanda> "Are your injuries severe?"

[21:34] <Blake``> "i'll be fine now I think"

[21:34] <Abaddos> "Can you describe your attacker?"

[21:34] <Blake``> "I was hit from behind"

[21:34] <Abaddos> "...ight."

[21:34] <Abaddos> (*right)

[21:35] <DM_Tolman> Blake never saw who hit him from behind as he stood guard at the front door of the warehouse.

[21:35] <Shalanda> "His attacker is probably on the floor."

[21:35] <Lucius_Marbrand> "Well.. as much as this is gonna be a colorful seen if we are found here. I am .. going to leave.."

[21:36] <Abaddos> "Well, if I were more optimistic, I'd agree with you. Nonetheless, what do you all say we make a quick sweep to make sure? After all, There were at LEAST two people mentioned in that note."

[21:36] * Lucius_Marbrand leaves

[21:36] <Shalanda> "I am returning to the inn, for a chance to freshen up and get a good day's rest.

[21:37] * Abaddos blinks. "Erh... that works too... I guess." Ab follows, but takes the time on the way back through the shop to glance in random places, looking for someone hiding there.

[21:38] * Blake`` goes with the others

[21:38] <DM_Tolman> You head downstairs... the workers at the tables on teh bottom floor have not moved from their posts. In a sweep of the area, you see nothing unusual.

[21:39] <Abaddos> (Can I make a diplomacy/bluff/intimidation check so that the workers don't blab about us being here?)

[21:39] <DM_Tolman> (If you want to go draw their attention, you can)

[21:40] <Abaddos> (You mean they havn't noticed us?)

[21:40] * Lucius_Marbrand just quickly leaves before Abbs does anything

[21:40] <DM_Tolman> At the two tables, you see humans and halflings working at the tables with vials and pails.

[21:41] <Abaddos> (Eh, if they havn't noticed us, then nevermind.)

[21:41] <DM_Tolman> (They've never acknowledged you... you do feel like at least one of the dozen literally saw you, but it looked to you like they thought nothing of it.)

[21:41] <Abaddos> (Ah, then nevermind)

[21:42] <DM_Tolman> You head through the city, up hill towards the Jalem gate, through it and to the inn. Evening will approach in an hour.

[21:45] * Abaddos goes in to order his meal and his bed.

[21:46] <DM_Tolman> Dinner in the inn is uneventful.

[21:47] <DM_Tolman> Before dinner, Shalanda visits William Wilhelm's Wonderful Armoury.

[21:47] <DM_Tolman> (Any other activities before bed?)

[21:47] <Kaiser_Trantin> (What was the cost a night again)

[21:48] <Shalanda> (5sp)

[21:50] <DM_Tolman> (includes breakfast)

[21:50] <DM_Tolman> (:)

[21:51] <Abaddos> (That's half a gold, right?)

[21:51] * Shalanda makes sure a bath is sent up, and asks if there is a seamstress that cleans and repairs clothing available?

[21:51] <Blake``> (brb again sorry)

[21:52] <Lucius_Marbrand> (gf home)

[21:52] <Kaiser_Trantin> (Poor Lucius_Marbrand)

[21:53] <DM_Tolman> Bath is arranged, and overnight laundering can be had for 5 sp.

[21:54] <Shalanda> (Done)

[21:54] <DM_Tolman> (10 sp = 1 gp)

[21:54] <DM_Tolman> Evening passes and morning comes... (heal up)

[21:54] * Kaiser_Trantin heads to his room and plays with Azira before resting

[21:57] <DM_Tolman> As morning breaks, you each receive toast and jam at your door.

[21:58] <Kaiser_Trantin> (I'll brb, Fire Chief jus' called wants me to check the station real fast, make sure it got locked back up, some people had a surprise party up there)

[21:59] * Shalanda eats her food in peace, as she reads the note again quietly.

[21:59] <DM_Tolman> (did he also ask you to 'sit', 'speak', and 'roll over'?)

[21:59] <DM_Tolman> Slead,

[21:59] <DM_Tolman> Abandon your search. No longer necessary.

[21:59] <DM_Tolman> I found the last components I needed from an old fool right in Belthal of all places.

[21:59] <DM_Tolman> Bring what items you've gathered now to the Ai cave. I've already begun the conversion process with the items we've accumulated so far.

[21:59] <DM_Tolman> ~ D

[22:01] <DM_Tolman> (Waiting on hearing what you're all gonna do now)

[22:01] <Shalanda> "Hmmm, I am curious what this D person would need of so many items, of a potentially magical nature.

[22:01] * Abaddos sits down next to her. "You still reading that thing? It's not going to say anything different on a day to day basis, you know."

[22:02] <Shalanda> "Sometimes a second look at something yields results you did not see the first time you looked at it."

[22:02] * Abaddos nods, then ventures, "They're taking magical items... and they're combining them somehow... Maybe it's fuel for a larger spell?"

[22:02] <Lucius_Marbrand> (back, sorta, putting finishes on dinner)

[22:03] <Shalanda> "What was taken from you again?"

[22:04] <DM_Tolman> Everyone in time joins Shalanda and Abados.

[22:04] <Abaddos> "A staff. A physical representation of our contract with the fey wilds. It seems like they're mixing different varieties of magic... My fey spirits, your divine assistance... I don't know of any spell that would do something like that."

[22:06] <Shalanda> (Arcana check to see if I might recognize any spell like that?)

[22:06] <Kaiser_Trantin> (Sorry about that)

[22:06] <DM_Tolman> (k)

[22:06] <Shalanda> (You roll or I roll?)

[22:06] <DM_Tolman> (you can roll)

[22:07] <DM_Tolman> (we've seemed to have lost Lucius and Blake)

[22:07] <Shalanda> 1d20+9

[22:07] <TolBot> Shalanda's 1d20+9: 11

[22:07] <Shalanda> (And Ryu)

[22:07] <Kaiser_Trantin> (I'm back :-P)

[22:07] <Kaiser_Trantin> (He asked me because I'm walking distance from the station)

[22:07] <Kaiser_Trantin> (as in less than 100 yards out of my back door)

[22:08] <Shalanda> "Hmmm, I too know of no magic that would require such items. I need more information I suppose. For now though, let's concentrate on finding our next destination."

[22:08] <DM_Tolman> (so, that's 1 minute to put pants on + 1 minute to walk there)

[22:08] <Kaiser_Trantin> (From time of page, I can be at the station in under a minute)

[22:08] <DM_Tolman> (Any caster can roll and Insight check)

[22:09] <Shalanda> 1d20+9

[22:09] <TolBot> Shalanda's 1d20+9: 19

[22:09] <DM_Tolman> (shold say, anyone with an Arcane power)

[22:09] <Kaiser_Trantin> (If I'm already dressed, if I have to dress, a little over a minute. I sleep with my cloths from the day before in a neat little pile next to our bed for a rocket dress)

[22:10] <Shalanda> (bah)

[22:11] <Abaddos> (may I also roll arcana?)

[22:12] <Abaddos> 1d20+8 arcana

[22:12] <TolBot> Abaddos's 1d20+8 arcana: 13

[22:12] <Shalanda> "I'm going to go talk to the inn keepers, I'll be back shortly."

[22:12] <Abaddos> 1d20+1 insight

[22:12] <TolBot> Abaddos's 1d20+1 insight: 2 (Better luck next time.)

[22:13] <DM_Tolman> Shalanda, while you think of no spells of combining, you imagine there might be uses for reducing magic items to residuum.

[22:13] * Shalanda goes to return her inn key, and see if anybody knows how to get to Belthal from here.

[22:13] * Kaiser_Trantin returns his key as well

[22:13] * Abaddos also.

[22:13] <DM_Tolman> Someone says north and also suggests getting a map from Ned at Cato's.

[22:14] <Shalanda> "Thank you."

[22:15] <Abaddos> (sorry, I gave some bad info. It wasn't a staff I lost, it was a rod. I didn't think there was much difference, but meh. Just wanted to clear that up.)

[22:16] <Shalanda> "I'm going to head to Cato's, anybody want to tag along."

[22:17] <Kaiser_Trantin> (I intend on heading to a weapon shop, and getting rid of the Long sword I grabbed earlier since well. . don't really need it now)

[22:17] <Shalanda> (I'll take it.)

[22:17] <Kaiser_Trantin> (not the new one, the one I grabbed from the dead elf)

[22:17] <DM_Tolman> (They're near each other)

[22:17] <Abaddos> "I'll join you."

[22:18] * Shalanda heads off to Cato's in search of directions.

[22:18] <DM_Tolman> The whole group heads off down the hill towards the trader's row. Some stop off at the weaponsmith before you all make it to Cato's.

[22:19] <Kaiser_Trantin> (do you want the long sword Shal?)

[22:19] <DM_Tolman> (You can seel an item at one fifth the purchase price)

[22:19] <Shalanda> (Actually sell it, I did keep the daggers)

[22:22] <DM_Tolman> As you arrive at Cato's, Ned the attendant greets you warmly. "Yo ho."

[22:23] <DM_Tolman> The elf look up smiling and scratching his nose.

[22:23] <Shalanda> "Hello, I'm looking for directions on how to get to Belthal. I don't need anything fancy though, something quick and crude as long as it's understandable will work."

[22:23] * Blake`` (Warbudgie@a095b143.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[22:23] <Blake``> (sorry, running out of batteries)

[22:23] <DM_Tolman> Ned: "You have come to teh right place."

[22:24] <DM_Tolman> Ned pulls a scroll sleeve off a shelf, "Local area? You mean a map of Können Land, then?"

[22:24] <Kaiser_Trantin> (*hands Blake a extension cord*)

[22:24] <DM_Tolman> Ned: "Most common map I sell. Yours for 35 gold."

[22:25] * Shalanda flinches at the price.

[22:25] <Abaddos> "Tell me, sir, does that map mention anything about the Ai caves?"

[22:26] <DM_Tolman> Ned: "Ai caves? You must mean the old region near Belthal. I can make a notation for ya... and talk you through it as well."

[22:27] * Kaiser_Trantin hands Shalanda 7 gold (split it, 5 people, 7 gold each)

[22:28] <Shalanda> Very well then, include the notation and those directions and 35 sounds fine.

[22:29] * Abaddos nods.

[22:29] <DM_Tolman> (Map posted)

[22:29] <DM_Tolman> Ned takes the gold and then moves you over to a table, unfurling the map.

[22:30] <DM_Tolman> It displays the Land of Können, as defined by this rich region between a large desert and the coastline.

[22:31] <DM_Tolman> A key at the bottom offer a legend and notes for each town/civilization name.

[22:31] * Kaiser_Trantin looks for his home region, and grins when he doesn't find it

[22:32] <DM_Tolman> (Sorry I couldn't fit full names on the map without it getting messy.)

[22:32] <Kaiser_Trantin> (It's aight)

[22:32] <DM_Tolman> Jalem is the "J" in the middle of the hill range with a "B" below and above it.

[22:33] <DM_Tolman> Ned points to Jalem and then to the Belthal above it by 2 hexes.

[22:34] <DM_Tolman> Ned: "Belthal is not much more than 10 miles north of Jalem, but the path winds, so maybe half more that but still can be done in a day if you set out early enough."

[22:35] <DM_Tolman> "Ai is an old name for Belthal, but originally a bit to the east and south of Belthal. If you're looking for a cave 'in Ai', then you must be looking for a cave in the hills just south and east of Belthal."

[22:36] <Abaddos> "That would make sense."

[22:36] <Abaddos> "Tell me, is it a large town, this Belthal?"

[22:38] <DM_Tolman> Ned: "No, not large at all."

[22:39] <Abaddos> "Hm... Well, you've been invaluable, sir. We thank you."

[22:39] <DM_Tolman> Ned nods.

[22:41] <Shalanda> "Well then, the day is still young, we should try to reach Belthal by nightfall, don't you think?"

[22:41] * Abaddos turns to the others. "If we leave now, we will make it around sundown. It is up to all of you. If we arrive there at night, tired from a long day, we may yet be digging our own graves. Yet... if we wait..."

[22:41] * Kaiser_Trantin shrugs

[22:42] <Blake``> "I say we go"

[22:42] <DM_Tolman> Ned: "Enjoy your journey. Not much in Belthal but a community surrounding a cultic sanctuary. As for caves... they're common enough in the high hills, but hard to pick out just one."

[22:42] <Shalanda> "Thank you."

[22:43] <Shalanda> "Well men, time is wasting. Shall we be off?"

[22:43] <Blake``> "I'll need to replenish my rations before we go"

[22:44] <Abaddos> "Don't take too long. If that place IS an old sanctuary... let's just say that I wouldn't want to run up on it at midnight."

[22:45] <Blake``> "Lets just head through the market on the way out, that should be enough"

[22:45] * Kaiser_Trantin stops back at the weapon shop and picks up a few ranged items

[22:45] <DM_Tolman> You busy yourselves stopping off to replenish supplies before preparing to head out of the city.

[22:47] <Lucius_Marbrand> (back)

[22:48] <Lucius_Marbrand> (sorry gf got home, and one think lead to another and yadda yadda .. I think I want a smoke)

[22:50] <Abaddos> (that it for tonight?)

[22:50] * Shalanda patiently waits for the others to shop.

[22:51] <DM_Tolman> *** As the group heads out the city gate, this session of Können Land comes to a close ***

7-19-2009:

<DM_Tolman> *** Game Recap ***

[21:17] <DM_Tolman> This group of individuals were cast together weeks ago by each suffering the same fate, being accosted along the road, stripped of what precious item they may have been carrying, and then left for dead.

[21:19] <DM_Tolman> After long journeys through hills and desert, then caught up to the trail and eventually one of their assaulters, a half-elf roguish character who single-handedly fended them off with amazing endurance before being killed.

[21:20] <DM_Tolman> Recovering a letter to this "Sleeds", they have assumed that their chief captor has made base in a cave in the Ai hills, east of Belthal, less than a day's journey away.

[21:20] <DM_Tolman> But who is the "D" who sent the letter?

[21:21] <DM_Tolman> What 'items' was Slead assigned to bring to him?

[21:21] <DM_Tolman> Was it the magical sundries in the chest, and if so, why is this person gathering magical items?

[21:22] <DM_Tolman> Early in the morning, the group packed up, replenished supplies, scored a map, and is heading for the gate of the city Jalem.

[21:22] <DM_Tolman> *** Thus begins session 31 of the Können Land campaign ***

[21:24] * Blake`` stands ready

[21:24] * Kaiser_Trantin stretches, ready for the early start

[21:24] <DM_Tolman> You make your way out of Cato's Cartography Cache.

[21:25] <DM_Tolman> Making your way to the gate, you pass by the other trade shops.

[21:25] * Shalanda glances around in casual interest, but would really like to hit the road as soon as possible.

[21:25] <DM_Tolman> Before reaching the gate, you spy Archibald Anselm the Weaponsmith.

[21:26] <DM_Tolman> He walks toward you, a city official by his side.

[21:26] * Blake`` takes notice

[21:26] * Kaiser_Trantin eyes them but doesn't pay much attention

[21:26] * Shalanda doesn't like the looks of this at all.

[21:26] <DM_Tolman> As they reach you, Anselm waves at you, "Thanks again", referencing your visit to his shop earlier this morn.

[21:27] <Kaiser_Trantin> "Welcome"

[21:27] <DM_Tolman> As Anselm walks on past, down the hill towards his shop, the city official stops and greets you.

[21:27] <DM_Tolman> Official: "Greetings."

[21:27] <Kaiser_Trantin> "Good day Sir"

[21:27] <Shalanda> "Good day to you."

[21:28] <DM_Tolman> As you look, you recognize him from the tournament field... he was one of the officials leading the tournament.

[21:28] <DM_Tolman> Official: "I am Deen. Sire Deen Gerbick. We have met before."

[21:29] <Blake``> "I recall, at the tournament"

[21:29] <Kaiser_Trantin> "Ah yes, the Tournament if I'm remember correct."

[21:29] <DM_Tolman> Deen nods.

[21:29] <Shalanda> "I vaguely recall that as well."

[21:30] <DM_Tolman> "I was impressed with your Champion's team. I know not how Lord Muwalarby came by you, but much was his fortune."

[21:30] <Kaiser_Trantin> "I guess, you could say we where in the right place at the right time, Sir."

[21:31] <DM_Tolman> Deen: "I am one of the Keeper's in the city. And I just wanted to greet you. I have taken notice of you and your dealings."

[21:31] <DM_Tolman> Deen: "I asked Anselm to let me know if he encountered your party, that I might share a word with you."

[21:32] <DM_Tolman> Deen: "You have come to Jalem with particular business it seems to me? And now I glean you are departing?"

[21:32] <Shalanda> "That is correct."

[21:32] <DM_Tolman> Deen: "I heard tale of artifacts you seek, personal items, stolen from you, no?"

[21:33] * Kaiser_Trantin thinks for a moment, "Yes Sir"

[21:33] <DM_Tolman> Deen: "Last month, just such a spree of robberies came to Jalem, as well."

[21:33] <DM_Tolman> Deen: "Well..."

[21:34] <DM_Tolman> He looks each of you in turn in the eye.

[21:34] <Kaiser_Trantin> "Perhaps, if they're related we can return those items to you, when we recover our own."

[21:34] <DM_Tolman> Deen nods and rubs his chin.

[21:34] <DM_Tolman> "So your items you have not yet found?"

[21:34] <Shalanda> "Just one of Blake's books."

[21:35] <DM_Tolman> Deen looks at Blake.

[21:35] <Blake``> "A book collector bought it in town"

[21:35] <DM_Tolman> Deen nods, "Then your departure means the following of a trail you have found."

[21:35] <Kaiser_Trantin> "That is correct Sir"

[21:37] <DM_Tolman> Deen extends his hand, "Then I wish you well. If ever you need me, I office in the Town Hall."

[21:37] * Blake`` shakes

[21:37] * Kaiser_Trantin shakes Deens hand, "Thank you sir, if we recover your items we will bring them back here."

[21:38] <Shalanda> Thanks.

[21:38] <DM_Tolman> He nods and then turns and heads up hill.

[21:39] <Shalanda> "I must say, I expected worse from that encounter."

[21:39] <Kaiser_Trantin> "Let us go quickly, before we are delayed again, and I too expected worse."

[21:40] * Shalanda contnues to the gate.

[21:40] * Kaiser_Trantin heads to the gate as well

[21:41] * Blake`` follows

[21:42] <DM_Tolman> You make your way into the center of Jalem gate.

[21:42] <DM_Tolman> You see a young Getz wave to you from the other side of the crowd as you trudge by.

[21:43] * Shalanda returns the wave.

[21:45] <sdfngvnre> (brb)

[21:45] <DM_Tolman> As you make your way out of the gate, the crowd is left behind, a familiar "trail air" hits your face, as you prepare to leave the capital city of Jalem behind.

[21:46] <DM_Tolman> The intersections of paths ahead offer roads in all directions.

[21:46] * Kaiser_Trantin looks ot the map for guidance

[21:47] <DM_Tolman> On the map, you see Belthal due north from Jalem.

[21:47] <DM_Tolman> (Maps: http://docs.google.com/Presentation?docid=dcg2tm5h_47bxphzgx)

[21:50] <DM_Tolman> (so... what just happened?)

[21:50] <Shalanda> "So where to Kaiser?"

[21:50] <Kaiser_Trantin> "Bethal is due north"

[21:50] <Kaiser_Trantin> "So north it is"

[21:52] * Kaiser_Trantin heads due north

[21:53] <DM_Tolman> You head out into the morning on the north road. The city wall of Jalem follows along for a time, making you wonder why you didn't head out the north gate.

[21:53] * Shalanda lets Kaiser take point, and takes the time to have a discussion with Lucius.

[21:53] <Blake``> "its nice to get back on the road"

[21:53] <Kaiser_Trantin> "Agreed, I'm not very fond of City life"

[21:54] <DM_Tolman> The road you travel for the next few hours is not sparse, nor could it be called busy. It winds through hills. You see a farm house or a small collection of dwellings spotted on the left and then right off and on.

[21:54] <DM_Tolman> You see orchards and vineyards, and the occasional side path, none of which are established enough to tempt you into thinking it is the main path.

[21:55] <DM_Tolman> At one such juncture, you see painted on a stone: "Belthal ^ 3 mi."

[21:56] * Kaiser_Trantin follows the painted rock sign

[21:56] * Blake`` adjusts some of his equipment after taking notice of the stone

[21:58] <DM_Tolman> After a long day's journey, around one bend at the foot of a hill, you can see in the distance a high mound with a large structure on top.

[21:58] <Shalanda> "I must say, I'm still curious on why these people are taking people and items?"

[22:00] <DM_Tolman> You reach the foot of the hill and begin the switchbacks that lead to the top.

[22:01] <Blake``> "looks like we will find out soon enough"

[22:01] * sdfngvnre (Mat@6ca5f09a.14055b34.209.173.imsk) has joined #grovewood

[22:01] <sdfngvnre> (back, sorry about that)

[22:01] <Shalanda> (WB)

[22:02] <DM_Tolman> As you reach the top, on a level plateau you see a small township that must service the population in the dwellings you saw along the road nearby.

[22:03] -Shalanda- BAMN goes the frying pan!

[22:03] <DM_Tolman> Behind the small village, on a lower plateau, is a large and impressive structure that looks much like a temple.

[22:04] * Shalanda looks at the temple trying to make out to which deity it may belong.

[22:04] <Kaiser_Trantin> (OK back)

[22:05] <DM_Tolman> (Religion check to recognize the symbols)

[22:05] <Shalanda> 1d20+7

[22:05] <TolBot> Shalanda's 1d20+7: 10

[22:05] <Kaiser_Trantin> 1d20

[22:05] <TolBot> Kaiser_Trantin's 1d20: 11

[22:06] <Kaiser_Trantin> (figured I'd roll for shiats and giggles)

[22:06] <DM_Tolman> You both recognize the symbols on one standard as that of Ioun.

[22:07] <DM_Tolman> Being further off, down a slope, it is harder to tell much about the temple, other than it seems to be two connected buildings.

[22:09] * Kaiser_Trantin continues to head towards the town

[22:10] * Shalanda looks up at the sky to determine about how much time is left in the day.

[22:10] <DM_Tolman> As you walk into the village, you see easily identifiable single structures... a commissary, a public tavern, a smithery, a stable...

[22:11] * Kaiser_Trantin looks closely at the stable

[22:11] <DM_Tolman> There seems to be no industries or storehouses, perhaps just a community that services the dealings around the temple you see in the background.

[22:12] <DM_Tolman> Kaiser, you see some horses.

[22:12] <Kaiser_Trantin> "You know, we should have asked for some Horses from that official"

[22:13] <Blake``> "You make a good point"

[22:14] <Shalanda> "Why? It's not like he owed us any."

[22:14] <Kaiser_Trantin> "He said if we ever need anything to ask"

[22:16] <Blake``> "Horses could be helpful"

[22:16] <Kaiser_Trantin> "Perhaps we should ask somebody for directions to the cave"

[22:17] <Shalanda> "Are you sure that's wise? If this D guy has allies in town, we could tip them off."

[22:18] <Kaiser_Trantin> "We look like a rag tag group of adventures, if they ask why, we simply say we're looking for some thrills," he grins

[22:18] * Shalanda groans

[22:18] <Blake``> "We are going to stick out anyway"

[22:19] <Kaiser_Trantin> "The other option is to leave town now and try to find it on our own"

[22:20] <Blake``> "Might take a while, but I am sure we could pull it off"

[22:21] <Kaiser_Trantin> "Well, I guess we could stay here one night and if anybody asks, we're just passing through"

[22:21] * Blake`` nods in agreement

[22:23] <Shalanda> "Didn't the map maker mark the area of the caves for us?"

[22:23] * Blake`` shrugs "I don't know off hand"

[22:23] * Kaiser_Trantin shrugs, then looks at the map

[22:24] <DM_Tolman> There is a mark on your map of hills to the east, calling that area Ai. But there is no indication of a specific cave.

[22:24] <DM_Tolman> Given what you've witnessed of the hills, blind searching does not seem attractive.

[22:25] <Kaiser_Trantin> "Up to you, should we stay, or stay in the fields tonight while we search?"

[22:26] <Blake``> "Lets stay tonight"

[22:26] <Kaiser_Trantin> "Shal?"

[22:27] <Shalanda> "It would be safer to search by daylight, besides your vision is not good in the night, and there are probably goblins about."

[22:27] <Kaiser_Trantin> (I have low light vision)

[22:28] <Kaiser_Trantin> "Well, lets find us a place to rest then."

[22:29] <Harlequin_J_Goat> (test)

[22:29] <Shalanda> (Failure)

[22:30] <Kaiser_Trantin> (This is a test of the Emergency fart System, this is only a test, if it was an actual emergency you would be gasping for air right about now, thank you.)

[22:31] * Blake`` heads into town with the others in search of a place to stay

[22:32] <DM_Tolman> You walk through the village and see what looks like a public tavern.

[22:35] <Shalanda> "We may find lodging there."

[22:35] * Harlequin_Goat (keythsea@34aa832c.dhcp.a3d59c23.com.hmsk) has joined #grovewood

[22:36] * Kaiser_Trantin follows quietly

[22:37] <DM_Tolman> You enter the public building. It is small. You see some tables in a eatery of some sort, not highly populated. After inquiring, you are told there are a dozen rooms to let out in the back.

[22:37] <DM_Tolman> They're not more than half full at th emoment.

[22:38] <Shalanda> "How much?"

[22:38] <DM_Tolman> You are offered a room for 5 sp.

[22:39] <DM_Tolman> (Ok, after securing rooms, any thing else before you turn it? It's not quite dinner hour.)

[22:40] <Kaiser_Trantin> (Nothing for me, I'll munch on a ration in my room, play with Azira then crash)

[22:40] <Shalanda> (Dinner)

[22:41] * Shalanda sits down to dinner.

[22:42] * Blake`` eats as well

[22:42] <DM_Tolman> You eat a humble meal of meat pie.

[22:42] <DM_Tolman> (You mentioned looking for help/lead/direction in town... doing that?)

[22:42] <Blake``> "so are we going to ask around or no?"

[22:43] <DM_Tolman> (For those that do, please describe tactic, any lead you're following, then roll a check)

[22:44] <DM_Tolman> (Streetwise)

[22:44] <DM_Tolman> 2#1d20

[22:44] <TolBot> DM_Tolman's 2#1d20: 17, 15

[22:45] * Shalanda keeps to herself and doesn't bother anybody ulness they bother her first.

[22:46] <DM_Tolman> (blake, kais?)

[22:47] <Blake``> no)

[22:47] * Kaiser_Trantin pays for his room, and asks the Bartender if he knows where the Ai caves are

[22:47] <Blake``> (key is messed up)

[22:47] <Kaiser_Trantin> (Streetwise check?)

[22:47] <DM_Tolman> (yes)

[22:47] <Kaiser_Trantin> 1d20+2

[22:47] <TolBot> Kaiser_Trantin's 1d20+2: 15

[22:47] <DM_Tolman> The bartender does not know of any Ai cave.

[22:48] * Kaiser_Trantin shrugs and looks for any scruffian on his way towards the rooms to ask

[22:48] <DM_Tolman> Your meal and your drink have ended.

[22:50] <Blake``> "that was a good meal"

[22:50] * Shalanda retires to her room and hopes Kaiser doesn't attract too much attention.

[22:50] * Blake`` retires as well

[22:51] * Kaiser_Trantin retires as well

[22:52] <DM_Tolman> After receiving no information that falls into your lap, you retire for the nite.

[22:53] <DM_Tolman> Your rooms are small, in a dark hallway. But, they are clean.

[22:53] <DM_Tolman> The night passes and morning comes...

[22:53] <DM_Tolman> *** as this session of Können Land comes to a close ***

7-26-2009:

[20:04] <DM_Tolman> *** Game Recap ***

[20:04] * Magestar is now known as Shalanda

[20:04] <DM_Tolman> When we left off last session, the group departed the city of Jalem, which had grown in familiarity over time.

[20:05] <DM_Tolman> They acquired replenished goods, a map, and renewed vigor in chasing the trail left by the half-elf in the upper office that once housed one of Blake's books, and a trove of magical items.

[20:06] <DM_Tolman> Following clues in a letter, this Slead whom they killed, was in the charge of an unknown "D", who directed him to a cave in the Ai region, outside of Belthal.

[20:07] <DM_Tolman> The group travelled to Belthal, discovering it to be a very small village, which serves only to support the goings on of a large Temple to Idoun on the mount of Belthal. They spent the nite in a very small establishment.

[20:07] <DM_Tolman> *** And thus begins this session 32 of the Können Land Campaign ***

[20:08] <DM_Tolman> As the night passes uneventfully, morning comes.

[20:08] * Abaddos snores loudly, and grunts, rolling over in bed.

[20:09] * Shalanda arises early as usual, and spiritually prepares for the day.

[20:10] * Blake`` gets up early and also prepares his things, toying around with his new weapon

[20:10] <DM_Tolman> (Freezing your roommate?)

[20:10] <DM_Tolman> (Aron, were you here for the treasure?)

[20:11] <Abaddos> (I got the armory leather thing.)

[20:12] <Blake``> (hehe)

[20:12] * Shalanda heads down for breakfast when she's done.

[20:12] * Blake`` joins Shalanda

[20:13] <Blake``> "I have a good feeling about today, I think we are going to find that cave"

[20:14] * Abaddos snores so loudly he wakes himself, looks around blinking, then yawns and pulls himself to the stairs.

[20:15] <Shalanda> "I'm glad you are so optimistic."

[20:16] * Blake`` just nods and waits to order some food

[20:17] <DM_Tolman> You make your way to the common room and arrange for breakfast... it is meager offerings... pumpkin bread and a spicy butter.

[20:18] <Kaiser_Trantin> (sorry about that, she wanted a drink)

[20:18] * Abaddos sits down and chews a bit on the pumpkin bread.

[20:18] <Shalanda> "This is decent."

[20:19] * Kaiser_Trantin sits and eats as well

[20:19] * Blake`` tries some

[20:19] <Blake``> "better then trail rations"

[20:20] * Kaiser_Trantin just eats quietly, feeding Azira a few crumbs

[20:21] <Shalanda> "Yes they are. Though not as good as home cooking."

[20:21] <DM_Tolman> No other patrons are in the small common room.

[20:21] <DM_Tolman> (except, of course, for a hooded ranger in the corner, smoking a pipe)

[20:21] <Abaddos> "My mother made better."

[20:22] <Abaddos> (Can we name him Strider?)

[20:22] <DM_Tolman> (the ranger eyes you as you fondle your ring finger)

[20:22] <Shalanda> (I want to call him Aragon)

[20:22] <Abaddos> (*gollum* *gollum* Sorry, I think I've got something in my throat)

[20:22] <Kaiser_Trantin> (*farts in the rangers direction*)

[20:23] <Abaddos> (Oy, rmember what happened LAST time we had trouble with a Ranger?)

[20:23] <DM_Tolman> You finish the bread.

[20:23] <Kaiser_Trantin> "Alright, double check our gear when everybody is ready and lets his the road"

[20:25] <Blake``> "I'm ready"

[20:25] * Kaiser_Trantin feeds the last bite of his bread to Azira "I to am ready"

[20:26] <Shalanda> "As am I."

[20:27] <DM_Tolman> You finish eating, retrieve your equipment and exit the inn.

[20:28] * Abaddos follows.

[20:28] <DM_Tolman> Back in the village, again, you see little activity. A few public buildings scatter the hilltop on this plateau... a general store, a commissary, a smithery, this inn, and a couple others.

[20:28] <Shalanda> "We should check the caves that were marked on our map first."

[20:29] * Blake`` nods in agreement

[20:29] <DM_Tolman> (again, no caves were marked, just 3 five mile hexes to the east and southeast of Belthal

[20:30] <Shalanda> (Thought he was going to mark the map)

[20:30] <DM_Tolman> (He did, he marked that region. you were told that this region used to be called Ai)

[20:31] <Blake``> "When we go searching, lets keep a eye out for hidden paths, or signs of a used trail and so on"

[20:32] <Abaddos> "Should we ask around the town for a guide or some such?"

[20:33] <Shalanda> "I suppose that we should."

[20:34] <Blake``> "Might have some luck, lets go ask around"

[20:34] * Harlequin_J_Goat (keythsea@34aa832c.dhcp.a3d59c23.com.hmsk) has joined #grovewood

[20:35] <Shalanda> (Hey Harl)

[20:35] <Harlequin_J_Goat> (Hey all)

[20:35] <DM_Tolman> You head out into the street, off to inquire for a guide who might be able to find for you a particular cave in the 10 mile x 10 mile region to the east and southeast of Belthal.

<Kaiser_Trantin> "I agree"()

[20:37] <Blake``> "Anyone have a particular plan, or shall we just start entering shops and asking there as a start?"

[20:37] <Kaiser_Trantin> (haha ha)

[20:37] <Kaiser_Trantin> (I wish it was that simple)

[20:38] <Shalanda> "I suppose we should find somebody who is a miner or is old."

[20:39] <Blake``> Blacksmith might be a good start then

[20:39] * Blake`` heads for the smithy

[20:40] <Abaddos> "I shall check the innkeeper."

[20:40] * Abaddos heads towards the inn.

[20:40] * Kaiser_Trantin follows blake quietly

[20:40] <DM_Tolman> Inside the Smithy, a Dwarf sits on a bench, sleeping.

[20:41] * Blake`` knocks on a counter

[20:41] * Shalanda waits.

[20:42] <DM_Tolman> The Dwarf wakes up.

[20:44] <Blake``> "morning"

[20:44] <Shalanda> "Hello"

[20:44] <Kaiser_Trantin> "Morning Master Dwarf"

[20:45] <DM_Tolman> Smith: "Yes... Yes... 'ave need o' sumthin'?"

[20:46] * Abaddos enters the shop and catches up to the others.

[20:46] <Kaiser_Trantin> "Directions Master Dwarf, to the Ai Caves."

[20:48] <DM_Tolman> The dwarf cocks his head? "I don't give directions, nor does I know of Ai Caves. You need a bearing for yer wagon, then come sees me."

[20:48] <Shalanda> "Would you know of somebody that might know about the local geography."

[20:49] <DM_Tolman> The dwarf scratches his head. "Folks wander about enough. Maybe a farmer down hill? Everythin' round here in Belthal centers around need o' the temple goes."

[20:50] <Kaiser_Trantin> "I see," he looks at the Dwarf.

[20:51] <Shalanda> "Prehaps then the temple would be an appropriate place to start?"

[20:51] <Blake``> "seems like it"

[20:52] * Abaddos nods and follows along.

[20:53] <DM_Tolman> You exit the Smithery and head to the other side of the village towards the trail leading down to the next landing, where sits a large temple complex.

[20:54] <DM_Tolman> As you follow the trail, you see several tents and a few booths on both sides of the trail, presumably temporary dwellings of travellers who've made pilgrimmage to the temple.

[20:56] <DM_Tolman> As you near, you again see the symbol of Ioun „P in banners across the facade. The complex seems to be two buildings.

[20:57] <Shalanda> "Hmmm"

[20:57] <Blake``> "what?"

[20:58] <Shalanda> "Nothing, just thinking."

[21:00] <Shalanda> "Shall we enter, or stand out here all day?"

[21:00] <Blake``> "waiting on you"

[21:00] <Blake``> "lets go"

[21:00] * Shalanda approaches the entrance to the temple.

[21:00] <Kaiser_Trantin> "Alright."

[21:01] * Blake`` goes with Shalanda

[21:01] <DM_Tolman> You make your way to the building on the right. There is not open door, and through signage, you make out that it is some type of academy.

[21:01] <Shalanda> "An academy seems like a good start."

[21:01] <DM_Tolman> On the left, the building's primary door is a gate into a courtyard.

[21:02] <Blake``> "I guess we are going to find out soon"

[21:02] <Kaiser_Trantin> "I stand out wherever I go Lady Shalanda."

[21:03] <Shalanda> "We have all noticed."

[21:04] <DM_Tolman> (action?)

[21:04] * Shalanda heads for the primary door.

[21:04] <Kaiser_Trantin> "Perhaps it would be wise for me to wait out here, I may scare the poor temple goers"

[21:05] <Abaddos> "Gods know you scare everyone else with a face like that..."

[21:05] <Blake``> "Ill wait with you Kaiser"

[21:06] <Shalanda> "Ok, looks like I'm going alone?"

[21:06] <DM_Tolman> You enter into the courtyard on teh left. YOu see four sections of building around you, an altar, a meditation room, several are busy reading or meditating. After discussion, you find little interesting in discussing local geography and noone aware of any cottage industry of guides ready to help adventurers.

[21:09] * Kaiser_Trantin wanders around outside for a bit

[21:09] * Abaddos goes in

[21:10] * Shalanda tries to make more inquiries about any old mines near by."

[21:10] <Blake``> "I'm sure she will get something good out of them"

[21:11] <DM_Tolman> You discover nothing of old mines nearby.

[21:11] * Shalanda returns to the group after several failed attempts.

[21:12] <Shalanda> "No good news."

[21:12] <Blake``> "Well, either we go it alone or start from square one again"

[21:12] <Kaiser_Trantin> "Hmm," he heads towards the academy "History books, old maps. . "

[21:12] <Blake``> (brb, sorry)

[21:13] <DM_Tolman> You head towards the academy.

[21:13] <Blake``> "I might be able to help with the history part"

[21:13] <Shalanda> (Didn't I just come from there?)

[21:13] <Blake``> (now brb)

[21:13] <DM_Tolman> (you were on the temple side)

[21:15] <Shalanda> (oh, thought I was on the academy side)

[21:15] * Kaiser_Trantin walks into the Academy (if the door isn't locked) and looks for some sort library

[21:16] <DM_Tolman> (You said you went into the main entrance, which I said led into a courtyard.)

[21:17] <DM_Tolman> Kaiser, you lead the grop to the academy building. Doors do not look welcoming, though you find one unlocked. It opens to a long hallway. You see a couple young students round a corner. You feel out of place.

[21:17] <Kaiser_Trantin> "Excuse me"

[21:18] <DM_Tolman> The students are out of ear shot. As you pursue, you come to a small group of mixture of races congregating in a hall. As you question them, they scoff at your presence in the academy.

[21:18] <Blake``> (back)

[21:19] * Kaiser_Trantin eyes the students fiercly, "I simply seek a teacher of History or Geological studies."

[21:20] <DM_Tolman> In time, one student half being helpful and half just trying to get rid of you, directs you to a headmaster sage.

[21:20] <DM_Tolman> Around a corner, you are met by a small man.

[21:20] * Kaiser_Trantin goes quietly "Thank you"

[21:21] <DM_Tolman> He explains that the tomes in their collections are about the histories of magicks, and local of ritual origins, and the science behind the arcane. He explains also that they have nothing to offer in geology or geography and that you don't belong here.

[21:21] <Blake``> "Master Sage, who would we ask in these parts if we were interested in exploring the mines?"

[21:22] <Kaiser_Trantin> "Ritual Orgins, where there any local rituals that where required to be completed underground, or in a cave?"

[21:22] <Blake``> (sorry0

[21:22] <DM_Tolman> He suggests that those looking for adventure should go to Jalem.

[21:22] <Kaiser_Trantin> "Been there, we came from there. We where sent here, to seek our adventure in some local caves which we can not find"

[21:23] <DM_Tolman> Kaiser, he doesn't understand what you mena by 'local ritual.'

[21:23] <Blake``> "We arent looking for adventure, we are looking for our lost items, our search has led us here, we aren't trouble makers, we just need help, you must know someone who is an explorer or woodsman that we can ask for assistance from?"

[21:23] <Shalanda> "You said you study rituals? Were any practiced near here in the past or recent times?"

[21:24] <DM_Tolman> Sage: "I am not here to help you. I ask one last time for you to leave the academy. YOU are not students here."

[21:24] <Kaiser_Trantin> "Students, Master Sage, come in all shapes and forms."

[21:25] <DM_Tolman> The sage turns towards two students lingering in the hall, "Off with you." They scamper away.

[21:25] <Kaiser_Trantin> "And I am sorry to have disturbed you, what we are doing is very urgent to us."

[21:26] <DM_Tolman> He nods and waves.

[21:26] * Blake`` heads out "Keep a watchful eye in these parts, the people we seeks are dangerous, at least accept that warning"

[21:27] <DM_Tolman> You turn and head back down the hall, around the corner, and out the door you entered.

[21:27] * Kaiser_Trantin turns and walks out of the Academy, annoyed

[21:27] <Shalanda> "Friendly people huh."

[21:29] <Kaiser_Trantin> "Where I am from, such academys would not be tolerated. They are to be sources for information for anybody, students, royalty, or commoners."

[21:29] * Abaddos grins devilishly. "Perhaps I should try something?"

[21:29] <Blake``> "It seems like a small population in these parts, they are likely not use to strangers and guests"

[21:30] <Kaiser_Trantin> "Let us just look, nobody here will be of any help. We would have better luck recruiting a swine to guide us."

[21:30] * Blake`` laughs

[21:30] <Blake``> "I'd be up for that adventure"

[21:31] <Shalanda> "I'd rather just check the hills to the southeast and see if we get lucky."

[21:31] * Abaddos still has an impish grin. "I'm pretty sure I could have something... done."

[21:31] <Kaiser_Trantin> "Yea well, they'd probably hang you by your tail. As tempted as I would be to let you hang there, I would have to cut you down. . . Eventually"

[21:32] <Blake``> "Let's head southeast then, are we stocked up on enough food, just incase?"

[21:32] <Kaiser_Trantin> "I'm ready, let us put these people behind us for good."

[21:33] * Abaddos glares at the rest of them, then snorts and follows behind.

[21:33] <DM_Tolman> You head back through the village and out the front, down the switchbacks that lead to the foot of the settlement. The hills are off to you left, to the west.

[21:34] <DM_Tolman> (I should've been saying west and southwest this whole time today)

[21:34] <DM_Tolman> (wait, no, it is east... sorry)

[21:34] <DM_Tolman> The hills are off to you left, to the east.

[21:34] <Blake``> (DM is so lost)

[21:34] <Blake``> (:))

[21:35] <Blake``> "Alright, lets get going, keep your eyes peeled, if we focus on looking for clues we have a better chance"

[21:35] <DM_Tolman> (So, heading into the hills, looking for a cave that hopefully "D" is hanging out in?)

[21:35] <Blake``> (you mean that D is hiding in)

[21:36] <DM_Tolman> (K, state which skill you're using for your search, and roll it)

[21:37] <Kaiser_Trantin> (Perception)

[21:37] <Kaiser_Trantin> 1d20+2

[21:37] <Kaiser_Trantin> (no bot lol)

[21:38] <Blake``> (same)

[21:38] <Blake``> 1d20+2

[21:38] <Blake``> (Blake rolls a 22)

[21:38] <DM_Tolman> (one sec)

[21:39] <Kaiser_Trantin> (Kaiser_Trantin throws 1d20+2 heads of dead players and gets 22)

[21:39] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:39] <Kaiser_Trantin> 1d20+2

[21:39] <TolBot> Kaiser_Trantin's 1d20+2: 11

[21:39] <Shalanda> (I'm going to try a Nature check)

[21:39] <Blake``> 1d20+2

[21:39] <TolBot> Blake``'s 1d20+2: 16

[21:40] <Shalanda> 1d20+4

[21:40] <TolBot> Shalanda's 1d20+4: 22

[21:40] <DM_Tolman> (Your choice, cause there's no 'Wilderness' skill, or an outdoors equivalent to Dungeoneering)

[21:41] <Abaddos> 1d20+1 (Perception)

[21:41] <TolBot> Abaddos's 1d20+1 (Perception): 8

[21:41] <DM_Tolman> (Aron?)

[21:42] <DM_Tolman> You search for the day... evening is probably an hour off. You found a couple overhangs and outcroppings, and one cave large enough for a medium sized mole, but nothing to that could've been whatever it is you're looking for.

[21:42] <Blake``> "Camp?"

[21:43] <DM_Tolman> If you left now, you could make it back to Belthal for the evening.

[21:43] <Kaiser_Trantin> "I have no desires to return to that place"

[21:43] <Kaiser_Trantin> "I'm fine with sleeping under the stars"

[21:43] <Shalanda> "I would prefer an inn."

[21:44] <Blake``> "We could get something to mark where we have been if we head back as well"

[21:44] <Kaiser_Trantin> "I have no intentions of going back to the town."

[21:44] <DM_Tolman> (like peeing around the perimeter?)

[21:44] <Blake``> "With our lack of knowledge we will most likely go in circles up here"

[21:46] <Abaddos> "Why not just mark where we've been with some sort of mark on the ground? That way, when we awake, we notice which way we have left to check."

[21:47] * Kaiser_Trantin shakes his head and looks around in the failing light, knowing if there is a cave nearby it will most likely be emitting some sort of light if its occupied

[21:47] <Blake``> "Works for me"

[21:47] <Blake``> "Ok so half of us are going to stay out here, the other half are going to the inn?"

[21:47] <Blake``> "Give me a good reason to stay out here and I will stay"

[21:48] <Kaiser_Trantin> "Those people are arrogant bafoons."

[21:48] <Blake``> "good reason Kaiser"

[21:48] <Shalanda> "We can look around for caves, I don't need as much sleep as the rest of you."

[21:48] <Blake``> "although I agree the ones we have spoken to have be useless"

[21:49] <Abaddos> "Andyet when I tried to do something about it, Lord Scaly of the Holier than thou empire held me back... hm."

[21:49] <Kaiser_Trantin> "Go for it Abaddos, do to them what you wish, but if you do, I will not come for you."

[21:49] <Blake``> "and he was right to do that Abaddos, we don't need any more worries"

[21:50] <DM_Tolman> (so...)

[21:50] <Blake``> "Ok well lets stay out here then, seems like we've missed our chance to head out"

[21:51] <DM_Tolman> You make came back in one of the outcroppings, after staying late to look for light coming from a cave somewhere.

[21:51] <Abaddos> "Oh trust me, lizard, a helping hand is not wha tl expect from you."

[21:51] <DM_Tolman> 1d20

[21:51] <TolBot> DM_Tolman's 1d20: 10

[21:51] <DM_Tolman> Night passes and morning comes uneventfully.

[21:51] <DM_Tolman> (Some thing today?)

[21:51] <DM_Tolman> (same...)

[21:52] <Kaiser_Trantin> (Yea, I will kep looking)

[21:52] * Blake`` wakes up after an uncomfortable sleep

[21:52] * Kaiser_Trantin wakes up bright and early ready to continue the search

[21:53] <Shalanda> (How long would it take to get back to town and back to the group?)

[21:53] <DM_Tolman> (hour each way)

[21:53] <DM_Tolman> (You can have slept at the inn in town, if you like... with you vision and your less sleep required)

[21:54] <Shalanda> (Since I need 2 hours less rest then the others can I jet back to town and inquire at the tavern to see if anybody knows of Sled there?)

[21:54] <DM_Tolman> (yes)

[21:54] <Shalanda> (I do that then)

[21:55] <DM_Tolman> (roll a streetwise)

[21:55] <Shalanda> 1d20+2

[21:55] <TolBot> Shalanda's 1d20+2: 18

[21:56] <DM_Tolman> Shalanda, as you reached the inn late in the evening, you spoke to a couple patrons, as well as the keeper an another patron this morning, and noone knew anything of a Slead.

[21:56] <Shalanda> (I also give a description of the elf, before returning to the group).

[21:56] <DM_Tolman> (half-elf?)

[21:57] <Shalanda> (Sorry, yes half-elf)

[21:57] <DM_Tolman> As you prepare for the day, Shalanda shows up at your camp.

[21:57] <DM_Tolman> (ok, state skill you're using and roll.)

[21:58] <Kaiser_Trantin> (perception again)

[21:58] <Kaiser_Trantin> 1d20+2

[21:58] <TolBot> Kaiser_Trantin's 1d20+2: 18

[21:58] <Shalanda> (Nature again)

[21:58] <Shalanda> 1d20+4

[21:58] <TolBot> Shalanda's 1d20+4: 22

[21:58] <DM_Tolman> 3#1d20+1

[21:58] <TolBot> DM_Tolman's 3#1d20+1: 3, 18, 10

[21:58] <DM_Tolman> 1d20+9

[21:58] <TolBot> DM_Tolman's 1d20+9: 22

[21:58] <Blake``> (perception)

[21:58] <Blake``> 1d20+2

[21:58] <TolBot> Blake``'s 1d20+2: 14

[21:59] <Abaddos> 1d20+1 (Perception)

[21:59] <TolBot> Abaddos's 1d20+1 (Perception): 3

[21:59] <Abaddos> (of course)

[22:00] <DM_Tolman> As the afternoon grows long, you've searched for hours, and come up with nothing.

[22:00] <DM_Tolman> You were excited to find what could only be called a cave, but as you spent a quarter hour preparing to enter, you then discovered it went 30 feet back and ended.

[22:01] <Shalanda> "This search is getting us nowhere. We should return back to town and try to find better information."

[22:01] * Abaddos shrugs.

[22:02] <Blake``> "There is just too much area to cover"

[22:04] <Blake``> "I'll go around when we get back and see if I can get some people to warm up and help us out"

[22:04] <Shalanda> "We could spend weeks out here."

[22:05] <DM_Tolman> At this point, you could make it to town in 1.5 hours, before night comes.

[22:07] <Shalanda> "Let's return to Belthal for now."

[22:08] <DM_Tolman> (To Belthal, then?)

[22:08] <Blake``> "I agree"

[22:08] * Blake`` brushes off some sweat from his forehead, "We need to back and rethink this"

[22:08] * Kaiser_Trantin shrugs

[22:09] <DM_Tolman> You make your way back over and around the hills and up the mount to Belthal. The Inn keep is surprised to see you've returned to arrange rooms again, but happily takes your 5 sp. You all sit at table for meal.

[22:09] <Kaiser_Trantin> (Have we checked behind the temple but below it)

[22:09] <Shalanda> "We should probably concentrate on old merchants to start with. That note did say that D person got the last components he needed from an old fool.

[22:10] <Kaiser_Trantin> "Or he could have ment the sage as well"

[22:10] <Kaiser_Trantin> "D could very well be a student"

[22:10] <Kaiser_Trantin> "It would give him access to a wide array of information and resources"

[22:10] <Shalanda> "Let's start with old merchants for now, then expand our search if that turns up fruitless."

[22:11] <Blake``> "Let's do it then"

[22:11] <DM_Tolman> |3O< = is the emoticon for the DM patting a player on the head for beginning a sound line of reasoning.

[22:12] <Shalanda> (Muhahahahaha)

[22:12] <DM_Tolman> You finish eating and then begin your search. (Asking who what?)

[22:13] * Shalanda starts by looking for shops, particularly those that deal with magic.

[22:14] <DM_Tolman> You don't see any shops in the village that 'deal with magic', nor even a shopkeep that immediately would qualify as old.

[22:14] * Blake`` joins Shalanda "Look if people are difficult, which seems to be the nature of people around here, let me work on them some"

[22:14] <Shalanda> "Go for it."

[22:14] <DM_Tolman> The 'shops' you've tried are a Smithery, a commissary, a general goods store and a stables.

[22:15] <Blake``> "Let's go to the general goods store"

[22:15] <DM_Tolman> (Note: Noone in town has been difficult. Nor in the temple proper. Just those inside the academy.)

[22:15] <Blake``> (fair enough)

[22:16] <Kaiser_Trantin> "Shalanda, your wise, and perhaps better at obtaining information than myself. You should go speak to the sage in the academy."

[22:16] <DM_Tolman> You all enter the General Goods store.

[22:16] * Abaddos growls low in his throat.

[22:16] <DM_Tolman> You are surprised to see a familiar face inside.

[22:16] <Blake``> (who?)

[22:17] <DM_Tolman> The inn keep stands at the counter, buying three candles. He nods at you.

[22:17] <DM_Tolman> InnKeep: "Find your cave?"

[22:18] <DM_Tolman> He hands some copper coins to the female half-elf behind the counter and picks up his candles.

[22:18] <Blake``> "You know Kaiser, that Sage likely can't help us, but I have an idea that might help him try to help us harder if we want to return"

[22:18] <Blake``> "Not yet, spent a couple days up there"

[22:19] <Blake``> "nothing, beginning to wonder if we are chasing something that doesn't exist"

[22:19] <DM_Tolman> He nods, "So, you've come back to town for a bed to sleep on, then? Beats the ground."

[22:19] <Blake``> "and to find a guide or some information that might help us narrow the search"

[22:19] <Blake``> (some = someone)

[22:19] <Blake``> (nevermind)

[22:20] <DM_Tolman> InnKeep: "Well, as I said before, sorry, but in these parts, I know nothing of a guide."

[22:20] <DM_Tolman> InnKeep: "'fraid you're not gonna find a guide here in teh general store, either?"

[22:20] <Shalanda> "Indeed. By chance do you know of somebody that deals in magic?"

[22:20] <Kaiser_Trantin> "Do you by chance know anybody who knows the local history?"

[22:20] <DM_Tolman> InnKeep: "Magic? What mean you deal in magic?"

[22:21] <DM_Tolman> InnKeep: "Like, selling magical blades or somesuch?"

[22:21] <Shalanda> "Residuum by chance?"

[22:21] <Kaiser_Trantin> (ignore my last question)

[22:21] * Kaiser_Trantin heands back to the smithery (I'll wait)

[22:21] <DM_Tolman> InnKeep: "What is Residuum?"

[22:22] <Blake``> "Yeah what is that?"

[22:22] * Shalanda sighs.

[22:22] <Shalanda> "How about old merchants?"

[22:23] <DM_Tolman> InnKeep: "I'm sorry, you ask me more than one question a day now, and I'm no help to you. What kind of magic item merchant are ya looking for?"

[22:24] * Abaddos shuffles over to Blake. "What idea did you have in mind for the guy at the academy?" He whispers.

[22:25] <DM_Tolman> The InnKeep stares at you, awaiting an answer.

[22:25] * Blake`` whispers back "Well, pretty sure I can get him to be a little more helpful, but thought maybe in exchange Kaiser could educate his students on Dragonborn"

[22:25] <Shalanda> "We had items stolen from us, and the only current clue we have is that somebody acquired the last components for whatever ritual he was performing from an, and I quote, "old fool in Belthal".

[22:26] <DM_Tolman> InnKeep: "Components... well..."

[22:26] * Abaddos shakes his head in disgust. "Always about the dragonborn. Havn't you noticed? The guy in there is the only one who seems to have a MAJOR attitude problem. I've seen the like. Either he's hiding something or he's afraid of something."

[22:26] <DM_Tolman> The half-elf woman from behind teh counter speaks up, "Dorin, there's that old fool with the cart that sells magical compenents."

[22:26] <DM_Tolman> The InnKeep nods, "Sure 'nuff."

[22:26] * Abaddos stops mid comment and his ears perk up.

[22:27] <Abaddos> "And... he would be found where, mister and miss?"

[22:27] <Shalanda> "That sounds promising. Where may I find this person?"

[22:27] * Blake`` nods at Abaddos "you have a good point"

[22:28] <DM_Tolman> InnKeep: "Off the path on the way to the temple... he keeps a cart off on the right. Has a green tin roof. Well, must be getting back."

[22:28] <DM_Tolman> He waves and exits.

[22:28] <Blake``> "That worked out well"

[22:28] <Blake``> "Lesson here is, always go to the general store"

[22:28] <Shalanda> "Thank you again."

[22:28] <Abaddos> "Someone... please tell me why we never noticed this before?"

[22:28] -> -Blake``- PM :-P

[22:29] <Blake``> "maybe hes not there anymore, but we can look and then go from there"

[22:31] * Shalanda starts back towards the temple area in search of this merchant.

[22:32] * Blake`` heads out with her

[22:32] * Abaddos follows.

[22:32] <Blake``> "lets get Kaiser"

[22:32] * Kaiser_Trantin sits in the smithery

[22:32] <Blake``> (do we know where he is?)

[22:33] * Kaiser_Trantin sets the flameburst falchion on the counter "Excuse me"

[22:33] <DM_Tolman> Kaiser, the Smithery you discover is now closed.

[22:33] <Kaiser_Trantin> (Figures lol)

[22:34] <DM_Tolman> You head out and towards the temple. Along the road, you again see several tents and a few booths off to the left and right.

[22:34] <DM_Tolman> Off on the right, you see a closed up cart that has a green tin roof. A tent is behind it.

[22:35] * Abaddos chuckles. "Knock knock..."

[22:35] <DM_Tolman> An older man pops his head out the tent, "You need something, er... outlander?"

[22:36] <Kaiser_Trantin> (Guessing I'm with them now?)

[22:36] <DM_Tolman> (sure)

[22:37] <Kaiser_Trantin> "Sure, I'm looking for an Amulet," he proceeds to explain the one that was stolen from him.

[22:38] <DM_Tolman> O'Fool: "Sorry. I has components. Fer the students and pilgrims, mostly. You look like neither."

[22:38] <Kaiser_Trantin> "Have you been coming here long?"

[22:39] <DM_Tolman> O'Fool: "Been here a few years. Why's ya asking me that?"

[22:39] * Shalanda waits for Kaiser to try his approach.

[22:39] <Kaiser_Trantin> "Wonder if you know the lay of the land in this area"

[22:39] <DM_Tolman> He scratches his head, "What the blimey you talking about scale-skin?"

[22:40] * Kaiser_Trantin grins "If you know of any old Mines, or caves in these parts"

[22:40] <Shalanda> "Why don't you try the direct approach Kaiser?"

[22:41] <DM_Tolman> O'Fool: "Mines? No. Caves? I don't know."

[22:41] * Kaiser_Trantin looks at Shalanda "I thought you would have figured it out by now, I'm only good at killing things, not gathering information."

[22:42] * Abaddos grins. "I like this guy"

[22:43] <DM_Tolman> O'Fool: "Sorry to interrupt, but did you need to buy a component?"

[22:43] <Kaiser_Trantin> "Thank you for your time Sir."

[22:43] * Shalanda sighs

[22:43] <DM_Tolman> O'Fool: "An' is there a reason that yer asking me of all people these questions?"

[22:44] <Kaiser_Trantin> "Oh, did you by chance have a person who goes by D come around here have you?"

[22:44] <Shalanda> "We are looking for somebody who bought components from you with a name that begins with the letter D. This would have been several days ago. Can you help us?"

[22:44] <DM_Tolman> O'Fool: "What did he buy? I don't ask names."

[22:44] <Blake``> (we are the worst for asking questions, we all ask at the same time, its hilarious)

[22:45] <DM_Tolman> O'Fool: "Was he a student at the academy? A pilgrim in one o these tents?"

[22:45] <Kaiser_Trantin> "Components required for Residuum"

[22:45] <Shalanda> "I suspect ritual componets or Residuum."

[22:46] <Abaddos> (Is there an echo in there?)

[22:46] <Kaiser_Trantin> (Nope, jus' lag most likely)

[22:46] <DM_Tolman> His eye perk up, "Hmm, for Residuum? Precious. Well, many a ritual for deconstructing... hard to say."

[22:47] * Kaiser_Trantin looks deep into the mans eyes, "They wish to deconstruct magical items."

[22:47] <DM_Tolman> Ol'Fool: "Was he converting? Was he disenchanting? I know the rituals myself... but could make a guess"

[22:48] * Kaiser_Trantin sets the flameburst falcion down "Such as this sword."

[22:48] <DM_Tolman> Ol'Fool: "How about answering my quesiton?"

[22:48] <Shalanda> "Conversion"

[22:48] <DM_Tolman> Ol'Fool: "No, Was he a student at the academy? A pilgrim in one o these tents? Where'd he come from?"

[22:49] <Kaiser_Trantin> "All I know is that he goes by D, Who has the letter?"

[22:49] <Shalanda> "I don't know. Somebody from outside of the area I think."

[22:49] <Abaddos> "We're not sure. However, you seem like a man on top of the game. Surely you remember the types of people you sell certain items too?"

[22:50] <DM_Tolman> Ol'Fool: "Outside? Hmm, well, there was a someone a week or so back, bought some Thrash Ore. Fwelp delivered it somewhere east of town."

[22:51] <Abaddos> "That could very well be him. Do you remember what he looked like?"

[22:51] <Kaiser_Trantin> "Where can we find this Fwelp?"

[22:51] <DM_Tolman> Ol'Fool: "Sure I do... don't get many gnomes around here."

[22:52] <DM_Tolman> Ol'Fool: "Fwelp is my boy... he could show you where... Hey, you buying a compenent?"

[22:54] * Abaddos sidles up and leans on the nearest object to the old fool. "Well, let's say your boy takes us to where he delivered those items... and in return, we make a...donation... to your business?"

[22:54] * Kaiser_Trantin picks up the falcion and puts it back by his side "My appologies kind sir, I do not have a use for magical components, perhaps one of my compaions do, and please ignore the Tiefing, he is a little mentally unstable."

[22:54] <DM_Tolman> He holds up a small bag, "Don't want no donation. Buy something. He holds up a bag, Dried Bat Guano... rare."

[22:55] <Shalanda> "Do you have any ritual books by chance?"

[22:55] <DM_Tolman> Ol'Fool: "Fwelp!"

[22:55] * Abaddos glares at Kaiser, and then lightly browses the merchandise.

[22:55] <DM_Tolman> A young boy soon comes up behind you, "Yessir."

[22:55] <DM_Tolman> Ol'Fool: "Hold, boy."

[22:55] * Kaiser_Trantin turns to look at Fwelp

[22:55] <DM_Tolman> The ol'fool dangles the bag, holding out his hand.

[22:55] <DM_Tolman> (dangles)

[22:56] <DM_Tolman> Ol'Fool: "I sells no swords, no tomes, no scrolls. I gots compenents, and quite alot."

[22:56] <Abaddos> "Bat...guano... isn't that...err...?"

[22:57] <Kaiser_Trantin> 'How much'

[22:58] <Shalanda> "In that case, something useful. Components for a Gentle Repose Ritual?"

[23:00] <DM_Tolman> He puts down the bag and moves out to his cart. He unlocks and opens a drawer and pulls out a sack, "Here ya go, Sage Cowell. 15 gold then?"

[23:00] * Kaiser_Trantin blinks a few times then looks at Shalanda

[23:01] <Shalanda> "I will give you 9 gold for it."

[23:01] <DM_Tolman> Ol'Fool: "10 gold, but you get nuttin more from me and my boy."

[23:02] <DM_Tolman> Ol'Fool: "Fwelp, that gnome that bought the Thrash Ore... you remember where you delivered it?"

[23:02] <DM_Tolman> Fwelp: "Sure do, Pappi."

[23:02] <DM_Tolman> He grins at you.

[23:03] * Kaiser_Trantin shoves a small portion of ration into Azira's pouch as they haggle

[23:03] * Abaddos glares at Kaiser. "Well, are you gonna swoop in and save the day with your magical dragonborn powers?"

[23:03] <DM_Tolman> Ol'Fool: "me'thinks 20 gold."

[23:03] <Abaddos> (can we try charisma checks on him?)

[23:03] <Kaiser_Trantin> "If that includes removing your head tiefling, then I'm game, I do not have the gold to play their little game."

[23:04] <Shalanda> "You ask too much, and I shall not pay. Good day to you."

[23:04] <DM_Tolman> (Diplomacy I guess)

[23:05] <Kaiser_Trantin> "We could always take my uncles approach, and remove their heads and put them on pikes," he grins, "you should be glad I do not take after my uncle."

[23:05] * Abaddos steps up again. "Perhaps we can work something out. After all, supply and demand don't work if the demand is too outrageous. You and I both know that you have an advantageous situation... How about we say 6 gold up front and 6 the next time we return to your shop?"

[23:06] <Abaddos> 1d20+11 (diplo+beguiling tongue)

[23:06] <TolBot> Abaddos's 1d20+11 (diplo+beguiling tongue): 23

[23:07] <DM_Tolman> Ol'Fool: "Look, I can get 10 for these compenents any day. I can do 12, but all now... and I sends Fwelp with you to show you where he delivered the gnomes components."

[23:08] * Abaddos grins at Shalanda and smirks at Kaiser. "Twelve can be done."

[23:08] <Kaiser_Trantin> (I'm poor)

[23:09] <DM_Tolman> Ol'Fool: "Tells ya what, 6 now, and 6 to Fwelp when you get there. That's it."

[23:09] * Abaddos holds out his hand. "A deal, then!"

[23:09] <DM_Tolman> He shakes.

[23:10] * Abaddos smugly struts as he walks past Kaiser, bumping his shoulder on the way.

[23:10] * Kaiser_Trantin mutters something about wanting to act like his uncle once and put Abaddos's head on a pike in Draconic.

[23:10] <DM_Tolman> Ol'Fool: "So, you going now then, or in the morning?"

[23:11] * Abaddos pulls out 6 coins and hands them to the dragon. "Pay the man," he says... in Draconic.

[23:11] <Shalanda> Draconic: "Do it when he isn't being useful for once."

[23:12] * Kaiser_Trantin hands the coins to the old man

[23:12] <DM_Tolman> He takes the coinage.

[23:12] <DM_Tolman> Ol'Fool: "So, you going now then, or in the morning?"

[23:12] <Abaddos> "What do you think, everyone? Start out today? Or tomorrow?"

[23:13] <Shalanda> "Today"

[23:13] <DM_Tolman> (It is now nightfall)

[23:13] <Kaiser_Trantin> (I have to go soon, have to get my sleep while I can)

[23:13] <Blake``> "Either works for me, although the sooner the better"

[23:14] * Abaddos glares at Shalanda.

[23:14] <Shalanda> "As soon as possible would be ideal."

[23:15] <Kaiser_Trantin> (afk, nature calls)

[23:15] <DM_Tolman> The man hands the sack of compenents to Shalanda.

[23:15] <Abaddos> "However, it is night time. Are you sure we want to be caught out in the dark?"

[23:15] <Shalanda> "Thank you."

[23:15] <DM_Tolman> Fwelp: "Pappi, not sure I can find it at night."

[23:15] <DM_Tolman> The man looks at you all, "Yer choice."

[23:15] <Abaddos> "Then that decides it for us. We shall rest tonight and start fresh in the morning."

[23:16] <Shalanda> "If he loses the trail at night, he can pick it up in the morning."

[23:16] <DM_Tolman> Ol'Fool: "Which tent is yours? Fwelp can meet you in the morn."

[23:16] * Abaddos looks at the ol'fool. "We're staying in the inn. Tell the boy he can meet us there."

[23:17] <DM_Tolman> Ol'Fool: "The inn? How bout that. Alright, best do it in the morn. He'll meet you there at daybreak. right?"

[23:17] <DM_Tolman> Fwelp: "Yessir."

[23:17] <Abaddos> "Good enough. That good with all of you?" He looks at the rest of the party.

[23:18] <Abaddos> (anyone else find it odd that the boy is italian?)

[23:18] <Blake``> (hmmm :))

[23:18] <Shalanda> "I suppose it will have to do."

[23:18] <DM_Tolman> The Old Fool and his 'boy' nod at you and head back into the tent...

[23:18] <DM_Tolman> *** As this session of Können land comes to a close ***

8-23-2009:

[20:20] <DM_Tolman> *** Thus begins session 33 of the Können Land campaign. ***

[20:21] <DM_Tolman> The evening at the small tavern & inn passes uneventfully.

[20:21] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #grove

[20:22] <DM_Tolman> You wake up to a dim morning light.

[20:22] * Shalanda arises early in the morning as usual and performs her religious ceremony.

[20:23] * Blake`` seems eager to go and waits in the main room of the tavern

[20:23] <DM_Tolman> Blake, as you make it to the front tavern room, the young Fwelp is already standing by the front door, leaning against the wall, chewing on a stick.

[20:24] <DM_Tolman> Fwelp: "Where is the rest of you?"

[20:24] * Ryu walks quietly downstairs from his room after grabbing his gear and securing Azira in his pouch

[20:24] * Abaddos walks out in a daze, half asleep.

[20:25] <Shalanda> "As usual they are slow and lazy."

[20:27] * sdfngvnr1 (Mat@46affbcf.dsl.hstntx.3e6fd2e2.net.hmsk) has joined #grove

[20:27] <DM_Tolman> Fwelp nods at Blake and Shalanda, still chewing his stick.

[20:28] * Abaddos stands next to Shalanda. "Freaky dream last night."

[20:28] * Blake`` nods back

[20:32] <Shalanda> "You?"

[20:33] <DM_Tolman> Fwelp watches yo assemble.

[20:34] * Abaddos yawns. "When we leave?"

[20:35] <Blake``> "soon as we are all here"

[20:35] <Shalanda> "We are all here."

[20:35] <DM_Tolman> (nick, ryu)

[20:35] * Ryu is now known as Kaiser_Trantin

[20:36] <DM_Tolman> Fwelp: "You ready?"

[20:36] <Shalanda> "Well except Lucius, but I suspect he is going to try to uncover some leads here today."

[20:36] <Blake``> "then lets go"

[20:36] <DM_Tolman> Fwelp heads out the door.

[20:37] <DM_Tolman> He carries on his shoulder a waterskin and a small sack.

[20:37] * Abaddos stifles another yawn and follows.

[20:38] * Kaiser_Trantin follows quietly as well, still in the process of waking up

[20:39] <DM_Tolman> Fwelp heads out the front of town and down the switchbacks that lead to the base of the hill upon which the village sets.

[20:39] <DM_Tolman> Fwelp talks as he walks, "So, you'll be starting in the academy?"

[20:40] <Shalanda> "The Academy?"

[20:41] <DM_Tolman> Fwelp: "Sure, the temple academy... guess not."

[20:41] <Shalanda> "Likely not."

[20:41] <DM_Tolman> Fwelp: "I'll be going to the academy next year," his voice lowering to a mumble, "don't care what pappi says. I'm smart enough."

[20:42] <DM_Tolman> Fwelp: "A master told me I was exceptional, and that they'd pay for my studies."

[20:42] <DM_Tolman> Fwelp: "Learn to do amazing things, I'm going to."

[20:42] <DM_Tolman> Fwelp continues to walk as he rambles on an on for an hour as you head out into the hills.

[20:42] <Shalanda> "Well if your skills are exceptional and somebody is willing pay your way, it is an opportunity that few can pass up."

[20:44] <DM_Tolman> YOu move across hill tops to the west. He stops at the a tree on a hill broad and expansive.

[20:45] <DM_Tolman> Fwelp drinks from his waterskin.

[20:45] <DM_Tolman> Fwelp: "This is where I met her."

[20:46] <Shalanda> "Her?"

[20:46] <DM_Tolman> Fwelp: "The lady... the gnome wizard's assistant."

[20:46] <DM_Tolman> Fwelp: "I was to meet her at this tree, brought the component I did."

[20:47] <Abaddos> "What exactly was the component?"

[20:47] <DM_Tolman> Fwelp: "Thrash Ore."

[20:47] <Kaiser_Trantin> "Thrash Ore, whats that for?"

[20:48] <DM_Tolman> Fwelp: "Oh, powerful stuff, I imagine."

[20:48] <Shalanda> (Spellcraft check?)

[20:48] <DM_Tolman> (sure)

[20:48] <Shalanda> (Err Arcana I mean. :P)

[20:49] <Shalanda> 1d20+9

[20:49] <TolBot> Shalanda's 1d20+9: 18

[20:50] <DM_Tolman> (You are unfamiliar with a spell or ritual that uses Thrash Ore, nor have you heard of it.)

[20:50] * Shalanda shrugs quietly to herself.

[20:50] <DM_Tolman> Fwelp: "Anyways... met her here I did... "

[20:51] <DM_Tolman> Fwelp: "But don't you want to know where she went to meet him?"

[20:51] <Shalanda> "And where did she go from there?"

[20:51] <DM_Tolman> Fwelp gets quiet: "Cause I followed her."

[20:51] <DM_Tolman> He snickers.

[20:51] <Abaddos> "Smart kid... I am starting to like him..." He pats Fwelp on the head.

[20:52] <DM_Tolman> Fwelp rubs his hat.

[20:52] <DM_Tolman> Fwelp: "It's three hours... this way still. Come."

[20:52] <DM_Tolman> He moves down the other slope, quickly.

[20:52] <Blake``> (guys gonna be off and on, gotta help carry a bunch of stuff out, sorry)

[20:53] * Kaiser_Trantin grins

[20:54] <Kaiser_Trantin> "She must have been one hell of a cutey to follow her for three hours."

[20:54] <Shalanda> "If this woman is the same one from the carriage, expect her to be versed in magic."

[20:56] <Abaddos> "Don't worry... now that she's not gonna catch me off guard, I'm sure I can take her..."

[20:57] <Shalanda> "Do not be so overconfident, it may lead to your undoing."

[20:57] <Abaddos> "Eh, if she doesn't kill me, you guys will eventually, so it doesn't matter.

[20:58] <DM_Tolman> You follow for 2 hours, rounding slopes.

[20:58] <Shalanda> "An interesting outlook, though perhaps flawed."

[20:58] <Kaiser_Trantin> "I don't know, if we killed him, I'd feel sorry for the poor creatures that eat his decomposing corpse"

[20:59] <DM_Tolman> Fwelp stops and takes a swig, he has continued to go on from time to time about random interests of his, including the room he's going to get at the academy and a girl of interest to him named Swelia.

[20:59] <DM_Tolman> Fwelp: "Not more than another hour."

[21:00] <DM_Tolman> As you make your way, the terrain has remained the same... broad hills, some rocky outcroppings, but uncultivated.

[21:00] <DM_Tolman> After another hour Fwelp walks slowly for about five minutes.

[21:01] * Kaiser_Trantin looks around "this is starting to remind me of home"

[21:01] <DM_Tolman> Fwelp: "Here. There. This is where I left her. It was getting late."

[21:02] <DM_Tolman> Fwelp moves around a slope, "She went that way." He points to the north around a hill.

[21:03] <Abaddos> "Did you see her any after that?"

[21:05] <DM_Tolman> Fwelp: "Er... no."

[21:06] <DM_Tolman> Fwelp: "But I got the sense that where she met him back, couldn't be much further on. There's nothing this way, really."

[21:06] <DM_Tolman> Fwelp shrugs, "Well, off then."

[21:06] <DM_Tolman> He gives a wave.

[21:06] <Shalanda> "Good luck at the academy."

[21:07] <DM_Tolman> Fwelp waves once more.

[21:08] * Shalanda adjusts her armor.

[21:08] <Shalanda> "Shall we proceed?"

[21:09] * Kaiser_Trantin double checks all his equipment, making sure everything is ready for combat

[21:10] * Abaddos dusts off his shoulders. "Let's do it."

[21:10] <DM_Tolman> With Fwelp out of sight, you begin moving around the slope of the mount.

[21:10] * Shalanda advances in the direction Fwelp indicated.

[21:11] * Blake`` follows

[21:11] <DM_Tolman> It turns to a valley between two hills leading straight north.

[21:11] * Abaddos starts chuckling.

[21:12] <Kaiser_Trantin> "Saved some gold did you Tiefling"

[21:12] <Abaddos> "You noticed, did you?"

[21:12] <Shalanda> "As did I."

[21:12] <Kaiser_Trantin> "I did"

[21:13] <DM_Tolman> You follow the valley around and as it make another bend.

[21:13] * Abaddos chuckles and pats his jingling pockets.

[21:13] <DM_Tolman> As Abaddos remembers the dimwitted Fwelp's omission, up ahead, into the face of a hillside, you see a small cave.

[21:14] * Kaiser_Trantin eyes the cave "Finally"

[21:15] <Shalanda> "I wonder what sort of defenses they have here?"

[21:16] <Kaiser_Trantin> "Lions, Tigers, and Bears"

[21:17] <Shalanda> "Are you at all serious by that remark?"

[21:18] <Kaiser_Trantin> "Nope"

[21:18] * Abaddos blinks. "Dragonborn... make jokes?"

[21:19] <Kaiser_Trantin> "oh my"

[21:19] <DM_Tolman> The opening in the hillside is partly in shadow from the late-morning light.

[21:20] * Shalanda gives Kaiser a "That was quite stupid" look.

[21:20] * Kaiser_Trantin pats Abaddos on the shoulder "Well, Bait, run along and see if the Lions are hungry"

[21:22] <DM_Tolman> The opening is on the northeast face of the hill you approach.

[21:22] * Shalanda approaches the cave opening, readying her scythe.

[21:23] <DM_Tolman> As you approach the cave, you see no signs of activity.

[21:23] <Abaddos> "You know, I would, but I'm pretty sure they're in the mood for fried lizard's legs. I hear they're a delicacy around here."

[21:23] * Blake`` keeps his eyes peeled

[21:24] <DM_Tolman> The front of the opening has some rubble nearby, couple small boulders and rocky ground... typical of what you've seen through the morning.

[21:24] * Kaiser_Trantin draws his Falchion and heads towards the cave mouth quietly

[21:25] * Shalanda approaches cautiously, keeping her eyes alert and keen to her environment.

[21:25] <DM_Tolman> (order?)

[21:25] * Abaddos walks in behind them.

[21:26] * Blake`` keeps the flank

[21:26] <Shalanda> (Looks like Shal, Kaiser, Abad, Blake)

[21:28] <Kaiser_Trantin> (Yea, I agree)

[21:29] <DM_Tolman> Shalanda, you reach the entrance to the opening. It looks to quickly narrow to a 6 ft high, 5 to 8 ft wide passage.

[21:30] * Kaiser_Trantin watches his head as they enter

[21:30] <DM_Tolman> 1d20+5

[21:30] <TolBot> DM_Tolman's 1d20+5: 24

[21:31] * Shalanda advances into the cave entrance, the height of the cave comfortable to her own height.

[21:31] <DM_Tolman> Shalanda, as you move to the entrance, the innocent-looking boulder beside the opening morphs into some clay warg-like creature that swipes at your leg, drawing blood.

[21:31] <DM_Tolman> 1d6+3 psychic damage

[21:31] <TolBot> DM_Tolman's 1d6+3 psychic damage: 7

[21:32] <DM_Tolman> Shalanda, you take damage and suddenly feel dazed.

[21:32] <Kaiser_Trantin> (We all see this happen correct?)

[21:33] <DM_Tolman> (yes)

[21:33] <DM_Tolman> `init rolls please

[21:33] <TolBot> Please make an initiative roll (1d20+modifier).

[21:33] * Shalanda grasps at her leg and takes a step back woosy from the blow.

[21:33] <Shalanda> 1d20+2

[21:33] <TolBot> Shalanda's 1d20+2: 15

[21:33] <Kaiser_Trantin> (pulling up my char sheet)

[21:33] <DM_Tolman> 1d20+3 for ClayWarg

[21:33] <TolBot> DM_Tolman's 1d20+3 for ClayWarg: 15

[21:33] <Kaiser_Trantin> 1d20+2

[21:33] <TolBot> Kaiser_Trantin's 1d20+2: 11

[21:34] <Blake``> 1d20

[21:34] <TolBot> Blake``'s 1d20: 17

[21:35] <Blake``> +2)

[21:35] <DM_Tolman> (Aron?)

[21:36] <Abaddos> (sory)

[21:36] <DM_Tolman> (roll init)

[21:36] <Abaddos> 1d20+5

[21:36] <TolBot> Abaddos's 1d20+5: 7

[21:36] <DM_Tolman> `init report

[21:36] <TolBot> Initiative Order: Blake``, 17, ClayWarg, 15, Shalanda, 15, Kaiser_Trantin, 11, Abaddos, 7

[21:37] <DM_Tolman> The clay warglike creature spins around.

[21:37] <DM_Tolman> Blake is the first to act.

[21:39] <DM_Tolman> (uhm... we're not going to get very far in combat with these kind of delays.)

[21:39] <Kaiser_Trantin> (Sorry, my net acted up)

[21:39] <Blake``> (im ok now for the fight, built my sheet again, on a computer without my character, not much i can do about it)

[21:40] <DM_Tolman> (do you need your sheet?)

[21:40] <DM_Tolman> (it's your action, warb)

[21:40] * Blake`` uses his commanders strike to give Kaiser a basic attack

[21:41] <Kaiser_Trantin> (So, I'll get 2 attacks this round?)

[21:42] <DM_Tolman> (You attack now)

[21:42] <Kaiser_Trantin> (roll tohit right?)

[21:42] <DM_Tolman> (yes)

[21:42] <Kaiser_Trantin> 1d20+10

[21:42] <TolBot> Kaiser_Trantin's 1d20+10: 20

[21:43] <Kaiser_Trantin> (Flameburst Falcion is what I'm using)

[21:43] <DM_Tolman> Kaiser, you hit the clay creature.

[21:43] <Kaiser_Trantin> 2d4+5

[21:43] <TolBot> Kaiser_Trantin's 2d4+5: 10

[21:43] <DM_Tolman> 1d20+4

[21:43] <TolBot> DM_Tolman's 1d20+4: 6

[21:44] <DM_Tolman> The creature attempts to parry your attack away but fails as you gash it.

[21:44] <DM_Tolman> It returns the favor with an attack.

[21:44] <DM_Tolman> 1d20+3

[21:44] <TolBot> DM_Tolman's 1d20+3: 14

[21:44] <Kaiser_Trantin> (AC of 18)

[21:45] <DM_Tolman> It swipes at you, Kaiser, with another paw strike, similar to that on Shalanda.

[21:45] <DM_Tolman> 1d6+3 psychic damage

[21:45] <TolBot> DM_Tolman's 1d6+3 psychic damage: 9

[21:46] <DM_Tolman> You take 9 damage and are dazed. (Att. was v. Reflex)

[21:46] * Shalanda shifts out of range of the ClayWarg as her move action for this turn.

[21:46] <DM_Tolman> Shalanda moves to out of range for this turn, opening herself up to an AoO.

[21:46] <Kaiser_Trantin> (she shifted)

[21:47] <DM_Tolman> (ok, null)

[21:47] <Shalanda> (Indeed I shifted to avoid the AoO)

[21:47] <DM_Tolman> Kaiser, you are dazed as you muster up an action.

[21:47] <DM_Tolman> (daze, fyi, means you can move, or attack or minor)

[21:47] * Kaiser_Trantin growls and attacks again

[21:48] <Kaiser_Trantin> 1d20+10

[21:48] <TolBot> Kaiser_Trantin's 1d20+10: 18

[21:48] <Shalanda> (When does the daze wear off?)

[21:48] <Blake``> (can i have the map link again pls)

[21:49] <DM_Tolman> (Actually, Shalanda, you now roll a d20, it being the end of your turn. „10 saves)

[21:49] <DM_Tolman> (the whole region map?)

[21:49] <DM_Tolman> (Kaiser, hit)

[21:49] <Kaiser_Trantin> 2d4+5

[21:49] <TolBot> Kaiser_Trantin's 2d4+5: 12

[21:49] <DM_Tolman> (v AC I presume?)

[21:49] <Blake``> (combat)

[21:49] <Shalanda> 1d20

[21:49] <TolBot> Shalanda's 1d20: 11

[21:49] <DM_Tolman> (not posted yet, blake)

[21:49] <DM_Tolman> 1d20+3

[21:49] <TolBot> DM_Tolman's 1d20+3: 21

[21:50] <Blake``> (k)

[21:50] <DM_Tolman> As Shalanda shakes off her fuzzy mind, Kaiser nearly lands a blow, but the creature spins in some redirecting movement as Kaiser's falchion slams into Blake instead, for 12 damage.

[21:51] <Shalanda> (Eeek)

[21:51] <DM_Tolman> (Blake, you are in an adjacent square)

[21:51] <DM_Tolman> Abaddos, it is your move.

[21:52] <Abaddos> (Can I 5-foot step to get adjacent to it?)

[21:53] <DM_Tolman> (sure)

[21:53] <Abaddos> (K, do that.)

[21:53] * Abaddos steps up to the whatever-it-is and hurls an orb of fey energy at it.

[21:53] <Abaddos> 1d20+6 to hit

[21:53] <TolBot> Abaddos's 1d20+6 to hit: 23

[21:54] <Abaddos> (err, well, that was supposed to be +7, but that works.)

[21:56] <Abaddos> (Eldritch blast, pg 132)

[21:56] <DM_Tolman> (roll dam)

[21:56] <Abaddos> 1d10+5

[21:56] <TolBot> Abaddos's 1d10+5: 8

[21:57] <DM_Tolman> 1d20+3

[21:57] <TolBot> DM_Tolman's 1d20+3: 4 (Sorry.)

[21:57] <DM_Tolman> The clay creature attempts to parry the attack but fails.

[21:57] <DM_Tolman> Blake prepares to act.

[21:57] * Blake`` uses Warlord's Strike on the creature with his Frost sword

[21:57] <Blake``> 1d20+7

[21:57] <TolBot> Blake``'s 1d20+7: 26

[21:58] <DM_Tolman> (hit)

[21:58] <DM_Tolman> (dam)

[21:59] <Blake``> 2d8+4

[21:59] <TolBot> Blake``'s 2d8+4: 13

[22:00] <DM_Tolman> 1d20+3

[22:00] <TolBot> DM_Tolman's 1d20+3: 11

[22:00] <DM_Tolman> The creature takes the hit and falls to pieces into lumps of clay.

[22:00] * Abaddos looks at Blake. "I loosened it for you, I hope you know."

[22:00] <Blake``> (everyone get +2 bonus dmg until the end of my next turn)

[22:01] <DM_Tolman> (Kaiser, roll to save vs. daze)

[22:01] <Kaiser_Trantin> 1d20

[22:01] <TolBot> Kaiser_Trantin's 1d20: 15

[22:01] <DM_Tolman> The daze goes away)

[22:01] <Kaiser_Trantin> (w00t)

[22:02] <DM_Tolman> All is quiet.

[22:02] <Kaiser_Trantin> "Sorry about that Blake"

[22:02] * Abaddos inspects the clay lumps. "What WAS that about?"

[22:03] <Shalanda> "Magical protections, some sort of constructed guardian."

[22:03] <Abaddos> "Lovely... I guess this won't be as fun as I hoped... Do you think they know we're here now?"

[22:03] <Shalanda> "Probably."

[22:03] <Kaiser_Trantin> "Most likely"

[22:03] <Abaddos> "...wonderful."

[22:04] <Abaddos> "Shall we continue?"

[22:04] <Shalanda> "I need to heal first, but then we may continue."

[22:05] * Shalanda entones the divine words of The Raven Queen, and closes the wound in her leg.

[22:06] <Shalanda> (Used a healing surge).

[22:06] <Kaiser_Trantin> (Likewise)

[22:06] <Shalanda> "Let's continue."

[22:06] <Blake``> (same)

[22:07] <DM_Tolman> As you enter the opening in the hill, it goes dark.

[22:07] <Shalanda> (Dark from lack of light or dark from magic?)

[22:08] <DM_Tolman> (lack of light)

[22:08] <Kaiser_Trantin> (I have the urge to watch Dragonball)

[22:09] * Blake`` whispers "keeps your ears open"

[22:10] * Abaddos blinks, though noone can see him. "You humans can close your ears at will?"

[22:10] * Shalanda continues into the cave until her low-light vision doesn't allow sight anymore, then removes a sun rod from her pack.

[22:10] * Kaiser_Trantin keeps his blade drawn and follows Shalanda

[22:10] * Blake`` keeps the flank

[22:11] <DM_Tolman> You move though a winding tunnel, roughly hewn.

[22:11] <DM_Tolman> It seems to be taking you deep within the hillside.

[22:12] * Shalanda advances slowly and cautiously.

[22:12] * Kaiser_Trantin whispers very quietly "Are we there yet"

[22:13] <DM_Tolman> Abaddos and Shalanda, you both begin to glow slightly.

[22:13] * Abaddos looks at himself... "Uh oh..."

[22:14] * Shalanda stops and steps back.

[22:14] <DM_Tolman> Kaiser and Blake, you note that youre blades are glowing.

[22:14] <DM_Tolman> Upon closer inspection, Abaddoes, it is your leather armor that glows.

[22:14] * Abaddos looks at Shalanda. "Fey heritage."

[22:14] * Kaiser_Trantin looks at his blade, then at Shal "It's detecting magic items!"

[22:14] <DM_Tolman> Same for your chain, Shalanda.

[22:14] * Shalanda looks at Abaddos.

[22:14] <Abaddos> "Hm, or maybe magic materials."

[22:15] <Shalanda> "Fey yes, your armor in your case."

[22:15] <Abaddos> "But WHAT is detecting them?"

[22:15] <Shalanda> "Magic."

[22:15] <Shalanda> (Arcana to try to attempt to find the source?)

[22:16] <DM_Tolman> (I don't think so)

[22:16] <DM_Tolman> (You have deduced, however, that all your magic items are glowing slightly)

[22:17] <Abaddos> "There goes the stealthy approach..."

[22:17] <DM_Tolman> (action?)

[22:18] <DM_Tolman> (continuing on?)

[22:19] * Shalanda presses on.

[22:20] <DM_Tolman> Ten minutes in, you now resume heading down the passage. After a few more minutes, the cave hall turns to the left and opens into a room.

[22:20] * Blake`` follows

[22:20] <DM_Tolman> Shalanda, as you near the bend, you hear a fire crackling.

[22:20] * Shalanda puts out her Sunrod as soon as she hears the fire, so its glow can't be seen.

[22:21] * Abaddos creeps up silently by Shalanda.

[22:22] <DM_Tolman> Inside the larger cave room, you see crates lining the walls. A large amount of discarding equipment and rubbish is piled in one corner... a fire in a kiln burns in another.

[22:22] <DM_Tolman> (Map at tiny.cc/battlegrid)

[22:22] * Shalanda scans for anybody in the room, or any more clay constructs.

[22:22] <DM_Tolman> (<http://tiny.cc/battlegrid>)

[22:23] * Warb (Warbudgie@a095b143.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[22:23] <DM_Tolman> Ten minutes in, you now resume heading down the passage. After a few more minutes, the cave hall turns to the left and opens into a room.

[22:23] <DM_Tolman> Inside the larger cave room, you see crates lining the walls. A large amount of discarding equipment and rubbish is piled in one corner... a fire in a kiln burns in another.

[22:23] * Warb is now known as Blake``

[22:23] <DM_Tolman> (<http://tiny.cc/battlegrid>)

[22:24] <DM_Tolman> (it's the tab called "Cave")

[22:24] * Abaddos starts walking up to the crates nearest him (assuming there's nobody but us in there) and inspects them without touching them.

[22:24] <DM_Tolman> (still don't see one of you viewing the grid map)

[22:25] <Blake``> (i am)

[22:25] <DM_Tolman> The crates seem to all have been long since opened and ransacked.

[22:25] <DM_Tolman> (i was guessing it was ryu)

[22:26] <DM_Tolman> The fire is very low.

[22:26] * Abaddos sneaks over to the crate next to the exit, and quickly peeks around the corner.

[22:27] * Shalanda puts her sunrod away and advances slowly into the room, hand outstretched and palm open.

[22:27] * Shalanda makes her way towards the fire first.

[22:27] <DM_Tolman> The rubble, as you pass it by, seems to be broken, torn, and burned weapons and textiles and books and jewelry.

[22:27] <DM_Tolman> (move yourself, if you wish)

[22:28] * Kaiser_Trantin looks around for anything of interest

[22:28] <Abaddos> (Is there anything undamaged and/or salvageable?)

[22:28] <DM_Tolman> ((roll perception check, Ab)

[22:29] <Abaddos> 1d20+1

[22:29] <TolBot> Abaddos's 1d20+1: 21 (Perfect!)

[22:29] <Abaddos> (woot)

[22:30] <DM_Tolman> Abaddos, as you near the crate, you see a woman, a human female move back out of your sight around the corner.

[22:30] <Abaddos> (Did they notice me?)

[22:30] <DM_Tolman> (You think she was moving to keep you from seeing her.)

[22:31] * Abaddos ducks back around the corner. Once out of sight, he waves to get everyone's attention, puts a finger to his lips, then holds up 2 fingers, makes a walking motion, then jerks a thumb behind him.

[22:31] <DM_Tolman> She steps back, javelin in hand, and yells behind her, "There's four of them."

[22:31] <DM_Tolman> `init rolls please.

[22:31] <TolBot> Please make an initiative roll (1d20+modifier).

[22:31] <Shalanda> 1d20+2

[22:31] <TolBot> Shalanda's 1d20+2: 22 (Yahoo!)

[22:31] * Abaddos mashes his forehead with his hand.

[22:31] <Kaiser_Trantin> 1d20+2

[22:31] <TolBot> Kaiser_Trantin's 1d20+2: 3 (Ouch!)

[22:31] <Kaiser_Trantin> (Rofl, Nat 20 then a Nat 1)

[22:32] <Shalanda> (Ying and Yang)

[22:32] <Abaddos> (Again I say, so much for the stealthy approach)

[22:32] <DM_Tolman> 1d20+3 for Enemy

[22:32] <TolBot> DM_Tolman's 1d20+3 for Enemy: 16

[22:32] <Blake``> 1d20

[22:32] <TolBot> Blake``'s 1d20: 2

[22:32] <Abaddos> 1d20+5

[22:32] <TolBot> Abaddos's 1d20+5: 20

[22:32] <DM_Tolman> `init report

[22:32] <TolBot> Initiative Order: Shalanda, 22, Abaddos, 20, Enemy, 16, Kaiser_Trantin, 3, Blake``, 2

[22:33] <DM_Tolman> (Shalanda, you hear the sound of the warning.)

[22:34] * Shalanda rounds her crate and advances to get an open shot at the woman.

[22:34] <DM_Tolman> (I'll leave it to each of you to RP a reasonable action this round... ie. based on what you would've known)

[22:34] <DM_Tolman> (go, shal)

[22:34] * Shalanda uses Sacred Flame

[22:34] <Shalanda> (Page 63)

[22:35] <Shalanda> 1d20+4

[22:35] <TolBot> Shalanda's 1d20+4: 12

[22:35] <Shalanda> (vs. Ref)

[22:35] <DM_Tolman> (miss)

[22:35] <DM_Tolman> Abaddos, your action.

[22:36] * Abaddos whirls out from behind the crate. (Is that woman the only one visible?)

[22:36] <DM_Tolman> (yes)

[22:37] * Abaddos mutters a dark curse, and makes a gesture towards the woman. (Curse of the dark dream)

[22:37] <Abaddos> 1d20+7 vs. will

[22:37] <TolBot> Abaddos's 1d20+7 vs. will: 21

[22:37] <DM_Tolman> (hit)

[22:38] <Abaddos> 3d8+5 damage (I can slide her 3 squares. Sust. minor: slide her 1 square)

[22:38] <TolBot> Abaddos's 3d8+5 damage (I can slide her 3 squares. Sust. minor: slide her 1 square): 17

[22:39] <DM_Tolman> (hit)

[22:39] <Abaddos> (Slide her right in front of me, and minor action: warlock's curse on her.)

[22:39] <Abaddos> (... that was damage...)

[22:40] <DM_Tolman> (sorry, didn't notice, hehe)

[22:40] <DM_Tolman> She snarls and lets the javelin fly.

[22:40] <DM_Tolman> 1d20+11

[22:40] <Abaddos> (17 psychic damage, and she is moved right in front of me. Now she has a warlock's curse on her, also. Stupid me shoulda done that first...)

[22:40] <TolBot> DM_Tolman's 1d20+11: 28

[22:40] <DM_Tolman> (lol)

[22:41] <DM_Tolman> 1d6+6

[22:41] <TolBot> DM_Tolman's 1d6+6: 7

[22:42] <DM_Tolman> Shalanda, a javelin pierces your arm (for 7 damage).

[22:42] <Abaddos> (If she makes an attack at Shalanda, do I get an AoO?)

[22:42] * Shalanda winces in pain.

[22:43] <DM_Tolman> (if you think to ask, you do)

[22:43] <Abaddos> 1d20+7 Eldritch Blast to hit vs. Ref.

[22:43] <TolBot> Abaddos's 1d20+7 Eldritch Blast to hit vs. Ref.: 16

[22:44] <DM_Tolman> (I believe AoO are only standard melee)

[22:44] <Abaddos> (No ranged basic?)

[22:44] <DM_Tolman> (definitely no ranged)

[22:44] <Abaddos> (oh... then what do I have that's melee? My fists?)

[22:45] * Blake`` (Warbudgie@a095b143.cpe.net.cable.f33844f1.com.hmsk) has joined #groveewood

[22:45] <DM_Tolman> (I guess)

[22:45] <Abaddos> (What's the roll for that?)

[22:45] <DM_Tolman> (Str mod)

[22:45] <Abaddos> 1d20+1

[22:45] <TolBot> Abaddos's 1d20+1: 3

[22:46] <Abaddos> (... I'm NOT a Boxer...)

[22:46] <DM_Tolman> Abaddos looks like a fool punching at the menacing woman and she strikes Shalanda.

[22:47] <DM_Tolman> (Kaiser acts)

[22:48] <Kaiser_Trantin> (moving caty-corner, and using brute strike, Str vs Ac)

[22:48] <Kaiser_Trantin> 1d20+10

[22:48] <TolBot> Kaiser_Trantin's 1d20+10: 11 (Better luck next time.)

[22:48] <Kaiser_Trantin> (sob v.v)

[22:48] <DM_Tolman> Kaiser attempts and fails to strike the woman as Blake prepares to act.

[22:48] <Kaiser_Trantin> (Minor action, using my weapons special for next round)

[22:49] * Blake`` moves near the crates and used commanders strike on Kaiser basic attack +2

[22:49] <Kaiser_Trantin> (Next attack is a Burst 1 and deals an ongoing 5 damage)

[22:49] <DM_Tolman> (I moved you. Roll)

[22:50] <DM_Tolman> (er.. go Kaiser)

[22:50] <Kaiser_Trantin> 1d20+10

[22:50] <TolBot> Kaiser_Trantin's 1d20+10: 11 (Better luck next time.)

[22:50] <Kaiser_Trantin> (WTF! lol)

[22:50] <DM_Tolman> (My bad, warb, sorry)

[22:50] <Kaiser_Trantin> (oh well, in that case maybe I got my nat 1s out of my system now)

[22:50] <DM_Tolman> Kaiser fails his attempt miserably as Shalanda prepares to act.

[22:51] <Abaddos> (never fear, Abaddos will save you all!)

[22:51] <DM_Tolman> `init report

[22:51] <TolBot> Initiative Order: Shalanda, 22, Abaddos, 20, Enemy, 16, Kaiser_Trantin, 3, Blake``, 2

[22:52] * Shalanda advances into melee and strikes with a Righteous Brand.

[22:52] <Abaddos> (btw: your enemy gets to make a save against my ongoing effect)

[22:52] <Shalanda> 1d20+5

[22:52] <TolBot> Shalanda's 1d20+5: 22

[22:53] <Shalanda> 2d4+2

[22:53] <TolBot> Shalanda's 2d4+2: 7

[22:53] <DM_Tolman> (Shal... you invoke an AoO by moving near)

[22:53] <Shalanda> (How so?)

[22:53] <DM_Tolman> (Oops, that's 3e only)

[22:54] <DM_Tolman> Shalanda strikes at the woman who takes it in stride as Abaddos acts.

[22:54] <Shalanda> (+2 att to Kaiser)

[22:54] <DM_Tolman> (what ongoing effect, Ab?)

[22:55] <Abaddos> (Tol, make a will save on your girl from her last turn. The ongoing effect lets me use a minor to shift her a square)

[22:55] <DM_Tolman> (ah, right)

[22:55] <DM_Tolman> 1d20

[22:55] <TolBot> DM_Tolman's 1d20: 4

[22:55] <Abaddos> (she's still lost in a nightmare)

[22:55] <Abaddos> (I have an idea... Minor action: moving her.)

[22:55] <DM_Tolman> (She loves nightmares. >:)

[22:56] <Abaddos> (5 foot step)

[22:56] <Abaddos> (Now she aint escapin)

[22:57] * Abaddos launches an Eldritch Blast at her.

[22:57] <Abaddos> 1d20+7

[22:57] <TolBot> Abaddos's 1d20+7: 18

[22:57] <Abaddos> (Reflex)

[22:59] <Abaddos> (Tol? 18 vs. her reflex)

[22:59] <DM_Tolman> 1d20+11

[22:59] <TolBot> DM_Tolman's 1d20+11: 25

[22:59] <DM_Tolman> The woman, aggravated at being moved, swings a morning star at your rib cage as you perform your range attack on her.

[22:59] <DM_Tolman> 1d10+6

[22:59] <TolBot> DM_Tolman's 1d10+6: 10

[22:59] <Abaddos> (...wut?)

[22:59] <DM_Tolman> (You hit iwth your blast)

[22:59] <Abaddos> (...yeah?)

[22:59] <DM_Tolman> (roll dam)

[23:00] <Abaddos> ...

[23:00] <Abaddos> 1d10+5

[23:00] <TolBot> Abaddos's 1d10+5: 15

[23:00] <Abaddos> 1d6 curse damage

[23:00] <TolBot> Abaddos's 1d6 curse damage: 2

[23:02] <DM_Tolman> The woman smiles at her hack at your ribs.

[23:03] <DM_Tolman> 1d20+7

[23:03] <TolBot> DM_Tolman's 1d20+7: 24

[23:03] <DM_Tolman> An eery voice comes from down the passage, "Ready dear."

[23:04] <DM_Tolman> She bull rushes you, Abaddos, knocking you to the side as she runs past.

[23:04] <DM_Tolman> (Shal, Kais, AoO)

[23:04] <Kaiser_Trantin> 1d20+10

[23:04] <TolBot> Kaiser_Trantin's 1d20+10: 15

[23:04] <Shalanda> 1d20+5

[23:04] <TolBot> Shalanda's 1d20+5: 12

[23:05] <Abaddos> (so... I took damage or what?)

[23:05] <DM_Tolman> YOu both swing at her and miss as she runs past, in the direction of the eery voice.

[23:05] <DM_Tolman> (no)

[23:06] <DM_Tolman> Kaiser and Blake act. The woman is out of sight.

[23:06] * Blake`` moves over to the door

[23:07] <Kaiser_Trantin> "Well, Shal, I think we found a gal thats tougher than you, I'm amazed," he moves towards the door slowly as well

[23:07] <DM_Tolman> You each move towards the narrow passage. There is no door, but in 15 feet, it opens up into a room, as large as the first. Well-lit from glowing moss on the walls.

[23:07] <Shalanda> "That has yet to be proven."

[23:07] <Abaddos> "She WAS kind of cute..."

[23:08] <Kaiser_Trantin> "Yea, we have to see how long she can tolerate the Tiefling yet."

[23:08] * Abaddos shrugs. "In a tried-to-remove-my-organs kind of way."

[23:08] <Shalanda> "It saddens me that you had time to check her out."

[23:08] <DM_Tolman> There are more tables before, and open space, as well. As you start to move forward, your progress comes to a halt, as if some force is holding you back.

[23:09] <Abaddos> "And who was the one actually causing some damage in that fight? Thank you, and goodnight."

[23:09] * Abaddos pushes against the field.

[23:10] <Kaiser_Trantin> (I need to call it a night soon)

[23:10] <DM_Tolman> (New map... tab called Cave Battle)

[23:11] <DM_Tolman> You move against the force, and find that you can in fact make subtle progress.

[23:11] <Abaddos> (...G?)

[23:11] <Kaiser_Trantin> (Gnome)

[23:11] * Abaddos sets in his heels and pushes hard as he can.

[23:11] <DM_Tolman> In the room, you see the Woman at a chest, a vial in hand. And to the right, you see a small creature.

[23:12] <DM_Tolman> The gnome speaks in common, with a voice that seems to echo with evil disdain, "They must be the ones from Jalem."

[23:13] <DM_Tolman> He wears tight robes, black and green, "So intent on death, were you, that you sought me out? who are you?"

[23:13] <DM_Tolman> You continue to inch forward.

[23:13] * Shalanda speaks with a tone of almost equal disdain "Why don't you come over here and find out."

[23:13] * Abaddos growls. "Let me through this little speed bump and we can get acquainted more personally..."

[23:14] <Kaiser_Trantin> "You know, It's only polite that I shall tell you the name of the one that will kill you, I'm known as Kaiser."

[23:14] <DM_Tolman> The gnome laughs.

[23:15] <DM_Tolman> The gnome seems to notice your progress with a bit of surprise.

[23:15] <DM_Tolman> 1d20

[23:15] <TolBot> DM_Tolman's 1d20: 10

[23:15] <DM_Tolman> (saved the shift)

[23:15] <Abaddos> (aww, lol)

[23:15] <Abaddos> (Was SO hoping you forgot about that.)

[23:16] <DM_Tolman> Gnome: "Pesky to have to rid the world of you, and then determine who else you have brought."

[23:16] <DM_Tolman> His voice emanates the hall.

[23:16] <DM_Tolman> Gnome: "No matter. My work here is done."

[23:17] * Abaddos snarls "Come back here!"

[23:17] <Kaiser_Trantin> "Well, my friend, your cheap little trick isn't stopping our determination now is it. Hiding behind a barrier, are you that scared of us, Mr. All-mighty Gnome, I'm more worried about the Tiefling scratching me than I am of your cheap tricks."

[23:17] <DM_Tolman> The woman turns from the chest and smashes her vial against the floor. She grips her morning star and snarls at you.

[23:17] <DM_Tolman> You feel the effects of the hindering force fade, freeing you to act...

[23:17] <DM_Tolman> *** as this session of Können Land comes to a close ***

8-30-2009:

[21:01] * Shalanda sharpens her scythe on the backs of the dead souls PK has collected.

[21:01] <DM_Tolman> The party spent its time in Belthal, hunting the surrounding region for whatever cave might hold their target. In time, they followed a trail from a note and found a merchant who had had dealings with a gnome.

[21:03] <DM_Tolman> They arranged for directions and in time arrived at the cave. After taking care of a magical sentry, they entered the belly of the mount, through a long passage.

[21:04] <DM_Tolman> Inside, they found a setup... crates opened, a fire kiln burning, an alchemy table, and a hostile woman.

[21:04] <DM_Tolman> If memory served, it was the same woman who helped take you captive those weeks ago.

[21:04] <DM_Tolman> After a beginning skirmish, she left into an adjacent chamber. You followed.

[21:05] <DM_Tolman> Delayed by some magical force, you make your way into the chamber as well.
(tiny.cc/battlegrid)

[21:05] <DM_Tolman> A menacing-looking gnome greeted you.

[21:06] <DM_Tolman> *** Thus begins session 34 of the Können Land campaign ***

[21:07] <Kaiser_Trantin> "Well, my friend, your cheap little trick isn't stopping our determination now is it. Hiding behind a barrier, are you that scared of us, Mr. All-mighty Gnome, I'm more worried about the Tiefling scratching me than I am of your cheap tricks." (Repost from last session)

[21:07] * Shalanda pauses her advance to bless the party with the divine grace of the Raven Queen's strength.

[21:07] <Shalanda> (Init?)

[21:07] <DM_Tolman> (couple repostss first)

[21:07] <DM_Tolman> The gnome speaks in common, with a voice that seems to echo with evil disdain, "They must be the ones from Jalem."

[21:08] <DM_Tolman> He wears tight robes, black and green, "So intent on death, were you, that you sought me out? who are you?"

[21:08] <DM_Tolman> Gnome: "Pesky to have to rid the world of you, and then determine who else you have brought."

[21:08] <DM_Tolman> The woman turns from the chest and smashes her vial against the floor. She grips her morning star and snarls at you.

[21:10] <DM_Tolman> Gnome: "How foolish to think you would be more than a gnat to deal with." He laughs.

[21:10] <DM_Tolman> You feel the effects of the hindering force fade, freeing you to act...

[21:10] <DM_Tolman> (on init rolls, you all have a +2 from Blake)

[21:10] <DM_Tolman> `init please

[21:10] <TolBot> Please make an initiative roll (1d20+modifier).

[21:10] <Blake``> 1d20+3

[21:10] <Kaiser_Trantin> 1d20+4

[21:10] <TolBot> Blake``'s 1d20+3: 12

[21:10] <TolBot> Kaiser_Trantin's 1d20+4: 10

[21:10] <Lucius_Marbrand> 1d20+5

[21:10] <TolBot> Lucius_Marbrand's 1d20+5: 13

[21:10] <Shalanda> 1d20+4

[21:11] <Blake``> (Hello)

[21:11] <Kaiser_Trantin> (Nice going, you killed Tol Aron lol)

[21:11] <Shalanda> (Welcome Aron)

[21:11] <Aron> (sorry about being late. Did I miss much?)

[21:11] * Aron is now known as Abaddos

[21:12] <Blake``> <+TolBot> Please make an initiative roll (1d20+modifier).

[21:12] <Blake``> <+Blake``> 1d20+3

[21:12] <Blake``> <+TolBot> Blake``'s 1d20+3: 12

[21:12] <Blake``> <@Kaiser_Trantin> 1d20+4

[21:12] <Blake``> <+TolBot> Kaiser_Trantin's 1d20+4: 10

[21:12] <Blake``> <+Lucius_Marbrand> 1d20+5

[21:12] <Blake``> <+TolBot> Lucius_Marbrand's 1d20+5: 13

[21:12] <Shalanda> 1d20+4

[21:13] * Tolman is now known as DM_Tol

[21:13] <DM_Tol> (dunno)

[21:13] <Harlequin_J_Goat> (What happened?)

[21:13] <Shalanda> 1d20+4

[21:13] <TolBot> Shalanda's 1d20+4: 10

[21:13] * Kaiser_Trantin sets mode: +v TolBot

[21:14] * Kaiser_Trantin sets mode: +v Abaddos

[21:14] <DM_Tol> (ok, all will have to reroll init)

[21:14] <DM_Tol> `init plz

[21:14] <TolBot> Please make an initiative roll (1d20+modifier).

[21:14] <Kaiser_Trantin> 1d20+4

[21:14] <TolBot> Kaiser_Trantin's 1d20+4: 13

[21:14] <Shalanda> 1d20+4

[21:14] <TolBot> Shalanda's 1d20+4: 24 (That's awesome.)

[21:14] <Lucius_Marbrand> 1d20+5

[21:14] <TolBot> Lucius_Marbrand's 1d20+5: 21

[21:14] <Abaddos> (so did I miss anything roll or storywise? Or did we just run to the gnome and attack?)

[21:14] <Abaddos> 1d20+5

[21:14] <Shalanda> (Just started)

[21:14] <Lucius_Marbrand> (where is my ... oh dear)

[21:14] <Blake``> (lol)

[21:15] <Abaddos> (My awesomeness strikes again!

[21:15] * Tolman (Tolman@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:15] * ChanServ sets mode: +o Tolman

[21:15] <Tolman> argh

[21:16] <Shalanda> Stop that, Warb is the one who is suppose to have the problems.

[21:16] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:16] <Lucius_Marbrand> (ok i a gonna test something)

[21:16] <Tolman> `init one more time

[21:16] <TolBot> Please make an initiative roll (1d20+modifier).

[21:16] <Kaiser_Trantin> 1d20+4

[21:16] <TolBot> Kaiser_Trantin's 1d20+4: 12

[21:16] <Lucius_Marbrand> 1d20+5

[21:16] <Abaddos> 1d20+5

[21:16] <TolBot> Abaddos's 1d20+5: 24

[21:16] <TolBot> Lucius_Marbrand's 1d20+5: 8

[21:17] <Blake``> 1d20+3

[21:17] <Shalanda> 1d20+4

[21:17] <Shalanda> Sigh

[21:17] <Kaiser_Trantin> (rofl, it can't handle all of the variables)

[21:17] <Lucius_Marbrand> mage

[21:17] <Lucius_Marbrand> can you get PK?

[21:17] * Tolman (Tolman@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:17] * ChanServ sets mode: +o Tolman

[21:17] <Blake``> (what a nightmare)

[21:17] <Lucius_Marbrand> (I think it's your script)

[21:17] <Shalanda> (PK on stand-by)

[21:18] <Tolman> (ok, this new beta version is crashing on my script)

[21:18] <Tolman> (I'll just not use the init function)

[21:18] * Tolman is now known as DM_Tolman

[21:18] <DM_Tolman> (sorry bout that, guys)

[21:18] <DM_Tolman> (ok, everyone roll init)

[21:19] <Kaiser_Trantin> (no bot lol)

[21:19] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:19] <Kaiser_Trantin> 1d20+4

[21:19] <TolBot> Kaiser_Trantin's 1d20+4: 15

[21:19] <Shalanda> 1d20+4

[21:19] <TolBot> Shalanda's 1d20+4: 9

[21:19] <Blake``> 1d20+3

[21:19] <Shalanda> (LOL)

[21:19] <Kaiser_Trntin> . . .

[21:19] <Blake``> (is that me thats doing that?)

[21:19] * Tolman (Tolman@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:19] * ChanServ sets mode: +o Tolman

[21:19] <Kiwinumber7> (Is it appropriate to laugh at your misfortunes?)

[21:20] <Kaiser_Trntin> it could very well be the ``

[21:20] <Kaiser_Trntin> hold up

[21:20] <Kaiser_Trntin> blake, speak

[21:20] <Shalanda> (Sometimes Kiwi.)

[21:20] * Blake`` is now known as Blake-

[21:20] <Kaiser_Trntin> I think its the `` doing it

[21:20] <Tolman> (can someone look and see if it is the same person rolling that is killing my script?)

[21:20] <Lucius_Marbrand> (ok maybe we need to go with PK)

[21:20] <Blake-> (ok i changed it)

[21:20] <Blake-> (it seems to be me)

[21:20] <Tolman> ok, then

[21:20] <Blake-> 1d20+3

[21:20] <Shalanda> Try rolling one more time and see if it's Warb or something else.

[21:20] <Shalanda> 1d20+4

[21:20] <Lucius_Marbrand> (i didnt roll that time, so it ccan't be me(

[21:20] <Kaiser_Trntin> the bot isn't in yet

[21:20] * TolBot (me@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:21] <Blake-> ok here i go

[21:21] <Blake-> 1d20+3

[21:21] <Tolman> blake, change your nick back and try

[21:21] <Kaiser_Trntin> 1d20+4 test ``

[21:21] * Blake- is now known as Blake``

[21:21] <Blake``> 1d20+3

[21:21] <Tolman> shrug

[21:21] <Kaiser_Trntin> its not even listening lol

[21:21] <Tolman> ok

[21:21] <Tolman> now

[21:21] <Tolman> blake

[21:21] <Blake``> 1d20+3

[21:21] <TolBot> Blake``'s 1d20+3: 19

[21:21] <Tolman> hmm

[21:21] <Kaiser_Trntin> 1d20+4

[21:21] <Abaddos> Tolbot is giving us all a big "F you, not doin that no more!"

[21:21] <Blake``> (lol)

[21:22] * Player-Killer (Overlord@4dc7c06f.cpe.92acce23.net.hmsk) has joined #groveewood

[21:22] * Tolman (Tolman@b4738c8a.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood

[21:22] <Kaiser_Trntin> OK, I want to see an error report

[21:22] <Tolman> alright

[21:22] <Blake``> (was Kaiser that time)

[21:22] <Kaiser_Trntin> its a buffer overflow most likely

[21:22] <Tolman> pk, plz

[21:22] <Player-Killer> I am ready to serve in the destruction of your players Tolman.

[21:22] <Abaddos> (This campaign has performed an illegal operation and will be shut down...)

[21:22] <Player-Killer> `initclear

[21:22] * Tolman is now known as DM_Tolman

[21:22] <Kaiser_Trntin> (Tol uses a Mac)

[21:22] * Kaiser_Trntin sets mode: +o DM_Tolman

[21:22] * ChanServ sets mode: -o DM_Tolman

[21:23] <DM_Tolman> (I downloaded a beta version of the irc client I use today... mistake)

[21:23] <Kaiser_Trantin> (PM Tol)

[21:23] <Abaddos> (In that case... this campaign will self destruct in 20 seconds, unless you recode the entire system yourself.)

[21:24] <DM_Tolman> (Ok, all roll init)

[21:24] <Shalanda> 1d20+4

[21:24] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+4) and gets 24.

[21:24] <Kaiser_Trantin> 1d20+4

[21:24] <Blake``> 1d20+3

[21:24] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+3) and gets 23.

[21:24] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+4) and gets 9.

[21:24] <Kaiser_Trantin> (F You PK v.v)

[21:24] <Lucius_Marbrand> 1d20+5

[21:24] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+5) and gets 13.

[21:24] <DM_Tolman> 1d20+8 for Gnome D

[21:25] <Shalanda> (No additional text Tol)

[21:25] <DM_Tolman> 1d20+3 for Woman

[21:25] <DM_Tolman> 1d20+3

[21:25] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+3) and gets 13.

[21:25] <DM_Tolman> 1d20+8

[21:25] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+8) and gets 22.

[21:25] <Abaddos> 1d20+5

[21:25] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+5) and gets 13.

[21:26] <Shalanda> `initload Shalanda: 24, Blake: 23, Gnome: 22, Lucius_Marbrand / Abaddos / Woman: 13, Kaiser: 9

[21:26] <Shalanda> `init

[21:27] <DM_Tolman> (Shalanda, action)

[21:28] * Shalanda blesses the group then uses an action point to advance on the woman to attack with Avenging Flame, while burning Divine Luck for an additional +1

[21:28] <Shalanda> 1d20+8

[21:28] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+8) and gets 15.

[21:29] <DM_Tolman> (please note those of you who've already used your daily and encounter powers)

[21:29] <Shalanda> (Miss is 1/2 damage)

[21:30] <DM_Tolman> (miss)

[21:30] <Shalanda> 2d4+2

[21:30] <Player-Killer> Shalanda throws the numbered heads of dead players (2d4+2) and gets 8.

[21:31] <Blake``> (ok mage i think you gain 5 hps, cause an ally that sees me and spends an action points gets half my lvl + cha hps back)

[21:31] <Abaddos> (does this count as a new encounter than the fight with the woman alone?)

[21:31] <DM_Tolman> (no)

[21:32] <Shalanda> (Check with Tol on that one, if so I'd enjoy the 5hps)

[21:32] <DM_Tolman> (what's the power, warb?)

[21:33] <Blake``> (Inspiring Presence)

[21:33] <DM_Tolman> (yes... when he spends an action point)

[21:34] <Blake``> (ok i thought he did)

[21:34] <DM_Tolman> (he did)

[21:35] <DM_Tolman> As Shalanda nicks the woman, Blake moves to act.

[21:35] * Blake`` uses Commander's Stike and gives Shlanda another attack (basic attack +3)

[21:35] <DM_Tolman> (go, shal)

[21:36] <Lucius_Marbrand> (i dont know where i am on the grid!)

[21:36] <Shalanda> 1d20+8

[21:36] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+8) and gets 13.

[21:36] <Shalanda> "RAWR!"

[21:36] <DM_Tolman> (now you do)

[21:36] <Shalanda> (Should have been +9... bad math)

[21:37] <DM_Tolman> Shal misses once more as the Gnome laughs again.

[21:38] <DM_Tolman> The gnome suddenly duplicates into 4.

[21:38] <Shalanda> (Pleasant)

[21:39] * Abaddos growls, "An illusion?"

[21:40] <DM_Tolman> 1d20+15

[21:40] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 30.

[21:40] <DM_Tolman> 1d6+9

[21:40] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 10.

[21:41] <DM_Tolman> The gnomes move and a blast of ice hits those of you in the passageway

[21:41] <DM_Tolman> (10 damage all and slowed)

[21:42] <Abaddos> (no way of saving?)

[21:43] <DM_Tolman> (you failed)

[21:43] <Abaddos> (I...see)

[21:43] <DM_Tolman> (remember, you dont' roll saves... his roll beat your save number)

[21:44] <Abaddos> (aha.)

[21:44] <DM_Tolman> Abaddos gets a chill and then acts.

[21:44] <Abaddos> (What I meant was, is there a "save ends" on the slow?)

[21:44] <DM_Tolman> (your speed is now 2)

[21:44] <DM_Tolman> (yes, I'll tell you when you can roll a save)

[21:45] <Abaddos> (1 sec)

[21:47] <Abaddos> (ok, did any 1 gnome inparticular shoot, or all of them?)

[21:47] <DM_Tolman> (lol, couldn't tell)

[21:48] <Abaddos> (That makes this kinda tricky...)

[21:48] <Kaiser_Trantin> (thats the point)

[21:49] <DM_Tolman> (just say what you're doing... ignore that there are 4 of them... that's built into the rolls)

[21:49] <Abaddos> (ok. I'm casting as a minor my Infernal Wrath. +1 to hit, +5 damage vs. anyone who attacked me since my last turn.)

[21:50] <DM_Tolman> (ok... and what)

[21:50] * Abaddos moves, infernal wrath's, and casts eldritch rain on both the woman and the gnome.

[21:51] <Abaddos> 1d20+6 (+1 vs. gnome, +1 vs. bloodied, vs. reflex)

[21:51] <Kaiser_Trantin> (no additional text please)

[21:51] <Abaddos> 1d20+6

[21:51] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+6) and gets 15.

[21:52] <Abaddos> (k, sorry)

[21:52] <DM_Tolman> (feel free to post twice like that, so I can see the needid info)

[21:53] <DM_Tolman> Abaddos shoots rays out into the room, neither seem to hit a target.

[21:53] <Abaddos> (Spending action point.

[21:54] <Abaddos> (Witchfire on Gnome)

[21:54] <Abaddos> (vs. will. k?)

[21:55] <Abaddos> (reflex, sorry)

[21:55] <Abaddos> 1d20+7

[21:55] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+7) and gets 18.

[21:55] <DM_Tolman> (gain 5 hp Abaddos, from Blake's inspiring presence)

[21:57] <Abaddos> 1d20+70

[21:57] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+70) and gets 83.

[21:57] <DM_Tolman> Abaddos, your witchfire hits a gnome, which then dissipates.

[21:57] <Abaddos> (oops, sorry. mistype there)

[21:57] <DM_Tolman> (Lucius acts next)

[21:57] <Abaddos> (k, done)

[21:58] <Lucius_Marbrand> (gotcha)

[21:58] <DM_Tolman> (your movement is 2)

[21:59] <DM_Tolman> (you CAN move through a square occupied by a friend)

[21:59] <Lucius_Marbrand> (ok, move 2 throw a dagger)

[22:00] <Lucius_Marbrand> (at centre gnome)

[22:00] <DM_Tolman> (roll)

[22:01] <Lucius_Marbrand> (what bonuses do I have?)

[22:01] <DM_Tolman> (a plus 1 blessing)

[22:01] <Shalanda> (Bless: +1)

[22:01] <Lucius_Marbrand> 1d20+4

[22:01] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 10.

[22:02] <DM_Tolman> Lucius hurls a dagger which nails the gnome in the head.

[22:02] <DM_Tolman> The gnome dissipates.

[22:03] <DM_Tolman> Gnome: "Fools". He laughs.

[22:03] <Lucius_Marbrand> (I don't even know who this guy is)

[22:03] <DM_Tolman> The woman swings her morningstar.

[22:03] <Kaiser_Trantin> (He's the guy who stole our stuff)

[22:04] <Lucius_Marbrand> "You know, some people fight for good. Some people fight for personal gain. Apparently we are fighting for the law of 'give us our stuff back you little freak'"

[22:04] <DM_Tolman> Her hands glow as she swing at Shalandra.

[22:05] <DM_Tolman> 1d20+11

[22:05] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 25.

[22:05] * Lucius_Marbrand says sardonically

[22:05] <Kaiser_Trantin> (dammit, I got the Zelda theme song stuck in my head now v.v)

[22:05] <DM_Tolman> 1d10+6

[22:05] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d10+6) and gets 13.

[22:05] <DM_Tolman> 1d6

[22:05] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6) and gets 3.

[22:06] <DM_Tolman> Shalandra takes damage (16 hps) and is knocked back prone onto the bedroll.

[22:06] <DM_Tolman> Kaiser moves to act.

[22:06] * Shalanda groans from the impact.

[22:06] <DM_Tolman> (actually, I gave you a soft landing, hehe)

[22:06] <Lucius_Marbrand> (so that's how you get shalanda in bed)

[22:07] * Kaiser_Trantin moves and shoots the Gnome (E-9) with his Crossbow

[22:07] <Kaiser_Trantin> 1d20+6

[22:07] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+6) and gets 9.

[22:07] <Kaiser_Trantin> (rofl, PK still hates me)

[22:07] <DM_Tolman> Kaiser nails The gnome with a dead on shot.

[22:07] <DM_Tolman> It dissipates into thin air.

[22:07] <DM_Tolman> (Shal)

[22:08] <Kaiser_Trantin> (brb, bathroom)

[22:09] <Shalanda> (Getting up a minor or move action?)

[22:10] <DM_Tolman> (You can move at half speed while prone (crawling) or take a move action to get up)

[22:10] <DM_Tolman> (pg 289)

[22:10] <DM_Tolman> (pg 289 is a very helpful chart on combat actions)

[22:11] * Shalanda stands and uses Command on the Woman. (Wis vs Will)

[22:12] <Shalanda> 1d20+5

[22:12] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+5) and gets 14.

[22:13] <DM_Tolman> Shalanda misses with a Command power.

[22:13] <DM_Tolman> (blake)

[22:13] * Blake`` uses Shake it off (minor) action to try and break the slow, then moves forward and uses commanders strike again on Shalanda (i messed it up last time, its your basic attack then basic attack dmg +3)

[22:14] <Blake``> (can i roll a save?)

[22:14] <DM_Tolman> (d20 plus cha mod)

[22:14] <Blake``> (ok i get cha mod +3 for this)

[22:15] <DM_Tolman> (yes)

[22:15] <Blake``> 1d20+7

[22:15] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+7) and gets 12.

[22:15] <Blake``> (brute)

[22:15] <DM_Tolman> (Is your cha mod +&?)

[22:15] <DM_Tolman> (Is your cha mod +7?)

[22:16] <Blake``> (its your charisma mod +3)

[22:16] <Blake``> (so my mod is +4 if you are suppose to use the one that is half your lvl)

[22:17] <DM_Tolman> (A saving throw is a straight d20)

[22:17] <Blake``> (so that means +7)

[22:17] <DM_Tolman> (and the shake it off gives you your cha mod added on)

[22:19] <Blake``> (this is what it says...the target makes a saving throw with a power bonus equal to your charisma modifier (+3))

[22:19] <DM_Tolman> (right...)

[22:19] <DM_Tolman> (waisting time here)

[22:19] <Shalanda> (I will throw a dagger for the Commander attack, woman the target)

[22:19] <DM_Tolman> (go ahead, shal)

[22:20] <Blake``> (ok well then I am confused)

[22:20] <Shalanda> 1d20+3

[22:20] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+3) and gets 7.

[22:20] <DM_Tolman> (I'm confused why you're confused)

[22:20] <DM_Tolman> (you just said yourself, you only add your char mod)

[22:20] <Blake``> (ok so then its only +4 then, but then why does it say, Cha (+3))

[22:21] <DM_Tolman> Shalanda misses with another Commander attack.

[22:21] <DM_Tolman> (My book doesn't say +3 anywhere)

[22:22] <DM_Tolman> The gnome laughs once more. "Willa, take care of them."

[22:23] <DM_Tolman> He turns towards a table and starts fidgeting with a vial.

[22:24] <DM_Tolman> (all of you slowed can now roll a save. A save is a natural d20 and must get 10 or better)

[22:24] <Kaiser_Trantin> 1d20

[22:24] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20) and gets 3.

[22:24] <Kaiser_Trantin> (ROFL)

[22:24] <Blake``> 1d20

[22:24] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20) and gets 18.

[22:24] <DM_Tolman> (Ab, luc?)

[22:25] <Abaddos> (still slow?)

[22:25] <Kaiser_Trantin> (can I spend an action point and roll again rofl)

[22:25] <DM_Tolman> (roll, ab)

[22:25] <Abaddos> 1d20

[22:25] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20) and gets 6.

[22:25] <DM_Tolman> (yes, you are. And Lucius?)

[22:26] <DM_Tolman> (Abaddos can act)

[22:27] -> [Abaddos] PING

[22:28] <DM_Tolman> (Ab?)

[22:28] <Lucius_Marbrand> (pardon?)

[22:28] <Kaiser_Trantin> (put your porn away ab. . .)

[22:28] <Lucius_Marbrand> (roll a save?)

[22:29] <Abaddos> (sorry)

[22:29] * Abaddos shuffles forward, and snarls at the gnome. "Don't turn your back on me!"

[22:29] * Abaddos launches an eldritch blast his way.

[22:30] <Abaddos> 1d20+7

[22:30] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+7) and gets 12.

[22:30] <Abaddos> (vs. ref)

[22:31] <DM_Tolman> (miss)

[22:32] <DM_Tolman> (Lucius, roll a save and then act)

[22:32] <Lucius_Marbrand> (looking up my bonus)

[22:32] <Lucius_Marbrand> 1d10+5

[22:32] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d10+5) and gets 15.

[22:33] <Lucius_Marbrand> (err)

[22:33] <Lucius_Marbrand> 1d20+5

[22:33] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+5) and gets 8.

[22:33] * Lucius_Marbrand throws another dagger

[22:33] <Lucius_Marbrand> 1d20+4

[22:33] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 23.

[22:34] <DM_Tolman> (Your save gets NO bonus)

[22:34] <Lucius_Marbrand> (at gnome)

[22:34] <Lucius_Marbrand> (oh)

[22:34] <Lucius_Marbrand> 1d20

[22:34] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20) and gets 4.

[22:34] <Lucius_Marbrand> (4 on the save)

[22:34] <DM_Tolman> The gnome who stands at the table thumbing through a parchment wails as a dagger hits him in the side.

[22:34] <DM_Tolman> (roll dam)

[22:35] <Lucius_Marbrand> 1d4+4

[22:35] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d4+4) and gets 5.

[22:36] <DM_Tolman> The woman whom he called Willa growls and advances swinging her morning star.

[22:36] <DM_Tolman> (lucius, did you move at all as well? YOu can move 2 squares.)

[22:37] <Lucius_Marbrand> (ci)

[22:37] <DM_Tolman> (that was 3)

[22:37] <Lucius_Marbrand> (my bad)

[22:38] <Kaiser_Trantin> (thats still 3 lol)

[22:38] <Kaiser_Trantin> (Should be right north of me, or the cell next to me)

[22:38] <DM_Tolman> (LOL, it is... doesn't matter)

[22:38] <DM_Tolman> 1d20+11

[22:38] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 20.

[22:39] <DM_Tolman> 1d10+6

[22:39] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d10+6) and gets 11.

[22:39] <DM_Tolman> 1d6

[22:39] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6) and gets 4.

[22:40] <DM_Tolman> Lucius, the woman converges on you for damage. (15)

[22:40] <Lucius_Marbrand> (15 dmg?)

[22:40] <DM_Tolman> (yes, as Kaiser acts)

[22:41] <Kaiser_Trntin> (Attacking Willa, Flameburst Falcion, then spending Action Point and attacking again)

[22:41] <Kaiser_Trntin> 1d20+11

[22:41] <Player-Killer> Kaiser_Trntin throws the numbered heads of dead players (1d20+11) and gets 14.

[22:41] <DM_Tolman> (I thought you failed save)

[22:41] <Kaiser_Trntin> (I moved 2)

[22:41] <DM_Tolman> (oh, ok, sorry)

[22:41] <DM_Tolman> (roll)

[22:41] <Kaiser_Trntin> 2d4+5

[22:41] <Player-Killer> Kaiser_Trntin throws the numbered heads of dead players (2d4+5) and gets 9.

[22:42] <Kaiser_Trntin> (spending action point)

[22:42] <Kaiser_Trntin> 1d20+11

[22:42] <Player-Killer> Kaiser_Trntin throws the numbered heads of dead players (1d20+11) and gets 20.

[22:42] <Kaiser_Trntin> 2d4+5

[22:42] <DM_Tolman> (Kaiser misses and then acts once more.)

[22:42] <Player-Killer> Kaiser_Trntin throws the numbered heads of dead players (2d4+5) and gets 10.

[22:42] <DM_Tolman> (versus?)

[22:42] <Kaiser_Trntin> (Willa)

[22:42] <DM_Tolman> (AC?)

[22:42] <Kaiser_Trntin> (its vs AC)

[22:43] <Kaiser_Trantin> (Oh +2 hit on both of those, Flanking)

[22:43] <DM_Tolman> Kaiser hits with his second attack.

[22:44] <DM_Tolman> (Shal)

[22:44] <Kaiser_Trantin> (So atk 1 == 16, atk 2 == 22)

[22:44] * Shalanda attacks with Righteous Brand (Flanking also)

[22:45] <Shalanda> 1d20+8

[22:45] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+8) and gets 23.

[22:45] <DM_Tolman> Shal hits with her attack.

[22:45] <Shalanda> 2d4+2

[22:45] <Player-Killer> Shalanda throws the numbered heads of dead players (2d4+2) and gets 5.

[22:45] <Shalanda> (+2 to hit for Kaiser, won't stack with Bless)

[22:46] <Kaiser_Trantin> (aight)

[22:46] <DM_Tolman> (blake)

[22:47] * Blake`` uses inspiring presence on himself then moves closer to the fight with Willa and uses Commander's Strike on Kaiser

[22:47] <DM_Tolman> The gnome speaks up, "Willa, you must be quicker about it, or Slead will never let you live it down when he arrives."

[22:47] <Blake``> 1d6

[22:47] <Player-Killer> Blake`` throws the numbered heads of dead players (1d6) and gets 5.

[22:47] <Kaiser_Trantin> (Oh, I also got +5 HP didn't I for spending my AP)

[22:47] <Shalanda> "Slead is dead you stupid idiot."

[22:48] <DM_Tolman> Gnome: "Ha!"

[22:48] <Blake``> (Ok so you get an attack Kaiser, Basic attack, if you hit you get +3 to dmg)

[22:48] <DM_Tolman> (attack, kaiser)

[22:49] <Kaiser_Trantin> 1d20+12

[22:49] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+12) and gets 15.

[22:49] <DM_Tolman> Kaiser, inspired by Blake, attacks again, but misses.

[22:49] <Kaiser_Trantin> (wait +2 if I still get the Flanking bonus)

[22:49] <Abaddos> (the bot hates us)

[22:49] <Kaiser_Trantin> (so 17)

[22:49] <DM_Tolman> (you do... and miss)

[22:50] <Kaiser_Trantin> (ouch v.v)

[22:50] <DM_Tolman> (Shal)

[22:50] <DM_Tolman> (no, sorry)

[22:50] <Shalanda> (Kaiser was attacking with Commander's Strike)

[22:50] <DM_Tolman> The gnome moves about, ignoring you.

[22:50] <Shalanda> "You'll learn the truth soon enough gnome."

[22:51] * Abaddos seethes with rage. "Can you handle the woman? I want the gnome..."

[22:51] <Kaiser_Trantin> "Go on, you two will make a perfect couple"

[22:51] <DM_Tolman> (ok, those of you still slowed can roll another save)

[22:51] <Kaiser_Trantin> 1d20

[22:51] <Shalanda> "I can deal with her with Kaiser."

[22:51] <Abaddos> 1d20

[22:51] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20) and gets 18.

[22:51] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20) and gets 16.

[22:55] <DM_Tolman> (did you move? is that an attack?)

[22:55] <Shalanda> (That was their saves)

[22:55] <DM_Tolman> (You have to tell me what you're doing)

[22:56] <DM_Tolman> (oh, that's right.)

[22:56] <Kaiser_Trantin> (Yea lol)

[22:56] <DM_Tolman> (go ab)

[22:57] <DM_Tolman> (did you lose Abaddos?)

[22:57] <DM_Tolman> (Lucius?)

[22:57] <Abaddos> (that was a save)

[22:57] <DM_Tolman> (so ACT now)

[22:58] <DM_Tolman> (It's your action)

[22:59] <Lucius_Marbrand> (sorry, was giving legal advice)

[22:59] <Lucius_Marbrand> (hmm..)

[22:59] <DM_Tolman> (will either of you please act)

[22:59] <Kaiser_Trantin> (such as, Marriage: Don't do it? lol)

[22:59] <Lucius_Marbrand> (I'm on it)

[22:59] <DM_Tolman> (I see a /clear in Ryu's future)

[23:00] <Kaiser_Trantin> (already done lol)

[23:00] <Shalanda> (Ab and Lucius lets go please.)

[23:00] <Abaddos> (move, shoot eldritch blast at gnome)

[23:00] <Kaiser_Trantin> (Actually, Marriage can be a good thing if your with the right woman, but most fo the times its jus' a bad idea)

[23:01] <Lucius_Marbrand> (move 2)

[23:01] <Kaiser_Trantin> (Did you roll a save Lucius_Marbrand?)

[23:01] <Lucius_Marbrand> (attack willa)

[23:01] <Abaddos> 1d20+7

[23:01] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+7) and gets 26.

[23:01] <Lucius_Marbrand> 1d20

[23:01] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20) and gets 15.

[23:01] <DM_Tolman> (roll)

[23:01] <Abaddos> (26 vs. ref?)

[23:01] <Lucius_Marbrand> (that was my save)

[23:02] <DM_Tolman> Abaddos hits the gnoem with an blast as Lucius shakes off the cold.

[23:03] <Lucius_Marbrand> (attackings with ..)

[23:03] <Abaddos> 1d10+5

[23:03] <Player-Killer> Abaddos throws the numbered heads of dead players (1d10+5) and gets 11.

[23:03] <Abaddos> (since I forgot, I guess I'll curse the gnome now)

[23:04] <Lucius_Marbrand> (fearsome smite)

[23:04] <DM_Tolman> (goof... go ahead and do curse dam)

[23:04] <Lucius_Marbrand> 1d20+5

[23:04] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+5) and gets 23.

[23:04] <Lucius_Marbrand> (hit?)

[23:04] <DM_Tolman> (yes, hit)

[23:05] <Lucius_Marbrand> 2*1d10+4

[23:05] <Player-Killer> 2*1 is not a valid number Lucius_Marbrand..

[23:05] <Lucius_Marbrand> 2d10+8

[23:05] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (2d10+8) and gets 13.

[23:05] <Lucius_Marbrand> (or is it 2d10+4?)

[23:05] <DM_Tolman> (+4)

[23:05] <Lucius_Marbrand> (does bonus get multiplied in 2[w] ? (

[23:05] <DM_Tolman> (no)

[23:06] <Lucius_Marbrand> 2d10+4

[23:06] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (2d10+4) and gets 10.

[23:06] <DM_Tolman> The woman reels from Lucius' hit.

[23:07] <DM_Tolman> She turns with her morning star.

[23:07] <DM_Tolman> 1d20+11

[23:07] <Abaddos> 1d6

[23:07] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 24.

[23:07] <Player-Killer> Abaddos throws the numbered heads of dead players (1d6) and gets 2.

[23:07] <DM_Tolman> (that was late, ab, hehe0

[23:07] <DM_Tolman> 1d10+6

[23:07] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d10+6) and gets 16.

[23:08] <DM_Tolman> Shalanda is nailed with the woman's assault. (16 hp)

[23:08] <DM_Tolman> Woman: "Handle me, you will?"

[23:08] * Shalanda reels from the blow, and appears to teeter on the edge of life.

[23:08] <DM_Tolman> (Kaiser)

[23:09] * Kaiser_Trintin growls as she hits Shal, and returns the blow

[23:09] <Kaiser_Trintin> 1d20+13

[23:09] <Player-Killer> Kaiser_Trintin throws the numbered heads of dead players (1d20+13) and gets 18.

[23:09] <DM_Tolman> (vs AC?)

[23:10] <Kaiser_Trintin> (Yup)

[23:10] <Kaiser_Trintin> (Brute Strike, I forgot to say)

[23:10] <DM_Tolman> Kaiser misses the armored woman as Shalanda, teetering atop a bedroll, moves to act.

[23:10] * Shalanda assumes a defensive position and takes a second wind. (+2 to all defenses until my next turn, use a healing surge)

[23:11] <DM_Tolman> (blake)

[23:11] * Blake`` moves into meele range of Willa and attacks using Hammer and Anvil with his Frost sword.

[23:12] <Blake``> 1d20+7

[23:12] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+7) and gets 16.

[23:12] <Blake``> (if there is a flank bonus add that, not sure how that works yet)

[23:12] <DM_Tolman> (Question: we need to quit or do we go on another 30 minutes?)

[23:13] <Blake``> (im good to go)

[23:13] <Kaiser_Trintin> (I'm AOK)

[23:13] <DM_Tolman> (yep, yuo're flanking)

[23:13] <Blake``> (so 18 then)

[23:13] <DM_Tolman> Blake moves in and misses the woman.

[23:13] <Kaiser_Trintin> (I'm off work tomorrow so I can play till whenever)

[23:13] <DM_Tolman> The Gnome snarls.

[23:13] <Lucius_Marbrand> (i can go)

[23:14] <Abaddos> (I have a little longer)

[23:15] <DM_Tolman> The gnome, angry, stares at Abaddos, "Pest. You wouldn't even know where to find Slead."

[23:15] <Kaiser_Trantin> "Sure, we found him in Jalem in a perfume warehouse. He's probably still there on the floor."

[23:16] <DM_Tolman> The gnome squeals in fury.

[23:16] <Shalanda> "If it helps any, I cursed his corpse!"

[23:16] * Abaddos smirks. "Don't worry. You can meet up with him soon..."

[23:16] <DM_Tolman> 1d20+13

[23:16] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+13) and gets 24.

[23:17] <DM_Tolman> Abaddos, you are knocked back by an unseen force, reeling in pain.

[23:17] <DM_Tolman> 2d10+8

[23:17] <Player-Killer> DM_Tolman throws the numbered heads of dead players (2d10+8) and gets 13.

[23:17] <DM_Tolman> (13 damage, 3 spaces back and prone)

[23:18] <Abaddos> (oww)

[23:18] <DM_Tolman> (Lucius is up)

[23:20] <DM_Tolman> (ab is up)

[23:20] <Lucius_Marbrand> (rolling)

[23:20] * Abaddos grunts, and staggers, bloody, to his feet.

[23:20] * Abaddos hurls another eldritch blast.

[23:20] * Lucius_Marbrand attacks willa

[23:20] <Lucius_Marbrand> (who is she facing?)

[23:21] <DM_Tolman> (you get a flank period if you have someone opposite from you)

[23:21] <Shalanda> (Facing me probably)

[23:21] <Lucius_Marbrand> (is she?)

[23:21] <Abaddos> 1d20+7

[23:21] <Player-Killer> Abaddos throws the numbered heads of dead players (1d20+7) and gets 12.

[23:21] <DM_Tolman> (all four of you have flank)

[23:21] <Kaiser_Trantin> (L, K, S, and B, all have Flanking vs Willa)

[23:21] <Lucius_Marbrand> (what is the flank bonus?)

[23:21] <Shalanda> (+2)

[23:21] <DM_Tolman> Abaddos sends a blast off but misses.

[23:22] * Lucius_Marbrand hits with an enfeebling strike

[23:22] <Lucius_Marbrand> 1d20+7

[23:22] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+7) and gets 16.

[23:23] <DM_Tolman> Lucius attacks and misses the woman as she returns in kind.

[23:23] <DM_Tolman> 1d20+11

[23:23] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 15.

[23:24] <DM_Tolman> Her star misses Kaiser.

[23:24] <DM_Tolman> (Kaiser acts)

[23:24] <Kaiser_Trantin> (Dance of Steel, 2[w]+STR vs AC, Pg79)

[23:24] <Kaiser_Trantin> 1d20+11

[23:24] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+11) and gets 30.

[23:25] <Kaiser_Trantin> 4d4+5

[23:25] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (4d4+5) and gets 11.

[23:25] <DM_Tolman> Kaiser nails the woman with his flaming falchion.

[23:26] <Kaiser_Trantin> (Falchion is High Crit, so no idea what that means)

[23:26] <DM_Tolman> (if the crit range is 19-20 you can roll a crit)

[23:26] <DM_Tolman> (I so never pay attention to that)

[23:27] <Shalanda> (He did roll a natural 19)

[23:27] <Kaiser_Trantin> (crit is what, lol, first crit)

[23:27] <DM_Tolman> (I know that. I don't know what range for falchion in)

[23:27] <DM_Tolman> (crit is another attack roll)

[23:27] <Kaiser_Trantin> 1d20+11

[23:27] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+11) and gets 13.

[23:27] <DM_Tolman> (no crit)

[23:28] <DM_Tolman> (shalanda acts)

[23:28] <Shalanda> (That's a 3rd ed crit you just did Tol. 4th ed crit would be max damage)

[23:28] <DM_Tolman> (lol)

[23:28] <Kaiser_Trantin> (Oh, so 20 damage)

[23:28] <DM_Tolman> (told you I never did crit in 4e...)

[23:29] <DM_Tolman> (k, noted)

[23:29] <Kaiser_Trantin> (since that roll was a 2[W] roll)

[23:29] <DM_Tolman> The woman looks bloodied as she wails.

[23:29] <Abaddos> (If you roll a natural within your crit range, it's as if you rolled the highest possible damage for that attack)

[23:29] <Kaiser_Trantin> (and she's immobilized until my next turn)

[23:29] * Shalanda uses a Sacred Flame on Willa

[23:29] <DM_Tolman> (yes, and some weapons have an extended crit range)

[23:29] <Shalanda> 1d20+5

[23:29] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+5) and gets 24.

[23:29] <Shalanda> (Vs. wis)

[23:29] <Shalanda> (I mean Ref)

[23:29] <Lucius_Marbrand> (so she is immobilized?)

[23:30] <DM_Tolman> (slowed)

[23:30] <Kaiser_Trantin> (Yes)

[23:30] <Kaiser_Trantin> (No, I used dance of steel, "Targe is immobilized until the end of your next turn)

[23:30] <DM_Tolman> (no, it says slowed)

[23:30] <Kaiser_Trantin> (also: High Crit: A high crit weapon deals more damage when you score a critical hit with it. A critical hit deals maximum weapon damage and an extra 1[W] at 1st–10th levels, an extra 2[W] at 11th–20th levels, and an extra 3[W] at 21st–30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.)

[23:31] <DM_Tolman> (cool)

[23:31] <Shalanda> 1d6+3

[23:31] <Player-Killer> Shalanda throws the numbered heads of dead players (1d6+3) and gets 7.

[23:31] <Shalanda> (+2 temp hps to Abaddos)

[23:31] <Lucius_Marbrand> (so , immobilized?)

[23:31] <Kaiser_Trantin> (Theres a comment on mine that says its Immobilized, even on my char sheet (generated by the 4e character sheet proggy from WotC)

[23:32] <DM_Tolman> (Warb has also had different info from the char generator. Inside my flesh and blood book, it says slowed)

[23:32] <Blake``> (no i just didn't understand it)

[23:32] <Lucius_Marbrand> (ok, slowed)

[23:32] <Blake``> (the info was right, it did just add my cha bonus)

[23:33] <DM_Tolman> (roll another 2d4)

[23:33] <DM_Tolman> (kaiser)

[23:34] <Kaiser_Trantin> (<http://www.wizards.com/dnd/files/UpdatePH.pdf> page 2. Dance of Steel [Revision] Player's Handbook, page 79 On the Weapon line, replace "slowed" with "immobilized".)

[23:34] <Kaiser_Trantin> 2d4

[23:34] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (2d4) and gets 5.

[23:34] <DM_Tolman> (ok)

[23:34] <Kaiser_Trantin> (Heh, figured they've have fixes on their site)

[23:35] <DM_Tolman> (blake)

[23:35] * Blake`` uses Warlord's Strike on Willa

[23:35] <Blake``> 1d20+7

[23:35] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+7) and gets 9.

[23:35] <DM_Tolman> (doesn't matter... she's not walking away anyhow)

[23:36] <Kaiser_Trantin> (Yea. . .)

[23:36] <Lucius_Marbrand> (but wouldnt immobilize mean I could go for the coup?)

[23:36] <DM_Tolman> (no, lucius, read 277, just that she can't move 1 space)

[23:37] <DM_Tolman> Blake attacks and misses.

[23:37] <Lucius_Marbrand> (i dont know where my phb is atm, sorry)

[23:37] <DM_Tolman> The gnome attacks at Abaddos once more.

[23:37] <DM_Tolman> 1d20+13

[23:37] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+13) and gets 26.

[23:38] <Shalanda> (Ouch)

[23:38] <DM_Tolman> A frosty ray hits you in the chest, Abaddos.

[23:38] <DM_Tolman> 1d6+8

[23:38] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+8) and gets 9.

[23:38] <DM_Tolman> (9 damage)

[23:38] <DM_Tolman> (lucius act)

[23:40] <Lucius_Marbrand> (moving)

[23:41] <Lucius_Marbrand> (shift)

[23:41] <Lucius_Marbrand> (normal attack)

[23:41] <Lucius_Marbrand> 1d20+3

[23:41] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+3) and gets 19.

[23:41] <Lucius_Marbrand> 1d10+4

[23:41] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d10+4) and gets 11.

[23:41] <DM_Tolman> (vs AC?)

[23:42] <DM_Tolman> Lucius misses the wounded woman with his fancy moves.

[23:42] <Lucius_Marbrand> (pardon?)

[23:42] <Lucius_Marbrand> (actually its 1d20+5 .. sorry I missed flanking)

[23:42] <Kaiser_Trantin> (Your not flanking anymore)

[23:43] <Kaiser_Trantin> (atleast I don't think you are)

[23:43] <Shalanda> (Looks that way to me too, unless he attacked first then moved)

[23:43] <DM_Tolman> Abaddos, very weak, acts.

[23:43] <Lucius_Marbrand> (thats the order i did it in, attacked then moved myself on the screen)

[23:43] <Lucius_Marbrand> (anyway, not worth quibbling over)

[23:44] * Abaddos attempts to healing wind himself.

[23:44] <Abaddos> (1/4 max hp, right?)

[23:44] <DM_Tolman> (yes...)

[23:44] <Lucius_Marbrand> (i need to go to sleep soon)

[23:45] <Kaiser_Trantin> (You mean Second wind?)

[23:45] <Abaddos> (yeah)

[23:45] <Kaiser_Trantin> (spend a healing surge to regain hp)

[23:45] <DM_Tolman> The woman pivots around, getting overwhelmed, "Uh... my lord?"

[23:46] <DM_Tolman> 1d20+11

[23:46] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 12.

[23:46] <Shalanda> "Time for you to die for your lord I think. I'm pretty sure that was his intention all along while he escaped."

[23:46] <DM_Tolman> She swings at Blake and misses and takes another action

[23:46] <Lucius_Marbrand> (does her pivot give anyone an attack of opp?)

[23:46] <DM_Tolman> 1d20+11

[23:46] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 25.

[23:46] <DM_Tolman> She hits Shalanda, as Lucius plants his weapon into her.

[23:47] <DM_Tolman> (Lucius, if you had 21, then you hit. Roll damage.)

[23:47] <Lucius_Marbrand> 1d10+5

[23:47] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d10+5) and gets 12.

[23:47] <DM_Tolman> 1d10+6

[23:47] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d10+6) and gets 8.

[23:47] <DM_Tolman> 1d6

[23:47] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6) and gets 2.

[23:48] <DM_Tolman> She hits Shalanda as she bends backward from Lucius' attack.

[23:48] <DM_Tolman> (10 damage to Shalanda)

[23:49] <Kaiser_Trantin> (Is she dead yet, Willa that is)

[23:49] * Shalanda feels her body going weak as she falls to the ground.

[23:49] <DM_Tolman> Willa falls to the ground dying, as Shalanda falls atop of her.

[23:49] * Lucius_Marbrand LoH's Shalanda

[23:49] <DM_Tolman> The gnome screams: "Nooooo!" His eyes glow red...

[23:50] <Kaiser_Trantin> "Blake, Lucius, Take care of Shal. . "

[23:50] <DM_Tolman> *** as this session of Können Land comes to a close ***

9-13-2009:

[19:50] <DM_Tolman> *** Game Recap ***

[19:51] <DM_Tolman> The group finally made its way to the cave of their desire. After making quick work of a magical sentry, they entered an inner chamber long ways into the belly of the mount.

[19:52] <DM_Tolman> The woman known to them from the days of the black carriage held them at bay outside of another chamber, as a gnome within harbored the time with purpose and preparations as yet unknown.

[19:53] <DM_Tolman> As the full battle ensued, wounds came plenty. Powerful foes they have met.

[19:54] <DM_Tolman> Lucius and Kaiser and Shalanda each in turn added blows to the woman that ended up bringing her defeat...

[19:55] <DM_Tolman> ... but not before he final smack to the head of Shalanda drops her to the earth and the hearth of death's door.

[19:55] <Shalanda> (I've fallen, and I can't get up)

[19:56] <DM_Tolman> This woman named Willa, servant of the Gnome evil-doer, dropped to the ground motionless, with Shalanda atop.

[19:56] <DM_Tolman> *** And thus begins this session 35 or the Können Land campaign ***

[19:56] <Kaiser_Trantin> (Grid please)

[19:56] <Shalanda> <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA>

[19:57] <DM_Tolman> <http://tiny.cc/battlegrid>

[19:57] * Lucius_Marbrand invokes the Raven Queens Blessing

[19:58] <Kaiser_Trantin> (don't even remebers who turn it was, and my keyboard doesn't feel right now, its to responsive lol)

[19:58] <DM_Tolman> (Shalanda: 24, Blake: 23, Gnome: 22, Lucius_Marbrand / Abaddos / Woman: 13, Kaiser: 9)

[19:59] <DM_Tolman> Kaiser, as the two females drop side by side, you prepare to act.

[20:00] <Shalanda> (Spending a healing surge thanks to RQB)

[20:00] <DM_Tolman> The gnome from the other side of the room gasps audibly.

[20:00] <Lucius_Marbrand> (i dont think you need to spend a healing surge)

[20:00] <Shalanda> (I do

[20:00] <DM_Tolman> (I do think you need to wait for Lucius' turn)

[20:01] <Kaiser_Trantin> (trying to remember what my tohit roll is lol)

[20:01] <Kaiser_Trntin> (nvm)

[20:01] <Kaiser_Trntin> 1d20+11

[20:01] <Player-Killer> Kaiser_Trntin throws the numbered heads of dead players (1d20+11) and gets 29.

[20:01] <Kaiser_Trntin> (vs AC, attacking the Gnome, I moved to him)

[20:01] <Shalanda> (He can spend that as a free action after downing a foe)

[20:02] <Shalanda> (Which his attack was the last attack before the combat ended)

[20:02] <Lucius_Marbrand> (it's a free action on me dropping the enemy to 0 or below HP)

[20:04] <Kaiser_Trntin> (oops, moved one to many squares lol)

[20:04] <Kaiser_Trntin> (Action remains the same though)

[20:05] <DM_Tolman> (hit)

[20:05] <Kaiser_Trntin> 2d4+5

[20:05] <Player-Killer> Kaiser_Trntin throws the numbered heads of dead players (2d4+5) and gets 9.

[20:06] <DM_Tolman> Kaiser makes a hit on the gnome who barely looks at him.

[20:07] <Kaiser_Trntin> "I told you before Gnome, I will kill you for what you have done!"

[20:07] <DM_Tolman> (Shal, your condition then is 1 hp and consc?)

[20:07] <DM_Tolman> (or is it 1/4 hp?)

[20:07] <Shalanda> (1/4 hps, and consc)

[20:08] <Shalanda> (So 8hps)

[20:08] <DM_Tolman> (I though I remembered that)

[20:08] <DM_Tolman> The flicks a hand at Kaiser.

[20:08] <DM_Tolman> 1d20+15

[20:08] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 26.

[20:09] <DM_Tolman> 1d6+9

[20:09] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 11.

[20:09] <DM_Tolman> Kaiser receives cold damage (11)

[20:10] <DM_Tolman> Abaddos acts

[20:10] <DM_Tolman> He withdraws to the entrance to lick his wounds, which are great.

[20:11] <DM_Tolman> Blake moves to act.

[20:11] * Blake`` moves closer to the Gnome and Kaiser and uses Commanders Strike on Kaiser (Basic att and if you hit Basic Dmg +2)

[20:13] <Kaiser_Trantin> 1d20+11

[20:13] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+11) and gets 27.

[20:13] <DM_Tolman> (DM eyes PK suspiciously)

[20:14] <DM_Tolman> (hit)

[20:14] <Kaiser_Trantin> 2d4+7

[20:14] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (2d4+7) and gets 12.

[20:16] * Kaiser_Trantin grins a devilish DragonBorn grin, "The Tiefling gives me more trouble than you, is that all you got?"

[20:16] <DM_Tolman> Lucius acts.

[20:16] <DM_Tolman> The gnome laughs.

[20:17] <DM_Tolman> Lucius hesitates in the midst of battle.

[20:17] <DM_Tolman> ... as Kaiser prepares to act.

[20:18] <Kaiser_Trantin> 1d20+11

[20:18] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+11) and gets 12.

[20:18] <Kaiser_Trantin> (*eyes PK*)

[20:18] <DM_Tolman> As Kaiser misses, Shalanda pulls herself up to consider her next move.

[20:19] * Shalanda advances on the gnome, using healing word (minor) to start closing her wounds, and Sacred Flame as a ranged attack (wis vs ref)

[20:19] <DM_Tolman> (heal is ?)

[20:20] <Shalanda> 1d20+5

[20:20] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+5) and gets 11.

[20:20] <Shalanda> (Surge + 1d6+3)

[20:20] <Shalanda> 1d6+3

[20:20] <Player-Killer> Shalanda throws the numbered heads of dead players (1d6+3) and gets 7.

[20:20] <DM_Tolman> Shalanda misses with her sacred flame as she begins to feel better.

[20:20] <DM_Tolman> 1d20+15

[20:20] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 16.

[20:22] <DM_Tolman> The gnome snarls at the advancing Shalanda and misses with a bolt.

[20:23] <Shalanda> (misses me?)

[20:23] * Blake`` moves into battle range of the Gnome and attacks using Bastion of Defense the uses his action point and uses Commander's Strike on Kaiser again.

[20:23] <Blake``> (can I do that?)

[20:23] <Shalanda> (Oh yeah, don't forget everybody is still blessed (+1 hit)

[20:24] <Kaiser_Trantin> (I haven't forgot, I actually kept some notes lol)

[20:24] <DM_Tolman> (me too)

[20:24] <Blake``> 1d20+8 Bastion of Defense

[20:24] <Blake``> 1d20+8

[20:24] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 28.

[20:24] <Kaiser_Trantin> (Nice! Nat 20)

[20:24] <Blake``> (sweet)

[20:24] <DM_Tolman> (Glaring at PK)

[20:24] <Blake``> (how does that work for dmg?)

[20:25] <DM_Tolman> (Full dam I think)

[20:25] <Shalanda> (correct, full damage)

[20:25] <Blake``> (so its 3d8+3 for that skill)

[20:25] <Shalanda> (So 27 damage)

[20:25] <Blake``> (Ok, also...)

[20:26] <Blake``> (all allies within 5 squares get +1 to defense for the encounter and 8 temp hps)

[20:26] * Blake`` finishes his turn with Commanders Strike, using up my action point for Kaiser

[20:27] <Kaiser_Trantin> (Waiting for the go ahead)

[20:27] <DM_Tolman> The gnome reels at the pain.

[20:27] <DM_Tolman> (Go, K)

[20:27] <Kaiser_Trantin> 1d20+11

[20:27] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+11) and gets 17.

[20:28] <DM_Tolman> Kaiser Misses as Shalana preps.

[20:28] <Lucius_Marbrand> (sorry about that, mom called)

[20:28] <Shalanda> (Actually it's the gnome's turn, that was Blake's turn in the attack order just now)

[20:29] <Shalanda> (I think)

[20:29] <Blake``> (gnome went ahead of me)

[20:29] <DM_Tolman> Lucius moves up to act.

[20:29] <Kaiser_Trantin> (L, A, K)

[20:29] * Lucius_Marbrand bull rushes the gnome

[20:29] <Kaiser_Trantin> (sorry, S, B, G, L/A, K)

[20:30] <DM_Tolman> (roll)

[20:31] <Kaiser_Trantin> (rofl, fitting song: "Prodigy - Smack that bitch up" lol)

[20:32] <DM_Tolman> Kaiser acts.

[20:32] <Kaiser_Trantin> 1d20+11

[20:32] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+11) and gets 31.

[20:32] <Kaiser_Trantin> (nat 20)

[20:33] <Kaiser_Trantin> (lemme see what crit cat this weapon is in)

[20:34] <Kaiser_Trantin> (Max Damage + an extra 1[w], so 2d4+5 + 2d4 is my guess)

[20:34] <Kaiser_Trantin> (It's High-Crit, Page 217 PHB)

[20:34] <Blake``> (i just was readign that also)

[20:35] <Kaiser_Trantin> (I think 1d5 fire damage too, lemme look)

[20:35] <DM_Tolman> (k, totalis 21?)

[20:35] <Kaiser_Trantin> (+1d6 Fire damage)

[20:35] <Kaiser_Trantin> 1d6

[20:35] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d6) and gets 2.

[20:35] <Kaiser_Trantin> (so 21 + 2 fire damage)

[20:36] <Kaiser_Trantin> (PHB page 234)

[20:36] <DM_Tolman> The gnome takes the hit as his voice of laughter echoes in the hall as he disappears.

[20:38] <DM_Tolman> Shalanda, the gnome disappears from in front of you as you prepare yourself.

[20:38] <Shalanda> "We've seen this before, keep your ears open and don't allow him to sneak by you.

[20:39] <DM_Tolman> You hear a *click*

[20:39] * Shalanda advances into the corridor ahead in attempts to locate the gnome whom she believes is invisible.

[20:39] <DM_Tolman> 1d20

[20:39] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 16.

[20:40] <Shalanda> (Where did the click come from?)

[20:41] <DM_Tolman> Fireballs shoot out from the wall beside the opening in front of you.

[20:41] <DM_Tolman> (gimme sec, trying to figure out burst pattern)

[20:42] <DM_Tolman> 5d6+5

[20:42] <Player-Killer> DM_Tolman throws the numbered heads of dead players (5d6+5) and gets 22.

[20:42] <DM_Tolman> Everyone but Abb takes 22 damage from fireballs.

[20:42] <Blake``> (dont forget everyone that was within 5 sqrs of me has those 8 temp hps)

[20:43] <DM_Tolman> Shal, you're at in the middle of the hall now, right?

[20:43] <DM_Tolman> Blake, action?

[20:43] * Shalanda will attack the location the fireballs came from, while using her last healing word on herself again.

[20:43] <DM_Tolman> (Roll, Shal.)

[20:44] <Shalanda> (Attack with Righteous Brand FYI)

[20:44] <Shalanda> 1d20+6

[20:44] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+6) and gets 11.

[20:44] <DM_Tolman> You connect with nothing.

[20:44] <DM_Tolman> Blake?

[20:44] <Shalanda> (Please move me to wherever I should be located)

[20:44] <Shalanda> (thanks)

[20:44] <Blake``> (sorry)

[20:44] <DM_Tolman> (np)

[20:44] <Shalanda> 1d6+3

[20:44] <Player-Killer> Shalanda throws the numbered heads of dead players (1d6+3) and gets 9.

[20:45] * Blake`` uses his second wind and takes a round to regain some health...(so i get to use a healing surge?)

[20:45] <DM_Tolman> (yes)

[20:45] <Blake``> (k, done)

[20:45] <DM_Tolman> Lucius?

[20:46] <Lucius_Marbrand> (looking at book one mo)

[20:46] * Lucius_Marbrand attacks the area Shalanda was attacking

[20:47] <Lucius_Marbrand> 1d20+3

[20:47] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+3) and gets 19.

[20:47] <DM_Tolman> Lucius does not connect with anything.

[20:47] <DM_Tolman> Kaiser?

[20:48] * Kaiser_Trantin moves in front of Shal and uses his Lightning breath (close burst 3, D3 - F5)

[20:48] <Kaiser_Trantin> 1d20+7

[20:48] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20+7) and gets 15.

[20:48] <Kaiser_Trantin> (vs Reflex)

[20:50] <DM_Tolman> Kaiser can not tell if he burns anything in particular or not, though there is now fire on the table in front of him as well as on the one beside the group as well.

[20:50] <Kaiser_Trantin> (Lightning breath remember ^-^)

[20:50] <DM_Tolman> Shalanda steps up as Abaddos looks ahead too.

[20:50] <DM_Tolman> (sorry)

[20:50] <DM_Tolman> (weirdo)

[20:50] <DM_Tolman> (:)

[20:51] <Kaiser_Trantin> (Willa should be dead by now lol)

[20:51] * Shalanda delays her attack in order to have a better chance of attacking the gnome.

[20:51] <Shalanda> (Waiting until at least the gnome attacks or I can figure out where he is)

[20:52] <Shalanda> (So Blake?)

[20:52] * Blake`` moves to take cover along the wall

[20:53] <DM_Tolman> You hear suddenly a woman screaming from behind you.

[20:54] <DM_Tolman> 1d20+11

[20:54] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 25.

[20:54] * Shalanda briefly turns to see what's going on, but focuses on the gnome's location.

[20:54] <DM_Tolman> Lucius, you feel a morning star in your back.

[20:55] <DM_Tolman> 1d10+6

[20:55] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d10+6) and gets 14.

[20:55] <DM_Tolman> 1d6

[20:55] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6) and gets 3.

[20:55] <DM_Tolman> (17 damage)

[20:56] <DM_Tolman> (Lucius, you can act)

[20:56] <DM_Tolman> 1d20

[20:56] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 8.

[20:57] * Lucius_Marbrand LoH's self

[20:58] <DM_Tolman> 1d6+9

[20:58] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 13.

[20:59] <DM_Tolman> Kaiser, you feel a blast of another cold force hit you.

[20:59] <DM_Tolman> (13 damage)

[20:59] <DM_Tolman> 1d20

[20:59] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 11.

[21:00] <Kaiser_Trantin> (I'm at -1 then)

[21:00] <DM_Tolman> 1d20

[21:00] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 5.

[21:00] * Shalanda rushes at the source of the cold attack and swings with a Righteous Brand (please move me to appropriate location)

[21:00] <DM_Tolman> (roll a perception, Shal)

[21:00] <Shalanda> 1d20+4

[21:00] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+4) and gets 16.

[21:01] <DM_Tolman> (k, roll attack)

[21:01] <Shalanda> 1d20+6

[21:01] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+6) and gets 16.

[21:02] <DM_Tolman> Shalanda, you do not connect with anything.

[21:02] * Shalanda growls, the rage building up.

[21:02] * Blake`` comes in and attacks Willa using his swords Cold powers (daily power)

[21:03] <Blake``> 1d20+7

[21:03] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+7) and gets 20.

[21:03] <DM_Tolman> (v AC?)

[21:03] <Blake``> (yes)

[21:03] <DM_Tolman> Blake misses.

[21:03] <Blake``> (add one forgot bless)

[21:04] <DM_Tolman> (hit)

[21:04] <Blake``> (sweet)

[21:04] <Blake``> 1d8+3

[21:04] <Player-Killer> Blake`` throws the numbered heads of dead players (1d8+3) and gets 9.

[21:04] <Blake``> 1d8

[21:04] <Player-Killer> Blake`` throws the numbered heads of dead players (1d8) and gets 1.

[21:04] <Blake``> (she is slowed until the end of my next turn)

[21:04] <Blake``> (10 dmg total)

[21:04] <DM_Tolman> The woman groans.

[21:05] <Blake``> (dont forgot, Shal, myself and Kaiser all have +1 to defence until the encounter is over)

[21:06] <DM_Tolman> (got it)

[21:06] <DM_Tolman> 1d20+11

[21:06] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+11) and gets 12.

[21:07] <DM_Tolman> She hacks at Lucius once more but misses.

[21:07] <Kaiser_Trantin> (ew, nat1)

[21:07] <DM_Tolman> 1d20+15

[21:07] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 19.

[21:07] <DM_Tolman> 1d6+9

[21:07] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 13.

[21:07] <DM_Tolman> Shalanda, you feel a nearby blast of cold energy.

[21:08] <DM_Tolman> (13 damage and slowed from cold)

[21:08] <DM_Tolman> 1d20

[21:08] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 17.

[21:09] <DM_Tolman> Lucius, your move.

[21:09] * Lucius_Marbrand uses radiant delerium on the woman who has risen

[21:09] <Lucius_Marbrand> (char vs. reflex)

[21:10] <Kaiser_Trantin> 1d20

[21:10] <Player-Killer> Kaiser_Trantin throws the numbered heads of dead players (1d20) and gets 13.

[21:10] <DM_Tolman> (roll)

[21:10] <Lucius_Marbrand> 1d20+5

[21:10] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+5) and gets 20.

[21:10] <DM_Tolman> (hit)

[21:11] <Lucius_Marbrand> 3d8+4

[21:11] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (3d8+4) and gets 15.

[21:12] <DM_Tolman> Abaddos swings at the air.

[21:12] <DM_Tolman> The woman falls dead.

[21:14] <Shalanda> (I'm up, or does Kaiser need to make a save?)

[21:14] * Lucius_Marbrand uses his final surge on RQB and executes the coupe on the woman

[21:14] <DM_Tolman> (we're doing that in chat)

[21:14] <DM_Tolman> Shal, you're up.

[21:15] * Shalanda will Fey-Step to the location she was attacked from and attack, since she is slowed.

[21:15] <DM_Tolman> (is feystep an encounter power?)

[21:16] <Shalanda> (Yes and I haven't used it yet.)

[21:16] <DM_Tolman> (yes you have)

[21:16] <Shalanda> (I do not have it marked on my sheet as used. When did I use it?)

[21:16] <DM_Tolman> (I have it written down. You Feyed up to the woman early on)

[21:16] <DM_Tolman> (In the other room)

[21:17] <Shalanda> (I don't recall doing that, but if you say I did, then I'll advance as close as I can to the last place I was attacked and Sacred Flame the area instead)

[21:17] <DM_Tolman> Roll perception

[21:17] <Shalanda> 1d20+4

[21:17] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+4) and gets 11.

[21:17] <DM_Tolman> It is hard to make out the source.

[21:18] * Shalanda randomly targets a spot instead.

[21:18] <DM_Tolman> (I feystep moved you where you thought it was.)

[21:19] <Shalanda> (Ok then random attack in that area... J13?)

[21:19] <DM_Tolman> (roll)

[21:19] <Shalanda> 1d20+5

[21:19] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+5) and gets 19.

[21:19] <DM_Tolman> Shalada smashes the top of a table with her Sacred Flame.

[21:20] * Blake`` rushes to Kaisers aid and attempts to Stablize the Dying...

[21:20] <Blake``> 1d20+7

[21:20] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+7) and gets 17.

[21:21] <DM_Tolman> (what is that roll, blake?)

[21:21] <Blake``> (heal)

[21:22] <Blake``> (DC 15 to stabilize the dying, I think, under the skill Heal - First Aid)

[21:22] <DM_Tolman> (k, then DC was just 15 right?)

[21:22] <DM_Tolman> Blake successfully stabilizes Kaiser.

[21:22] <DM_Tolman> 1d20+15

[21:22] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 27.

[21:23] <DM_Tolman> Shalanda, you feel another bolt of cold nearby.

[21:23] <DM_Tolman> 1d6+9

[21:23] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 13.

[21:23] <DM_Tolman> (13 damage and slowed again)

[21:24] <DM_Tolman> Lucius of the many HPs, you're up.

[21:24] <Lucius_Marbrand> (ok what do I see in front of me?)

[21:24] <DM_Tolman> The room.

[21:24] * Shalanda drops to her knees, her scythe falling from her hands to clank loudly against the floor before her body follows the scythe to the ground.

[21:25] <DM_Tolman> (Roll Perception to see the Gnome)

[21:25] <Lucius_Marbrand> 1d20+4

[21:25] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 6.

[21:25] <DM_Tolman> The room.

[21:26] <DM_Tolman> Act or withhold action.

[21:26] * Lucius_Marbrand cuts off Willa's head

[21:26] <DM_Tolman> Lucius performs the cou de grace on the dead woman.

[21:26] <DM_Tolman> Kaiser acts.

[21:27] <Kaiser_Trantin> (I'm just stabilized, unless I can use my 2nd wind)

[21:27] <DM_Tolman> (You're at 1 HP?)

[21:27] <Kaiser_Trantin> 2nd wind then

[21:27] <DM_Tolman> (Are you consc after stabilization?)

[21:28] <Kaiser_Trantin> (Don't think so, I think it jus' makes it so you don't have to roll saves anymore)

[21:28] <DM_Tolman> (oops, no, you're not healed)

[21:28] <DM_Tolman> (k, you're still out, then)

[21:30] <DM_Tolman> (With Heal skill, Blake can roll a DC 10 for him to use a second wind... but unclear if he can do that when he's unconscious and below 0)

[21:30] <Kaiser_Trantin> (well, your the DM your choice)

[21:31] <DM_Tolman> (I don't either, Blake, but how then do you heal a stable -HP person?)

[21:32] <DM_Tolman> (well, no action for now at least)

[21:32] <Kaiser_Trantin> (Regain Hit Points: When you are dying and receive ealing, you go to 0 hit points and then regain hit

[21:32] <Kaiser_Trantin> points from the healing effect. If the healing effect

[21:32] <Kaiser_Trantin> requires you to spend a healing surge but you have

[21:32] <Kaiser_Trantin> none left, you are restored to 1 hit point.

[21:32] <Kaiser_Trantin> (sorry, Page 295)

[21:32] <Shalanda> (He'd have to take a short rest if he stabilizes)

[21:32] <DM_Tolman> (Yes, but you didn't receive healing. You were stabilized)

[21:33] <Kaiser_Trantin> (If someone has stabilized you using the Heal skill but you receive no healing, you regain hit points after an extended rest. <- same page)

[21:33] <Kaiser_Trantin> (So, I wait)

[21:33] <DM_Tolman> Abaddos moves over to the fallen Shalanda and attempts to stabilize her.

[21:33] <DM_Tolman> (wait for your cou de grace)

[21:34] <DM_Tolman> 1d20+1

[21:34] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+1) and gets 14.

[21:34] <DM_Tolman> (oh, so close)

[21:35] <Shalanda> 1d20

[21:35] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20) and gets 11.

[21:35] <DM_Tolman> Blake, you action as new round begins.

[21:35] * Blake`` rolls perception in a feeble attempt to locate the invisible Gnome

[21:35] <Blake``> 1d20+2

[21:35] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+2) and gets 6.

[21:35] * Blake`` moves away from Kaiser

[21:36] <DM_Tolman> Blake, your pretty sure you saw the gnome inside your shoe.

[21:36] <DM_Tolman> Lucius, you're up.

[21:36] * Lucius_Marbrand looks quickly to see gnome

[21:36] <Lucius_Marbrand> 1d20+4

[21:36] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 22.

[21:37] <DM_Tolman> Lucius, you see the gnome peak his head from behind a table as he blasts at you.

[21:37] <DM_Tolman> 1d20+15

[21:37] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 17.

[21:37] <Lucius_Marbrand> "Behind the table"

[21:38] <Lucius_Marbrand> (that was my whole action? I can't do anything else)

[21:38] <Kaiser_Trantin> (which one is the question lol)

[21:38] <DM_Tolman> 1d6+9

[21:38] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 15.

[21:38] <DM_Tolman> (his action is before yours)

[21:38] <Lucius_Marbrand> (gotcha)

[21:38] <DM_Tolman> Lucius, you are hit with a blast of cold for 15 damage and are slowed.

[21:39] <DM_Tolman> The gnome walks out from behind the table with casual disdain, laughing.

[21:40] <DM_Tolman> Lucius, your move.

[21:40] <Lucius_Marbrand> (does this mean kaiser can't spend healing surges?)

[21:40] <DM_Tolman> (That's what we've determined. He must be healed by someone to regain HP's. Same for the dying Shalanda.)

[21:41] <Lucius_Marbrand> (am I able to move enough to hit the gnome?)

[21:41] <Kaiser_Trantin> (So if you LoH me, I get to spend a Healing Surge + Recover whatever LoH recovers)

[21:41] <Blake``> (I have no powers left :())

[21:41] <DM_Tolman> (YOu move at half speed, so yes)

[21:42] <DM_Tolman> (Since he walked out in such cavalier fashion)

[21:42] * Lucius_Marbrand attacks the gnome with Paladin's Judgement

[21:42] <Lucius_Marbrand> 1d20+4

[21:42] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 14.

[21:42] <Lucius_Marbrand> (err wait)

[21:42] <Lucius_Marbrand> I need to add bonuses)

[21:42] <DM_Tolman> Gnome: "So naive... so brazen... so stupid you all are."

[21:42] <Lucius_Marbrand> (what bonuses do I have?)

[21:42] <Lucius_Marbrand> (other than my own)

[21:42] <Kaiser_Trantin> (Bless, +1)

[21:42] <Shalanda> (+1 bless)

[21:43] <DM_Tolman> Gnome: "Nearly admirable in bravery, were it not for stupidity."

[21:43] <Lucius_Marbrand> 1d20+6

[21:43] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+6) and gets 9.

[21:43] <Lucius_Marbrand> (miss either way)

[21:43] <DM_Tolman> Lucius misses twice.

[21:43] <Shalanda> 1d20

[21:43] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20) and gets 3.

[21:44] <Kaiser_Trantin> (Extended Rest = 6 hours)

[21:44] <DM_Tolman> Blake, your move as Abaddos tends to stabilizing Shalanda.

[21:44] * Blake`` attacks with his Cold Longsword

[21:44] <Blake``> 1d20+8

[21:44] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 21.

[21:45] <DM_Tolman> The gnome lazily moves out of the way and gasps as Blake connects, surprising him greatly.

[21:45] <Blake``> 1d8+3

[21:45] <Player-Killer> Blake`` throws the numbered heads of dead players (1d8+3) and gets 7.

[21:45] <Blake``> 1d6

[21:45] <Player-Killer> Blake`` throws the numbered heads of dead players (1d6) and gets 2.

[21:46] <Blake``> (9dmg)

[21:46] <DM_Tolman> The gnome takes the damage and grunts, going silent.

[21:46] <DM_Tolman> Gnome: "You have killed my two loyal servants... you must die."

[21:46] <DM_Tolman> He steps back away from Blake.

[21:46] <DM_Tolman> 1d20

[21:46] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 19.

[21:47] <DM_Tolman> He hops over the table.

[21:47] <DM_Tolman> (actually, that is a AoO)

[21:47] <Kaiser_Trantin> (chop his ass Blake!)

[21:47] <DM_Tolman> The gnome picks up a satchel, stowed in the corner.

[21:48] <DM_Tolman> (actually, it would be for Lucius as well.)

[21:48] <Kaiser_Trantin> (Well, both of you chop him to pieces!)

[21:48] <DM_Tolman> 1d20+1

[21:48] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+1) and gets 19.

[21:48] -> -Blake``- AoO vs Gnome: Doo eet

[21:48] <DM_Tolman> Abaddos kneels down and stabilizes Shalanda.

[21:48] -> -Lucius_Marbrand- AoO vs Gnome: Doo eet~

[21:49] <Blake``> (want us to roll?)

[21:49] -Lucius_Marbrand- huh?

[21:49] <Lucius_Marbrand> (do I have an attackj of opp?)

[21:50] <DM_Tolman> (yes, both roll AoO)

[21:50] <Lucius_Marbrand> 1d20+5

[21:50] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+5) and gets 14.

[21:50] <Blake``> 1d20+8

[21:50] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 25.

[21:50] <Kaiser_Trantin> (Nice!)

[21:50] <Blake``> 1d8+3

[21:50] <Player-Killer> Blake`` throws the numbered heads of dead players (1d8+3) and gets 6.

[21:50] <Blake``> 1d6

[21:50] <Player-Killer> Blake`` throws the numbered heads of dead players (1d6) and gets 2.

[21:51] <DM_Tolman> The gnome screams as you slice at his back, Blake.

[21:52] <DM_Tolman> Lucius, your move.

[21:52] * Lucius_Marbrand attacks the gnome \

[21:52] <Lucius_Marbrand> 1d20+4

[21:52] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 7.

[21:52] * Lucius_Marbrand misses

[21:53] <DM_Tolman> Lucius misses the gnome.

[21:53] <DM_Tolman> 1d20+15

[21:53] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 25.

[21:53] <DM_Tolman> He aims at Blake with a blast of cold.

[21:53] <DM_Tolman> 1d6+9

[21:53] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 13.

[21:53] <DM_Tolman> (13 damage and slowed)

[21:54] <DM_Tolman> (wait, I skippe dyou again, Blake)

[21:54] <DM_Tolman> (sorry, that's the 3rd time I did that)

[21:55] <Blake``> (its ok)

[21:55] <Blake``> (i am lost in the order now anyway)

[21:55] <DM_Tolman> (act)

[21:55] * Blake`` stays on the gnome attacking again with his Frost weapon

[21:55] <Blake``> 1d20+8

[21:55] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 13.

[21:55] <DM_Tolman> 1d20+15

[21:55] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20+15) and gets 19.

[21:56] <DM_Tolman> 1d6+9

[21:56] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d6+9) and gets 11.

[21:56] <DM_Tolman> (You take 11 damage from a blast of cold.)

[21:56] <Blake``> (k)

[21:56] <Blake``> (slowed?)

[21:56] <DM_Tolman> AoO, Blake

[21:56] <Blake``> (???)

[21:56] <Kaiser_Trantin> (Roll an AoO)

[21:56] <Blake``> 1d20+8

[21:56] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 17.

[21:56] <DM_Tolman> You miss.

[21:57] <DM_Tolman> (Lucius, you're up.)

[21:57] <DM_Tolman> 1d20

[21:57] <Player-Killer> DM_Tolman throws the numbered heads of dead players (1d20) and gets 1.

[21:58] <DM_Tolman> Abaddos tries to do something rangewise but fails miserably.

[21:58] * Lucius_Marbrand uses divine challenge as free action and attacks as attack action

[21:58] <Lucius_Marbrand> 1d20+4

[21:58] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 8.

[21:58] <DM_Tolman> Lucius misses as Blake acts.

[21:58] * Blake`` moves slowly towards the Gnome and attacks if he gets in range

[21:59] <DM_Tolman> (actually, he's only one space away)

[21:59] <Blake``> 1d20+8

[21:59] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 25.

[21:59] <Blake``> 1d8+3

[21:59] <Player-Killer> Blake`` throws the numbered heads of dead players (1d8+3) and gets 7.

[21:59] <Blake``> 1d6

[21:59] <Player-Killer> Blake`` throws the numbered heads of dead players (1d6) and gets 3.

[21:59] <Kaiser_Trantin> (Die Gnome freak Die!)

[21:59] <DM_Tolman> the gnome bends down to get something from Willa's body.

[22:00] <DM_Tolman> The Gnome gets whammied by Blake... as he pulls something out from under Willa's vest and then rises and moves to the doorway, cradling his satchel.

[22:01] <Kaiser_Trantin> (Blake should get another AoO lol)

[22:01] <Blake``> "Get'em!"

[22:01] <DM_Tolman> (both B and L get one)

[22:01] <Blake``> 1d20+8

[22:01] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20+8) and gets 23.

[22:01] <Kaiser_Trantin> (Get'm boys)

[22:02] <DM_Tolman> (hit)

[22:02] <Blake``> 1d8+3

[22:02] <Player-Killer> Blake`` throws the numbered heads of dead players (1d8+3) and gets 8.

[22:02] <Blake``> 1d6

[22:02] <Player-Killer> Blake`` throws the numbered heads of dead players (1d6) and gets 2.

[22:02] <DM_Tolman> (lucius)

[22:02] <Lucius_Marbrand> 1d20+5

[22:02] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+5) and gets 8.

[22:02] <Kaiser_Trantin> (You have on luck today)

[22:02] <Kaiser_Trantin> (on = no)

[22:03] <DM_Tolman> The gnome stumbles and falls and scampers back up in his fleeing.

[22:03] <Blake``> (am I still slowed?)

[22:03] <DM_Tolman> Gnome: "You may have won this... but if we meet again, I will be prepared."

[22:04] <DM_Tolman> The gnome finishes running into the back room.

[22:04] <DM_Tolman> Lucius, action.

[22:04] <Lucius_Marbrand> (can I make a dagger throw at him?)

[22:05] <DM_Tolman> Roll saving throw to unslow..

[22:05] <Lucius_Marbrand> (v?)

[22:05] <DM_Tolman> (actually, you get 2)

[22:05] <DM_Tolman> (d20)

[22:05] <Player-Killer> DM_Tolman Use x instead of * for multiplication, or use a legitimate die size...

[22:05] <Lucius_Marbrand> d20

[22:05] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (d20) and gets 20.

[22:06] <DM_Tolman> (Ok, you can move)

[22:06] <Lucius_Marbrand> (can I take a full run and attack gnome as he flees?)

[22:06] <DM_Tolman> (No, you can move and attack with dagger)

[22:06] <DM_Tolman> (full run means no attack)

[22:07] <Lucius_Marbrand> (can I spear chuck?)

[22:07] <DM_Tolman> (if you have a spear)

[22:07] <Kaiser_Trantin> (He's only 5 spaces, so you should be able to reach him anyways)

[22:07] <Lucius_Marbrand> (so, I can move 5 spaces and attack him with my sword?)

[22:07] <DM_Tolman> (Yes)

[22:08] * Lucius_Marbrand does that attacking with a fearsome smite

[22:08] <Lucius_Marbrand> 1d20+4

[22:08] <Player-Killer> Lucius_Marbrand throws the numbered heads of dead players (1d20+4) and gets 20.

[22:08] <Kaiser_Trantin> (did you remember to add bless?)

[22:08] <DM_Tolman> (You have an encounter power you haven't used?)

[22:09] <Lucius_Marbrand> (last one I think, unless it was used last game , does anyone have the lg?)

[22:09] <DM_Tolman> (I don't think so)

[22:09] <Lucius_Marbrand> (i'll take your word for it)

[22:09] <DM_Tolman> (doesn't matter, though)

[22:09] <Lucius_Marbrand> (miss at 20?)

[22:10] <DM_Tolman> Lucius, as you approach teh gnome, you see him trying to step into a glowing portal.

[22:10] <DM_Tolman> (Yes)

[22:10] <DM_Tolman> (Blake, roll save)

[22:10] <Lucius_Marbrand> (well 21 .. but wow)

[22:10] <Blake``> 1d20

[22:10] <Player-Killer> Blake`` throws the numbered heads of dead players (1d20) and gets 1.

[22:10] <Kaiser_Trantin> (Yea, Lucious forgot Bless again lol)

[22:11] <Lucius_Marbrand> (btw)

[22:11] <DM_Tolman> Blake, you try and pursue but manage little progress on account of being slowed from the chill.

[22:11] <Lucius_Marbrand> (did you remember to take into account his -2 to ac?)

[22:11] <DM_Tolman> The Gnome disappears into the portal hovering on the water's edge.

[22:12] <Lucius_Marbrand> (nm)

[22:12] * Blake`` stops and rests

[22:12] <DM_Tolman> (did you add +2 is the question)

[22:13] <DM_Tolman> (Is that my fault if you didn't?)

[22:13] <Blake``> (i think marr meant the -2 to attack rolls the gnome would have had)

[22:13] <Lucius_Marbrand> (your right)

[22:13] <Blake``> (that divine challenge is pretty nice skill, you should use it more)

[22:14] <Lucius_Marbrand> (sorry)

[22:14] <DM_Tolman> (No, he should've had a +2 for combat advantage since he ran)

[22:14] <Blake``> (oh well, whatever gnome is gone)

[22:14] <DM_Tolman> (Shall I pull him back out of the portal?)

[22:14] <Blake``> (lets see what treasure are on the eldarin and the dragonborn)

[22:14] <Lucius_Marbrand> (nah, I don't want to rules lawyer)

[22:15] <Lucius_Marbrand> (let's just keep the flow going)

[22:15] <DM_Tolman> Lucius, you're up as you stare at the glowing portal.

[22:15] <Kaiser_Trantin> (/me flashes a big "GAME OVER" across the battle field)

[22:15] <DM_Tolman> (You wouldn't have felled him)

[22:15] <Lucius_Marbrand> (yea, but I don't wanna be a pain in the you know where)

[22:16] * Blake`` waits for the slow affects to ware off and then checks on Kaiser and Shalanda again, "We will have to rest here"

[22:16] <DM_Tolman> (I'm waiting to see if Lucius pursues.)

[22:16] <DM_Tolman> Lucius, you're up as you stare at the glowing portal.

[22:16] <Blake``> (oh)

[22:16] * Lucius_Marbrand stops

[22:16] <Lucius_Marbrand> (not pursuing)

[22:17] <DM_Tolman> After a 'short rest', you manage to revive Shalanda and Kaiser (cause I don't know what else to do about that).

[22:17] <Blake``> (well we can just camp here and rest)

[22:17] <DM_Tolman> After two rounds, the portal pops and disappears.

[22:17] <Blake``> (6 hours then they can heal up and we are good to go)

[22:17] * Blake`` waits for the slow affects to ware off and then checks on Kaiser and Shalanda again, "We will have to rest here"

[22:17] <Blake``> "Abaddos, you search the woman for anything else that she might have on her"

[22:17] <DM_Tolman> After a 'short rest', you manage to revive Shalanda and Kaiser.

[22:18] <Blake``> (can I use some healing surges?)

[22:18] <Shalanda> "My head hurts."

[22:18] <Lucius_Marbrand> "Ok.."

[22:18] <DM_Tolman> (as many as you want after a short rest)

[22:18] * Lucius_Marbrand searches the headless body

[22:18] <Shalanda> (Using my last 2 surges)

[22:18] <Blake``> (I use 2 as well)

[22:19] <Kaiser_Trantin> (Using 4, topping my HP back out)

[22:19] * Lucius_Marbrand looks for clues as to who the gnome was

[22:19] * Blake`` explains to Kaiser and Shalanda how the gnome escaped

[22:19] * Kaiser_Trantin rubs his head and searches for any of the stolen items

[22:19] <DM_Tolman> The room is in shambles from the bits of fire around.

[22:20] <DM_Tolman> Inside the chest in the corner, you see a closed latch.

[22:20] * Kaiser_Trantin opens it carefully

[22:21] <DM_Tolman> You hear a click.

[22:21] <Shalanda> "A portal...: Shalanda groans and holds her head. "... that is far too convenient an escape. If the woman was still alive we could question her."

[22:21] <DM_Tolman> Inside the opened draw of the chest, you see a sack.

[22:22] * Kaiser_Trantin opens said sack slowly, expecting the little bugger to jump out at him

[22:22] <Blake``> "We almost had the Gnome, we could have kept him alive"

[22:22] <Kaiser_Trantin> "I feel we should have put him on a pike and let the crows have him"

[22:23] <DM_Tolman> Inside the sack you see 5 gems (250 GP Value) and 600 GP.

[22:24] * Kaiser_Trantin splits it then continues looking

[22:24] <Kaiser_Trantin> (1gem + 120gp ea)

[22:25] <Kaiser_Trantin> (each gem worth 250, or 250 total)

[22:25] <DM_Tolman> (That's wrong)

[22:25] <Kaiser_Trantin> (120*5 == 600)

[22:26] <DM_Tolman> (I messed up the math. There are 5 gems. Each gem has a value of 600 gp. There are also 600 gold pieces.)

[22:26] <Kaiser_Trantin> (well, ok, same thing then lol)

[22:26] <DM_Tolman> (So, everyone gets one 600 GP gem and 120 GP)

[22:27] <DM_Tolman> You find nothing else in this smouldering room.

[22:28] <Shalanda> "Find any clues on where he vanished too?"

[22:28] <Kaiser_Trantin> "No idea"

[22:28] <Lucius_Marbrand> "Don't know, I didn't want to follow him."

[22:28] * Kaiser_Trantin hands out the gems and Gold

[22:29] <Lucius_Marbrand> "Something about running into a ... whatever that was he went through, seemed like a bad idea"

[22:29] <Kaiser_Trantin> "Atleast now we have funds to pursue"

[22:30] * Blake`` nods "Yes, excellent find Kaiser"

[22:30] <Shalanda> "Pursue him where?"

[22:30] <DM_Tolman> After an hour or searching, this room becomes uncomfortable to remain in from the smouldering smoke.

[22:31] <Lucius_Marbrand> "Ok, lets go"

[22:32] <Shalanda> "Ok, back to the town we go then?"

[22:32] * Blake`` heads out from the cave

[22:33] <Lucius_Marbrand> "yes, lets"

[22:33] * Lucius_Marbrand heads out

[22:33] <DM_Tolman> You make your way into the first chamber.

[22:33] <DM_Tolman> The fire in the brazen has almost gone out.

[22:33] <DM_Tolman> You make your way through the see of small or large or long or thin crates stacked throughout the room.

[22:34] * Kaiser_Trantin follows quietly annoyed at being that close and still not getting back his amulet

[22:34] * Kaiser_Trantin stops and stares at an unopened crate, and moves to it

[22:35] * Kaiser_Trantin pushes the opened crates off of it

[22:35] <DM_Tolman> The lid of this long crate is in fact still nailed shut.

[22:35] * Kaiser_Trantin prys it open

[22:35] * Blake`` helps out

[22:36] <DM_Tolman> As the two of you pop open the crate, a blue glow emanates from inside, the glow that matches each of your magical weapons or armor.

[22:36] <Shalanda> "What's that?"

[22:36] * Kaiser_Trantin grins and hopes that they stumbled upon their items

[22:37] <Kaiser_Trantin> "Stuff the Gnome never made it to"

[22:37] <DM_Tolman> Inside the crate you see one tome, and an amulet, a Holy Symbol of the RQ, a staff.

[22:37] * Kaiser_Trantin grabs the Amulet and inspects it

[22:37] <DM_Tolman> In the bottom there is also a ring.

[22:38] * Lucius_Marbrand picks up the ring

[22:38] <DM_Tolman> All of the items as you pull them out individually glow with magic.

[22:38] #Stargate-Worlds :::: ((QUIT)) 22:38:14 GJri-Kellogen (Ping timeout)

[22:38] <DM_Tolman> Each of you finds one item that looks familiar.

[22:38] * Kaiser_Trantin puts the Amulet on with a sigh of relief

[22:39] * Blake`` smiles "another good find Kaiser"

[22:39] * Shalanda looks inside and removes a holy symbol, she lets out a long sad sigh as that's all she finds.

[22:40] <DM_Tolman> Kaiser, you feel a healing power flow through your body.

[22:40] <Shalanda> "This looks like it was mine, but I don't see my brother's anywhere."

[22:40] * Shalanda starts checking the other crates.

[22:42] * Blake`` takes his other book, if its there.

[22:42] <DM_Tolman> Blake, you pick up the glowing book.

[22:42] <DM_Tolman> Shalanda, in time, you find your brothers Symbol in the rubble pile.

[22:42] <DM_Tolman> For some of you, it is with surprise that you meet the news that your lost artifact or family heirloom glows with magical properties.

[22:43] * Blake`` opens up his book

[22:43] <DM_Tolman> Your items found, and vengence paid to two of your three captors, some comfort comes from being reunited, even videdicated.

[22:44] <DM_Tolman> Blake, as you look at the tome, mysteries arise as to its use, its purpose. Perhaps you have been passed more than just history from your previous generation.

[22:44] * Shalanda breathes a sigh of relief and holds back the tears that start to well up in her eyes.

[22:44] <DM_Tolman> Abaddos picks up the staff and smiles.

[22:45] <DM_Tolman> The fire in the brazen in the corner finally burns out its last coal.

[22:45] <Blake``> "well, we did it"

[22:45] <DM_Tolman> The light fades.

[22:46] <DM_Tolman> *** As this session of Können Land comes to a close ***

CAMPAIGN BREAK

There was a break in the campaign at this time as we switched to “The Novel Fates”

6-27-2010: CAMPAIGN RESUMED

[20:02] <Tolman> You find yourself in the region of KÃ¶nnen, a vibrant coastal region sandwiched between the western sea and a vast desert. KÃ¶nnen is on the western coast of the continent, and filled with both refined and wild civilizations.

[20:03] <Tolman> KÃ¶nnen is densely populated with small to large townships and cities, villages and farmsteads. All races are common, save for Dragonkind, which are close to rare.

[20:04] <Tolman> You have happened into the largest and capital city of KÃ¶nnen, the city of Jaden, also known as Yerush.

[20:05] <Tolman> Some of you have been here over a month, some perhaps recently. But each of you on this day have made your way to the Stadium, where you purchased or perhaps were given a promotional ticket from a merchant to see the show this afternoon of a traveling carnival.

[20:06] <Tolman> The stadium is in the southeastern quadrant of the city, and as you ponder attending the spectacle, you see a crowd making their way there.

[20:07] <Tolman> A map of Jalem is found at

[20:08] <Tolman> http://docs.google.com/present/view?id=dcg2tm5h_47bxphzgx

[20:10] <Tolman> Deciding that you've nothing else to do this afternoon, you enter the stadium along with the crowd.

[20:10] * Shalanda makes her way to a seat, recalling a previous arena battle as she does.

[20:11] * Ryu wanders over to a seat as well, keeping his hood closed about his face

[20:11] <Tolman> Shalanda, a halfling at the top of the seats glances at your ticket and sends you down to the front row.

[20:11] <Keira> The Wizard finds herself a seat in the stands.

[20:11] * Torena has never been inside a stadium; uncertain what to expect, she enters the stadium and offers her ticket to the halfling.

[20:11] * Tolman is now known as DM_Tol

[20:11] * Athas moves through the crowd unheeding of the others around him, getting close to the action.

[20:11] * Shalanda nods to the little man and takes a seat in the front.

[20:11] * Berrian wanders inside, then looks around for his seat

[20:12] <DM_Tol> Each of you in time is directed down front, surprised to find that your seat is on the front row.

[20:12] * Ryu shakes his head as he gets to the front row.

[20:12] * Shalanda looks around, hoping to find a familiar face, but sees none.

[20:12] * Torena sits, a shower of cherry petals falling around her as she does, twisting her totem nervously in her long fingers.

[20:12] * Zadya drifts through the crowd, doing his best to blend in. He hands over his ticket to the halfling and makes his way to a seat near the back.

[20:13] <DM_Tol> The stadium is a round, elongated oval. A running track round the circumference, and a vast field lies in the middle. A small brass band is playing in one section

[20:13] * Berrian contemplates his good seating, wondering how that happened..

[20:13] * Reed smiles at his good fortune, glad that his view isn't obscured by Big People.

[20:13] <Keira> The Wizard will be the envy of all the other Wizards for her good seating.

[20:13] <DM_Tol> Zadya, the Halfling hands your ticket back and points out your reserved seat down front.

[20:13] * Athas sits down, waiting impatiently for something to feed the gods.

[20:13] * Zadya prefers to sit in the rear of the stadium, preferring a good view of the other patrons over a good view of the field.

[20:14] * Zadya shrugs and moves to the front

[20:14] <DM_Tol> The trumpets reach a climax as humongous horses, five in all, storm into the arena, short men standing atop each one.

[20:14] * Ryu watches them, wondering why he came to see such a show to begin with

[20:15] <DM_Tol> They begin doing figure eights and hopping from each other's steeds in amazing stunts.

[20:15] <DM_Tol> The crowd roars.

[20:15] * Torena claps quietly, watching the show with intense interest from below lowered eyelids.

[20:15] <DM_Tol> After awhile, the next 'act' arrives.

[20:16] * Reed chuckles, certain that he could do those tricks himself, but nonetheless amused.

[20:16] * Berrian studies the people around him while the 'act' moves in

[20:16] <DM_Tol> Two bull-like creatures come out of the main entrance into the field. The men stand in the middle, their horses having withdrawn.

[20:16] * Athas sighs.

[20:17] <Athas> "My gods starve."

[20:17] <DM_Tol> As the trumpets clamor, the two bulls grow to some 10 ft tall each.

[20:17] <DM_Tol> As they charge the men, the men spring and jump, avoiding death's attack.

[20:17] * Athas leans forward in some interest

[20:17] * Shalanda starts taking an interest.

[20:17] * Zadyne raises an eyebrow, suddenly a bit more interested in the show and its magic growing bulls.

[20:17] * Berrian frowns and studies it closer

[20:18] * Torena twitches at the voice to her side, and turns to look at Athas for a moment, before turning back to the show.

[20:18] <Athas> "Get a weapon and strike back."

[20:18] <DM_Tol> After more evasions of some interest, the five men form a chain and then charge the bulls. As they do, the creature disappears.

[20:18] <Athas> "Pah!"

[20:18] <DM_Tol> But alas, having not disappeared, they have actually shrunk to a couple feet high and two men lift each one up.

[20:19] <DM_Tol> The four carry them away off the field as the one man produces a basket.

[20:19] <DM_Tol> He pulls out a flute and begins playing.

[20:19] <DM_Tol> The crowd oohs as a snake slithers out, barely visible in the center of the large stadium.

[20:20] <DM_Tol> But the snake keeps coming and coming, 10, 20, 30, 40 ft long and still coming.

[20:20] <Keira> The Wizard claps excitedly.

[20:20] * Athas grunts and looks around

[20:20] * Torena watches the snake with a little disbelief and a good amount of interest.

[20:21] <DM_Tol> As the 50 ft long snake finishes exiting the basket, antics begin as the man gets wrapped up in the snake, then emerges, and then is pulled around by it.

[20:21] * Shalanda starts to lose interest again.

[20:21] <DM_Tol> In time, the snake returns to the basket and they exit. Then 2 of the men come on the field and do a quarter hour of some tortoise walking feat which bores you.

[20:21] * Ryu blankly watches, waiting for blood to be spilt onto the arena floor

[20:21] <DM_Tol> The crowd still cheers.

[20:22] <DM_Tol> At its conclusion, the horns stop.

[20:22] * Berrian begins to study the others around him, again

[20:22] * Zadyne mutters quietly, "The rabble is easily amused."

[20:22] <DM_Tol> The crowd begins to hush.

[20:23] <DM_Tol> A loud horn-lick yelp is heard as 3 of the men enter from the main gate, each pulling a chain. What follows them is a brown dragon.

[20:23] <DM_Tol> The crowd in the stadium guffaws, and some leave their seats for the exit.

[20:24] * Ryu stands and watches, as his familiar perched on his shoulder issues a hiss at the dragon, "Now, this is getting interesting..."

[20:24] * Shalanda raises a slender eyebrow

[20:24] <DM_Tol> The beast has a huge head with three horns.

[20:24] <Berrian> "A dragon?"

[20:24] <DM_Tol> The chains are on the beasts wing stubs and one around its snout.

[20:25] <DM_Tol> The men drop the chains as the dragon rears up and roars a muffled roar.

[20:25] <DM_Tol> Two men do flips in front off the beast as another flanks it.

[20:25] * Athas leans forward with obvious interest

[20:25] <DM_Tol> The man in behind runs UP the dragon's scaly back, all the way to the top of its head.

[20:25] <Berrian> "Or another illusion?"

[20:26] <Shalanda> "Reckless"

[20:26] * Torena watches, a frown on her face, though from concern or concentration or what, is up to the observer to decide.

[20:26] <DM_Tol> He then does flips.

[20:26] * Torena scowls further, "idiot."

[20:26] <Keira> The Wizard is not amused.

[20:26] <Athas> "Kill it, fool!"

[20:26] * Ryu watches it intently, waiting for the flipping little-man to get snatched out of the air and eaten

[20:26] * Berrian frowns at the yell from beside him

[20:26] <DM_Tol> A few minutes of such antics persist, and then the fifth man goes up to the dragon's belly as the others release the chains on its sides.

[20:27] * Athas frowns

[20:27] <DM_Tol> The dragon walks around a bit, as the crowd groans.

[20:27] <DM_Tol> The fifth man begins rubbing the dragon's belly from underneath it, using a long broom.

[20:28] <DM_Tol> The dragon stops walking around and then begins to sway.

[20:28] <DM_Tol> As the man rubs, the dragon's eyes go half-closed.

[20:28] <DM_Tol> The dragon falls over.

[20:28] <DM_Tol> "ZZZZzzzzzzzzzz"

[20:28] <DM_Tol> A roaring breath echoes in the stadium. The crowd cheers.

[20:28] * Ryu sits back down, heavily at that annoyed

[20:29] <DM_Tol> The man set the broom down as all five climb atop the brown, scaly beast.

[20:29] <DM_Tol> *BOOM*

[20:29] <DM_Tol> In an instant, many things happen at once.

[20:30] <DM_Tol> Some loud boom goes off that echoes into the stadium.

[20:30] <DM_Tol> The crowd is struck silent from the startling effect.

[20:30] <Athas> "Your gods starve."

[20:30] <DM_Tol> And the dragon leaps, flailing its body, like a tiger dropped into the river.

[20:30] * Reed is a little jarred by the sound, and gazes around to attempt to determine it's origin.

[20:31] * Berrian stands up, but does not move, looking around.

[20:31] <DM_Tol> The five men go flying through the air, one smashing against the side of the stadium inner wall, as the chains fall of the dragon's snout.

[20:31] * Athas watches

[20:32] * Ryu stands as the chains fall from the dragon, his hand instinctively reaching for the hilt of the blade strapped to his back

[20:32] <DM_Tol> You see three of the men hurling toward you, and fall down just below onto the track in front of you.

[20:32] * ZadyN blinks in surprise and hunches in his seat, his hand instinctively reaching for the hilt of the khopesh sheathed across his back.

[20:32] * Shalanda lets out a sigh.

[20:32] <DM_Tol> The brown beast sprints after them, and as a result, directly towards you as well.

[20:32] <ZadyN> (Aha, didn't mean to copy Ryu)

[20:33] * Torena sits forward, her annoyance at the men's idiocy warring with her instinctual need to bring an end to pain.

[20:33] <DM_Tol> (init from everyone, please)

[20:33] <DM_Tol> (1d20+init mod)

[20:33] <Ryu> 1d20+2

[20:33] <Player-Killer> Ryu throws the numbered heads of dead players (1d20+2) and gets 18.

[20:33] <Zadyn> 1d20+5

[20:33] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+5) and gets 23.

[20:33] <Torena> 1d20+1

[20:33] <Player-Killer> Torena throws the numbered heads of dead players (1d20+1) and gets 20.

[20:33] <Shalanda> 1d20+3

[20:33] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+3) and gets 15.

[20:33] <Berrian> 1d20+5

[20:33] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+5) and gets 12.

[20:33] <Reed> 1d20+5

[20:33] <Player-Killer> Reed throws the numbered heads of dead players (1d20+5) and gets 11.

[20:34] <Athas> 1d20+1

[20:34] <Player-Killer> Athas throws the numbered heads of dead players (1d20+1) and gets 4.

[20:34] <Keira> 1d20+5

[20:34] <Player-Killer> Keira throws the numbered heads of dead players (1d20+5) and gets 11.

[20:34] <DM_Tol> The dragon reaches the area in front of you with one leap and glide and grasps one of the acrobats in its teeth.

[20:35] <DM_Tol> (Zadyn, action)

[20:35] <Shalanda> ~initload Zadyn 23, Torena 20, Ryu 18, Shalanda 15, Berrian 12, Reed & Keira 11, Athas 4

[20:35] <Player-Killer> Shalanda To see current initiative /msg me the text ~init or ~initiative

[20:35] <DM_Tol> (When its your turn, state your action and then do your roll)

[20:35] <DM_Tol> (Dragon is 29 init, btw)

[20:36] * Reed mutters quietly, "I'm so glad I didn't join the circus..."

[20:36] <Ryu> (Hey, I need to go AFK for a minute... its really yellow outside... last time this happened nearby towns got smoked by tornados)

[20:37] <Zadyn> (What kind of action is drawing a weapon? Minor?)

[20:38] <Reed> ((minor))

[20:38] <Ryu> (ok back... radar looks fine here too, so *shrugs* the storms is way to the south of us)

[20:38] <DM_Tol> (yes0

[20:38] <DM_Tol> (Usually free action actually)

[20:39] <DM_Tol> (well, not sure. but minor at most, yes)

[20:39] <Torena> (minor)

[20:39] <DM_Tol> (action?)

[20:39] <Torena> (free to drop)

[20:39] <Ryu> (I think we've always done it as a free action)

[20:39] <DM_Tol> (You can 'hold' your action)

[20:39] <DM_Tol> (if you don't yet know what to do)

[20:40] <DM_Tol> The crowd around you scatters, trampling themselves.

[20:40] * Zadyn draws the sickle-like sword from his back in a smooth motion as he calls shadow to reveal the weaknesses in his target. He steps sideways, disappearing into the shadow of the person next to him and stepping from the dragon's, before slashing at his target with his sword and calling shadows to strike with him.

[20:41] <Zadyn> (Minor draw, free Assassin's Shroud at-will, move Shadow Step at-will, standard Shadow Storm at-will)

[20:41] <Zadyn> (How many people, including myself, are adjacent to the dragon?)

[20:41] <DM_Tol> (Just you now, and one prone acrobat on the floor)

[20:42] <Zadyn> 1d20+9

[20:42] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+9) and gets 16.

[20:42] <Zadyn> (16 vs. AC)

[20:42] <Ryu> (Do we have a battle grid?)

[20:43] <DM_Tol> (I figured don't need one. No terrain around the dragon, except a 4 ft wall into the seats 10 ft away from the huge beast)

[20:43] <Ryu> (aight)

[20:43] <Zadyn> (I expect I missed)

[20:44] <DM_Tol> Zadyn misses as Toreenna acts.

[20:45] <DM_Tol> You see guards storming the field from the gate. It will take 2 rounds for them to reach this spot.

[20:45] <DM_Tol> (Toreenna?)

[20:45] <Toreenna> (yep, on it. Having issues iwth length)

[20:46] <Toreenna> (what action is it to get over the wall if you're 5'8"?)

[20:46] * Toreenna sighs, wrapping her totem in her fingers and beginning to murmur in what sounds like another language. The carved wood totem in her hand begins to glow; she raises her hand and points at the ground next to the white haired man. In that space, the eight foot form of a giant ghostly bear forms; it bows to her briefly before turning to face the dragon.

[20:46] <Toreenna> (summon spirit companion)

[20:47] <Toreenna> (actually, scratch that. She doesn't need to be in the arena right now.)

[20:47] * Toreenna stands to have a better view, but otherwise maintains her place.

[20:47] <Toreenna> (done)

[20:47] <DM_Tol> (Ryu)

[20:48] <Ryu> (how many squares are we from the target? the Dragon)

[20:48] <DM_Tol> (3 squares away and one square up.)

[20:49] <Ryu> (Whirling blade, Ranged 5)

[20:49] <Ryu> 1d20+10

[20:49] <Player-Killer> Ryu throws the numbered heads of dead players (1d20+10) and gets 30.

[20:49] <Ryu> (30vsAC)

[20:49] <Ryu> (Nat 20 at that lol)

[20:50] <Toreenna> (max damage ftw)

[20:50] <Ryu> (if its max damage its 20+7 damage, plus 6 if the dragon is at full life)

[20:50] <Toreenna> (a nat 20 is an auto hit and max damage)

[20:51] <Toreenna> ('less there's house rules?)

[20:51] <Ryu> (33 damage if thats the case)

[20:51] <DM_Tol> (map at <http://tiny.cc/battlegrid> if that helps)

[20:51] <Ryu> (Thrown blade also returns to my hand)

[20:52] * warbudgie (warbudgie@6ca5ed95.6ca5f0a1.204.101.imsk) has joined #grovewood

[20:52] * Ryu sets mode: +v warbudgie

[20:52] <DM_Tol> Ryu's blade whirls at the beast, slicing at the underside of its neck.

[20:52] * Torena (loreleiar@7e5b0b73.hsd1.or.5aa6454b.net.hmsk) has joined #grovewood

[20:52] * Ryu sets mode: +v Torena

[20:52] <Torena> whoops. wrong button.

[20:52] <Torena> (er, sorry)

[20:52] <Reed> (brb, should be back before my turn)

[20:53] <DM_Tol> (shal)

[20:53] * Shalanda curses in Eladrin for not bringing her scythe with her, as she produces a black holy symbol of a raven from around her neck and lets loose a beam of purple light from the heavens to strike at the dragon.

[20:53] <Shalanda> 1d20+5

[20:53] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+5) and gets 20.

[20:53] <Shalanda> (Vs. Ref - Sacred Flame)

[20:53] * warbudgie is now known as Nobody-8B91CF

[20:53] <DM_Tol> (Berrian acts a Shalandra has no effect on the beast.)

[20:54] * Berrian draws his bow, targets the dragon (hunter's quarry), takes aim, and fires 2 arrows (twin strike). (having a hard time figuring what to roll, though)

[20:54] <DM_Tol> (It is Dexterity vs Ac)

[20:54] <DM_Tol> (so that means you take your dexterity modifier, and add it to a 1d20 roll)

[20:55] <Reed> (back)

[20:55] <DM_Tol> (so, 1d20+5)

[20:56] <Berrian> 1d20+5

[20:56] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+5) and gets 10.

[20:56] <Berrian> 1d20+5

[20:56] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+5) and gets 19.

[20:57] <DM_Tol> Berrian also attacks the beast as so many around you flee.

[20:57] <DM_Tol> (Reed and Keira act)

[20:57] <Keira> (k)

[20:57] <Keira> Cast icy rays on the dragon

[20:57] <Keira> 1d20+4

[20:57] <Player-Killer> Keira throws the numbered heads of dead players (1d20+4) and gets 24.

[20:58] <Keira> (hit?)

[20:58] <Ryu> (Nat 20)

[20:58] <DM_Tol> (Please in your action, state the attack, like Dex v AC, etc)

[20:58] <DM_Tol> (Hit)

[21:00] <Keira> (int v reflex)

[21:00] <DM_Tol> (Reed, act)

[21:00] <DM_Tol> (thanks)

[21:00] <Keira> 1d10+4 damage

[21:00] <Keira> 1d10+4

[21:00] <Player-Killer> Keira throws the numbered heads of dead players (1d10+4) and gets 9.

[21:00] <Keira> (should immobilize too)

[21:00] * Reed draws a hand crossbow and loads it with practiced ease. "It's almost a shame to do this, being my first dragon and all," the halfling says with a chuckle as he aims and fires at the beast.

[21:00] <DM_Tol> A pretty damed average looking human blasts the dragon with icy rays.

[21:01] <Keira> The Wizard stands up from her seat, raises a hand, and chants the trademarked words of power. She conjures two blue jets of magic, icy particles streaming down from the rays. They slam into the dragon, encrusting it with ice.

[21:01] <Reed> (Draw and load, free action for load free. Sly flourish. dex v ac)

[21:02] <Reed> 1d20+8

[21:02] <Player-Killer> Reed throws the numbered heads of dead players (1d20+8) and gets 11.

[21:02] <Reed> (that was at-will btw)

[21:03] <DM_Tol> (miss)

[21:03] <DM_Tol> (Athas)

[21:04] * Reed mutters a curse in Dwarven.

[21:04] * Athas picks up his great axe and rushes to the dragon.

[21:04] <Athas> "MY GODS DRINK DEEP!"

[21:06] <DM_Tol> (Action, athas? roll?)

[21:07] <Athas> (going to try to get into a good position -- going to spend the run rushing)

[21:09] <Torena> (oh. My spirit companion isn't ont he map...)

[21:10] <DM_Tol> The dragon sties to move but cant' for a sheet of ice underneath it.

[21:10] <Torena> (tis between Athas and Zadyn.)

[21:10] <DM_Tol> (Put it there)

[21:11] <DM_Tol> The dragon rears back and blasts with a breath weapon in a close blast.

[21:12] <DM_Tol> (All are in area of effect)

[21:12] <Athas> (starting to roll a new character...)

[21:12] <DM_Tol> (Except Torena)

[21:12] <Torena> (hahahaha)

[21:13] <Ryu> (are daily powers free actions?)

[21:13] <DM_Tol> 1d20+8

[21:13] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+8) and gets 25.

[21:13] <DM_Tol> (vs. AC)

[21:13] <DM_Tol> (No, reflex)

[21:13] <DM_Tol> (Hit everyone?)

[21:13] <Athas> (yep, you got me)

[21:13] <Shalanda> (hit me)

[21:13] <Zadyn> (oh yeah)

[21:13] <DM_Tol> 2d8

[21:13] <Player-Killer> DM_Tol throws the numbered heads of dead players (2d8) and gets 14.

[21:14] <Ryu> (got me too, thats why I was asking if daily powers are free actions...)

[21:14] <Zadyn> (Depends on the power)

[21:14] <DM_Tol> (14 Damage for all hit)

[21:14] <Reed> (can I use second chance on a group attack?)

[21:14] <Ryu> (Arcane Transport)

[21:14] <DM_Tol> A burning mud spittle splatters on you as you take damage.

[21:15] <Zadyn> (It should say what kind of action it requires... Would need to be 'interrupt', I think)

[21:15] <DM_Tol> (Acid keyword)

[21:15] * Athas grunts, but doesn't stop running

[21:15] <Reed> (it's an interrupt)

[21:15] <Zadyn> (Then you could use it)

[21:15] <Ryu> (well, it says its a free on my sheet now that I look at it lol)

[21:15] <Zadyn> (If it applies, some interrupts have certain triggers which must happen)

[21:15] <Keira> (ya)

[21:16] <Ryu> (lemme figure this out... one sec)

[21:16] <Torena> (you can use second chance on any attack)

[21:16] <Reed> (dragon rerolls and takes a -2, I have to get hit, that's the trigger)

[21:16] <DM_Tol> (I'll allow it, but roll only counts against you, halfling)

[21:16] <DM_Tol> 1d20+6

[21:16] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+6) and gets 12.

[21:16] <DM_Tol> (Miss reflex, reed?)

[21:17] <Reed> (oh yeah. power.well.spent)

[21:17] <Ryu> (OK, I want to use my Arcane Transport, its a free action, as the dragon attacks, Grabbing Shalanda during it since I can take an ally.)

[21:18] <Ryu> (sadly it doesn't say how far I can transport just that its a close burst 2 lol)

[21:18] * Reed ducks out of the way of the dragon's attack, shouting at it, "You almost messed up my hair! I'll do you for that you dirty beast!"

[21:19] <Berrian> (I am still confused. Doubt I can use my encounter racial power, right?)

[21:19] * Shalanda scowls and winces as she's hit by some sort of foul burning dragon mud.

[21:19] <DM_Tol> (lol... dm is gettign bogged down)

[21:19] <Ryu> (Yea.. hold up a sec)

[21:19] <DM_Tol> (sigh)

[21:20] <Torena> (your speed, Ryu)

[21:20] * Berrian tries to get back on target after taking the hit

[21:21] <DM_Tol> (It's a free action, but not an interrupt. It has to be your turn in the round)

[21:21] <Ryu> (6)

[21:22] <DM_Tol> (Zadyn, action)

[21:22] <Torena> (sorry, I meant I think that's as far as you can teleport)

[21:22] <Torena> (the burst 2 is the range your ally has to be within. I could be totally wrong. I went and looked it up. Talk about confusing. /ooc)

[21:22] <Ryu> (agreed)

[21:22] <DM_Tol> As this new round begins, the soldiers come on strong. The stands around you have cleared except that you see 6 others ahve stayed to fight the beast.

[21:23] <DM_Tol> (agreed, Torena.)

[21:23] <DM_Tol> (ok, 5 minute break)

[21:23] <Torena> (Sweet. popsicle time)

[21:24] <Athas> (ice cream!)

[21:24] <Shalanda> FYI: The closest representation of my character visually:
<http://media.animegalleries.net/albums/userpics/73351/Dark%20Angel%20With%20Scythe.jpg>

[21:24] <Shalanda> Good idea, but you'll have to do dishes.

[21:25] <Ryu> (good idea of Ryu... <http://www.wg2140.com/Ryu.jpg>)

[21:29] <DM_Tol> brb

[21:29] <Ryu> (Okie Dokie Mr. DM)

[21:30] <Zadyn> (Zadyn: <http://img806.imageshack.us/img806/3557/1269413497423.png>)

[21:31] <DM_Tol> ok, resuming in 1

[21:31] <Ryu> (aight)

[21:32] <DM_Tol> (ok, resuming)

[21:32] <DM_Tol> As Zadyne prepares to act, some arrows come flying at the beast from the soldiers advancing. A beam of light shoots down onto the beast from another angle as it writhes in pain.

[21:33] <DM_Tol> (Zadyne)

[21:34] <DM_Tol> (Torena, go)

[21:35] * Zadyne lowers another shroud across the dragon and cuts again, drawing shadows with him.

[21:35] <Zadyne> (free Shroud at-will, Shadow Storm at-will)

[21:35] <Zadyne> 1d20+9

[21:35] <Player-Killer> Zadyne throws the numbered heads of dead players (1d20+9) and gets 16.

[21:36] <DM_Tol> (vs?)

[21:36] <Zadyne> (AC, sorry. Miss again.)

[21:36] <DM_Tol> (miss)

[21:36] <DM_Tol> Dragon swipes its tail at the assailant that just glanced its blade off its scales.

[21:37] <DM_Tol> 1d20+8

[21:37] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+8) and gets 11.

[21:37] <DM_Tol> The tail flies over your head Zadyne as you breathe a sigh of relief.

[21:37] <Zadyne> (Anyone within 3 squares who's not adjacent to the dragon?)

[21:38] <Ryu> (Look on the grid lol)

[21:38] <DM_Tol> (yes)

[21:38] <Torena> (what's the check to get over the wall? I need to move)

[21:38] <Shalanda> (Tor, Ryu, Shal, Berr, Reed)

[21:38] <DM_Tol> (no check. It's 5 ft.)

[21:38] <Torena> (aight. That's 4/5 of my height so wante dto check :P)

[21:38] <Zadyne> (Er, link to the grid? I missed it somehow)

[21:39] <DM_Tol> (LOL)

[21:39] <Zadyne> (Still want to make my move action and avoid getting disemboweled)

[21:39] <DM_Tol> (<http://tiny.cc/battlegrid>)

[21:39] <Ryu> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA#gid=16>)

[21:39] <DM_Tol> (go, Tor)

[21:40] * Zadynducks into the dragon's shadow as its tail swings past, emerging next to Ryu.

[21:41] <Zadynd> (My move action, at-will Shadow Step)

[21:41] <Athas> (am I at the dragon's flank?)

[21:42] <DM_Tol> 1d20+5

[21:42] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+5) and gets 15.

[21:42] * Torennasteps forward, and climbs over the wall, seeming for a moment to melt into the material as she slides over. She points her totem at her spirit companion as she moves, and it roars and swipes at the dragon's belly. She then points the totem at Athas, murmuring a few quick words under her breath.

[21:42] <DM_Tol> (AC, Zadynd?)

[21:42] <Torennasteps forward> 13

[21:42] <Zadynd> (It's teleportation, not move, no OA provoking)

[21:43] <Torennasteps forward> nah, no teleportation

[21:43] <Torennasteps forward> (but she didn't provoke)

[21:43] <Zadynd> (Tol said Zadynd... Did he mean Torennasteps forward?)

[21:43] <DM_Tol> (As I said, Zadynd, haven't seen your Char Sheet cause dont' have those resources.)

[21:43] <Torennasteps forward> (oh, whoops, sorry)

[21:43] <Torennasteps forward> 1d20+7

[21:43] <Player-Killer> Torennasteps forward throws the numbered heads of dead players (1d20+7) and gets 11.

[21:44] <Zadynd> (Ok, yeah, sorry. Shadow Step is teleportation at-will, move action, 3 squares starting and ending adjacent to some creature).

[21:44] <Torennasteps forward> (protecting strike 11 vs will (ouch))

[21:44] <DM_Tol> (ok, Tor, a miss though tell me what it's verses))

[21:44] <DM_Tol> (Ryu)

[21:44] <Torennasteps forward> (not done)

[21:44] <Torennasteps forward> (Healing spirit was my second action, athas can use a healing surge. Yes or no please)

[21:44] <DM_Tol> (That's an amazing, power, Zadyne.)

[21:45] <Ryu> (OK, Moving, Aegis of Assault (Marking the Dragon, Minor Action) and Dance of the Sword (Vs will)

[21:45] <DM_Tol> (go)

[21:45] <Zadyne> (It's nice, yes. It's to help the fact that assassins are primarily melee strikers with controller-level HP... very low)

[21:45] <Torena> (I forget whether Zadyne took damage last round)

[21:45] <Ryu> 1d20+8

[21:45] <Player-Killer> Ryu throws the numbered heads of dead players (1d20+8) and gets 21.

[21:45] <Zadyne> (I took 14 from the dragonbreath)

[21:46] <Ryu> (Close Burst 2)

[21:46] <Torena> (If Athas takes his healing surge, you get 1d6 hp back)

[21:46] <DM_Tol> (Go ahead and heal, Athas, from Tor's power)

[21:46] <Athas> (ok)

[21:46] <Athas> 1d6

[21:46] <Player-Killer> Athas throws the numbered heads of dead players (1d6) and gets 6.

[21:46] <Berrian> (the ranger is being attacked by 2 ferocious shedding cat-beasts!!!)

[21:46] <Torena> (you just spend a healing surge, Athas. Check the value on your sheet.)

[21:47] <Torena> (it's usually a quarter of your HP)

[21:47] <Torena> (Zadyne's the only one who has to roll)

[21:47] <DM_Tol> (Ryu, hit)

[21:47] <Ryu> 1d8+5

[21:47] <Player-Killer> Ryu throws the numbered heads of dead players (1d8+5) and gets 9.

[21:47] <Zadyne> (Er, what am I rolling for?)

[21:47] <Ryu> (Physic damage, Dragon cannot make OAs or shift, [Save ends])

[21:47] <Torena> (Zadyne: you get 1d6 HP back)

[21:48] <Zadyne> (Ah, cool)

[21:48] <Zadyne> 1d6

[21:48] <Player-Killer> Zadyne throws the numbered heads of dead players (1d6) and gets 3.

[21:48] <DM_Tol> (effects, ryu?)

[21:48] <Ryu> (Physic damage, Dragon cannot make OAs or shift, [Save ends])

[21:48] <DM_Tol> (Shal)

[21:48] * Shalanda draws a dagger from the folds of her dress and vanishes only to emerge on the opposite flank of the dragon, where she channels a fearsome strike at the creature. (Minor: Draw dagger, Move: Fey Step, Standard: Avenging Flame (pg 64) Str vs AC damage on fail, Free: Divine Fortune = +1 att, +2 flanking)

[21:48] <DM_Tol> (got it)

[21:48] <DM_Tol> (roll)(

[21:48] <Shalanda> 1d20+11

[21:48] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+11) and gets 26.

[21:49] <DM_Tol> (hit)

[21:49] <Shalanda> 2d4+3

[21:49] <Player-Killer> Shalanda throws the numbered heads of dead players (2d4+3) and gets 7.

[21:49] <Shalanda> (Also has ongoing 5 fire a round, can't save if it elects to attack)

[21:50] <DM_Tol> (Berrian)

[21:50] * Berrian takes careful aim (careful attack) at the dragon, and lets fly another arrow, then steps back a few rows. (dex vs AC)

[21:50] <Berrian> 1d20+10

[21:50] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+10) and gets 30.

[21:50] <Berrian> (1d10+5 normal dmg, crit hit)

[21:50] <Ryu> (15 damage)

[21:51] <DM_Tol> Berrian sends a skillful arrow through the scales of the beast.

[21:51] <DM_Tol> (Reed and Keira)

[21:51] * Reed makes a face and reloads his crossbow, "I won't miss this time," he says, breathing a prayer to Avandra as he fires another shot at the beast. (Unbalancing Shot - Encounter Power. vs AC)

[21:51] <Reed> 1d20+8

[21:51] <Player-Killer> Reed throws the numbered heads of dead players (1d20+8) and gets 12.

[21:52] <DM_Tol> (Keira, you're up)

[21:52] <Berrian> (I forgot my hunter's quarry bonus to that attack!)

[21:52] <DM_Tol> (adding)

[21:52] <Keira> (uhh, thunderwave, int v fort.)

[21:52] <Keira> 1d20+4

[21:52] <Player-Killer> Keira throws the numbered heads of dead players (1d20+4) and gets 5.

[21:52] <DM_Tol> (eek)

[21:52] <Ryu> (Ouch, Nat 1)

[21:53] <DM_Tol> Keira attempts a powerful attack which goes astray.

[21:53] <DM_Tol> (Keira, I've lost you on the grid)

[21:53] <Berrian> (and I did move back a few rows, which still hasn't been updated on the map)

[21:53] <DM_Tol> (You move it, Berrian)

[21:53] <Keira> (what grid?)

[21:54] * Reed curses again and hops up a row, hoping to avoid the dragon's wrath.

[21:54] <DM_Tol> (Keira stumbles over a seat)

[21:54] <Ryu> (Keira: <http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA#gid=16>)

[21:54] <DM_Tol> (Athas)

[21:54] <Athas> (no)

[21:54] <Athas> (soory)

[21:55] * Athas swings his greataxe with a roar, looking to bite deep in dragon flesh.

[21:55] <Keira> (wtf?)

[21:56] <Ryu> (Keira: you had a Nat1 which is a Critical Failure)

[21:56] <Keira> (no, not that)

[21:56] <Keira> (I get that. I don't get the map)

[21:57] <DM_Tol> (go Athas)

[21:57] * Athas swings his greataxe with a roar, looking to bite deep in dragon flesh.

[21:57] <Athas> 1d20+6

[21:57] <Player-Killer> Athas throws the numbered heads of dead players (1d20+6) and gets 21.

[21:57] <DM_Tol> (vs AC?)

[21:58] <Athas> (yes)

[21:58] <Athas> (whatever the dragon's AC)

[21:58] <DM_Tol> (Miss)

[21:58] <DM_Tol> 1d20+8

[21:58] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+8) and gets 26.

[21:58] <DM_Tol> 1d8+3

[21:58] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d8+3) and gets 11.

[21:59] <DM_Tol> It retaliates, Athas, and smashes its tail down on you. (11 HPs)

[21:59] <Ryu> (Doing an immediate interrupt, Dimensional Vortex)

[21:59] <Ryu> (vs Will, if I land it, the Dragon gets teleported 5 squares away, if now creatures within its range its attack is expended)

[22:00] <DM_Tol> (I need to get these sheets and powers in better format from you guys.)

[22:00] <DM_Tol> (hold on)

[22:00] <Ryu> (PMed you the info on it)

[22:01] * Mindy (Overlord@6997a70c.cpe.92acce23.net.hmsk) has joined #grovewood

[22:01] * Mindy is now known as PK

[22:02] <DM_Tol> (Ryu, this is a reaction, not a melee attack, so not clear it applies here)

[22:02] <Ryu> (Also... hehe, I can use my Aegis of Assault on it... it takes a -2 to attacks that don't include me as the target... and if they hit, I can teleport to them from up to 10 squares away and perform a basic attack on them...)

[22:03] <DM_Tol> (we can discuss after session)

[22:03] <DM_Tol> (Athas, take your damage)

[22:03] <DM_Tol> The soldiers advance.

[22:04] <DM_Tol> 3 1d20+1

[22:04] <PK> DM_Tol throws the numbered heads of dead players (3 1d20+1) and gets 12 15 8.

[22:04] <Athas> (Thank you, sir -- may I have another?)

[22:05] <DM_Tol> 2 1d20+8

[22:05] <PK> DM_Tol throws the numbered heads of dead players (2 1d20+8) and gets 20 12.

[22:05] <Torena> eep

[22:05] <DM_Tol> 1d8+2

[22:05] <PK> DM_Tol throws the numbered heads of dead players (1d8+2) and gets 5.

[22:05] <DM_Tol> The dragon claws a bear for 5 damage.

[22:06] <DM_Tol> (Zadyn)

[22:06] * Torena screams as her spirit companion is swiped and vanishes, phantom claw marks playing across her skin.

[22:06] <Torena> (11 damage to me)

[22:06] <Torena> (and no more sc)

[22:07] <Zadyn> (writing)

[22:07] <Torena> (well, not this round anyway)

[22:08] * Zadyn steps forward and calls up one more shroud, before pointing one hand at the dragon and releasing a bolt of darkness at the weakness they've revealed to him.

[22:08] <Shalanda> (Any characters at this point appear Bloodied, please message me.)

[22:08] <DM_Tol> (so she can pounce)

[22:08] <Zadyn> (Movement, free Shroud, standard Targetted for Death daily power)

[22:08] <Shalanda> (Shh)

[22:08] <Zadyn> 1d20+7

[22:08] <PK> Zadyn throws the numbered heads of dead players (1d20+7) and gets 18.

[22:08] <Zadyn> (18 vs. Will)

[22:08] <DM_Tol> (att vs?)

[22:09] <DM_Tol> (Miss)

[22:09] <DM_Tol> (Tor)

[22:09] <Zadyn> (half damage anyway)

[22:09] <DM_Tol> (roll)

[22:09] <Zadyn> 3d8+8

[22:09] <PK> Zadyn throws the numbered heads of dead players (3d8+8) and gets 25.

[22:09] <Zadyn> (12 cold damage)

[22:09] <DM_Tol> The dragon shivers.

[22:09] <DM_Tol> (Torena)

[22:10] * Torena curses in elven, and begins to pray again, the glow from her totem spreading and landing in the form of a bear directly next to Ryu.

[22:11] <DM_Tol> (Ryu)

[22:11] <Ryu> (Blazing Pursuit, vs AC.)

[22:11] * Torena calls "If you wish to avoid death by dragon, rally to the bear."

[22:11] <Ryu> 1d20+10

[22:11] <PK> Ryu throws the numbered heads of dead players (1d20+10) and gets 13.

[22:11] <DM_Tol> (miss)

[22:11] <Zadyn> (Oh, apparently invoking my shrouds still does some damage on a miss. 1d6 per shroud, -1 shroud on a miss. Should I roll, or just call it a loss?)

[22:11] <DM_Tol> (Shal)

[22:11] * Shalanda strikes at the dragon again using a Righteous Brand attack

[22:12] <DM_Tol> 1d20+8

[22:12] <PK> DM_Tol throws the numbered heads of dead players (1d20+8) and gets 26.

[22:12] <DM_Tol> 1d8+3

[22:12] <PK> DM_Tol throws the numbered heads of dead players (1d8+3) and gets 6.

[22:12] <Shalanda> 1d20+8

[22:12] <PK> Shalanda throws the numbered heads of dead players (1d20+8) and gets 15.

[22:12] <Shalanda> (Vs ac)

[22:12] <DM_Tol> The flanked dragon is missed by Shalanda as its tail swipes down hard on Ryu (6 hps)

[22:12] <DM_Tol> (Berrian)

[22:12] * Berrian takes careful aim (careful attack) at the dragon, and lets fly another arrow. (dex vs AC) "It worked the last time, lets try again."

[22:13] <Berrian> 1d20+10

[22:13] <PK> Berrian throws the numbered heads of dead players (1d20+10) and gets 27.

[22:13] <DM_Tol> Berrian burries another arrow in impressive form.)

[22:13] <Berrian> 1d10+5

[22:13] <PK> Berrian throws the numbered heads of dead players (1d10+5) and gets 9.

[22:13] <Berrian> 1d6

[22:13] <PK> Berrian throws the numbered heads of dead players (1d6) and gets 6.

[22:13] <DM_Tol> The dragon looks bloodied.

[22:13] <Berrian> (does 1d10+5+1d6 work with PK?)

[22:13] <Shalanda> (no)

[22:14] <DM_Tol> (Reed and Keira)

[22:14] <Keira> (thunderwave, int v ref)

[22:14] <Keira> 1d20+4

[22:14] <PK> Keira throws the numbered heads of dead players (1d20+4) and gets 10.

[22:14] <DM_Tol> A couple more arrows join from some soldiers.

[22:14] <DM_Tol> Keira attempts a blast and misses the beast.

[22:15] <DM_Tol> (Reed and Athas act)

[22:15] * Reed shakes his head out and loads another bolt into his crossbow, breathing a sigh and firing, hoping his bad luck would end here. (Ranged Basic vs AC)

[22:15] <Reed> 1d20+8

[22:15] <PK> Reed throws the numbered heads of dead players (1d20+8) and gets 19.

[22:15] * Athas swings hard again, pouring his rage into the blow.

[22:16] <Athas> (crushing blow)

[22:16] <DM_Tol> Reed misses with the bolt.

[22:16] <DM_Tol> (roll, Athas)

[22:16] <Athas> 1d20+8

[22:16] <PK> Athas throws the numbered heads of dead players (1d20+8) and gets 13.

[22:17] <DM_Tol> As Athas swings, the dragon is lit up with red and white blasts.

[22:18] <DM_Tol> Athas looks at his axe in surprise, until he surmises the blast came from 45 ft away, behind him, from 2 robed figures in teh distance.

[22:18] <DM_Tol> The brown dragon falls over, unconcious.

[22:19] <DM_Tol> An entourage of 3 figures turn and walk back towards the gate.

[22:19] <Torena> (yay netsplit)

[22:19] <Ryu> (Yup, it should recover in a minute)

[22:19] * PK (Overlord@6997a70c.cpe.92acce23.net.hmsk) has joined #groveewood

[22:19] * Athas (Harlequin_@34aa832c.dhcp.a3d59c23.com.hmsk) has joined #groveewood

[22:19] * iuturna.sorcery.net sets mode: +v Athas

[22:19] <DM_Tol> As the dust settles, the dragon appears to be knocked out and frozen.

[22:20] * Berrian lowers his bow, but does not put it away

[22:20] <DM_Tol> The figures walk away, but the soldier in the rear of the other soldiers has a captains band on. He thanks you all.

[22:20] * Torena arches an eyebrow

[22:20] <Berrian> "That, was unusual."

[22:21] <DM_Tol> In a moment, one of the 3 in the entourage approaches while the two robed figureds have departed.

[22:21] * Shalanda issues the dragon a coup de grace, not satisfied with "knocked out".

[22:21] * Zady flexes his hand and winces in pain, eyeing the acid burns on his forearm.

[22:21] * Ryu shakes his head and stares at the beast

[22:21] * Reed sighs and looks sadly at his crossbow. "Some investment this was. Might as well have thrown fruit at it for all the good I did."

[22:21] <DM_Tol> Official: "I thank you for your assistance."

[22:21] * Torena puts a hand over Zady's hand and closes her eyes for a moment. When she opens them, the pain has faded.

[22:21] * Athas breaths deeply and stands up

[22:21] <Torena> (RP way of saying: use a healing surge :P)

[22:22] <DM_Tol> Official: "Your bravery in assisting the welfare of the citizens of Yerush is a testament."

[22:22] * Ryu shakes his hood back, and cracks his neck (Healing Surge as well)

[22:22] * Torena bows gracefully

[22:22] <Torena> (healing surge as well)

[22:22] * Berrian walks forward, towards the group. (healing surge)

[22:22] <DM_Tol> Official: "Please do dine and drink at Calvar's Taven this eve. The Manor shall pick up your tab."

[22:23] * Shalanda uses healing word on herself.

[22:23] <Shalanda> 1d6+3

[22:23] <PK> Shalanda throws the numbered heads of dead players (1d6+3) and gets 4.

[22:23] * Athas nods

[22:23] * Torena tilts her head quizzically, watching the figure quietly

[22:23] <Athas> "At least I will drink better than my gods this night."

[22:23] <Torena> (Tol: Insight check: are they being honest, or up to something?)

[22:23] <Zadyn> (I might as well also healing surge)

[22:23] <Torena> 1d20+11

[22:23] <PK> Torena throws the numbered heads of dead players (1d20+11) and gets 17.

[22:23] <DM_Tol> The official nods in approval.

[22:23] * Ryu returns his blade to his back, his blue hair waving for a moment

[22:24] <DM_Tol> (You detect only sincerity)

[22:24] <DM_Tol> The official smiles, "I will see you there in person."

[22:24] * Torena smiles at the officials. "It was my honor. Dragons are no walk in the park." She dusts herself off. "Thank you for your kind gesture."

[22:24] * Zadyn nods to Torena. "Much appreciated, miss. Would hate to have had that scar."

[22:24] <DM_Tol> He nods and turns to depart.

[22:24] * Berrian walks towards Shalanda. "Hello"

[22:24] * Shalanda cleans her dagger and returns it to the folds of her now mud stained dress.

[22:24] * Shalanda looks up at the stranger.

[22:25] <Shalanda> "Can I help you with something?"

[22:25] <Berrian> "I am Berrian. And you are?"

[22:25] <Torena> (By the way...WotC fluff says wilden talk in third person. If you don't mind, I'd like to ditch that because it sounds presumptuous and weird. alright? :P)

[22:25] <DM_Tol> The soldiers are picking themselves up, one dead. Several workers come and begin tending to the damage and the killed actors.

[22:25] <DM_Tol> (ok, Tor)

[22:25] * Shalanda eyes the stranger for a moment.

[22:26] <Shalanda> "My name is Shalanda of the House Meriele."

[22:26] * Berrian bows. "Pleased to meet you."

[22:26] * Torena looks at the man she just healed for a moment, before her eyes flicker to the side. The others might catch the slightly sardonic bow that her spirit companion gives her before it vanishes.

[22:26] <Athas> "I am Athas. No clan."

[22:27] <Torena> "It was only right to do so for one who fought beside me. My name is Torrena."

[22:27] <Ryu> "I am Ryu Xenos, a wanderer. I do not remember my homeland nor do I care too."

[22:28] * Shalanda nods to Berrian, probably the best of a response out of the cold looking muddy Eladrin he'll get at this point.

[22:28] * Zadyne sheathes his hooked sword across his back; cleaning it is unnecessary, as he didn't hit anything with it. "I'm Zadyne. A pleasure, Torrena."

[22:28] * Ryu reaches up and pats the Dragonling perched on his shoulder as it affectionately nuzzles him, "And this is Kira, she has been with me for as long as I can remember."

[22:30] * Athas looks at the small dragon.

[22:30] * Torena grins, and turns to the others. "Why in the name of all the gods would those idiotic jackasses try to chain a dragon of all things? Endangering life and limb of so many people!" she wonders out loud, showers of cherry petals showing her upset even more than her tone of voice.

[22:30] <Torena> (note: diplomacy of 1. Torena is not particularly adept at being subtle.)

[22:31] <DM_Tol> After a quarter hour, a large wagon comes south of the gate as workers tend to the cleanup.

[22:31] * Ryu looks at Torena, "When you have traveled as much as I have, you realize, no matter the person's race, they are all adept at making the same stupid mistakes."

[22:31] <Athas> "You're sprouting cherry petals. What are you?"

[22:31] <Shalanda> "Over-confidence, that is why."

[22:31] <Athas> (Athas, diplomacy of 0)

[22:31] * Torena looks at the one who called himself Athas. "I am Wilden," she says simply. "I can give you a book on the people if you wish to know more."

[22:32] * Torena waits for the wagon to reach them, engaging in further idle conversation as she does so.

[22:32] * Zadynd makes a possibly-amused noise and takes a seat back on the bench he started on, leaning forward on his knees.

[22:32] <Athas> "No use for sounds on pages."

[22:33] * Athas hefts axe

[22:33] <Athas> "This is all that matters."

[22:33] * Torena takes a step back, mouth flat.

[22:33] * Berrian puts his bow away, and rests his left hand on a dagger on his belt, relaxing.

[22:33] <Torena> "you might notice I am made of WOOD, sir."

[22:33] <Athas> "Have I cut you?"

[22:34] * Ryu looks all the group over in turn, before turning away from the group.

[22:34] * Reed puts away his crossbow and shrugs. "Last time I accept tickets to the circus. Though, I do appreciate them picking up the tab for tonight."

[22:34] * Shalanda watches the clean up, and the dragon, not paying too much attention to the people who just helped her. She seems fixated on the dead most of all.

[22:34] * Torena contemplates this statement for a moment, then her lips twitch and she grins. "No, that you haven't, and I cannot be angry with anyone after fighting that beast."

[22:34] * Ryu walks towards the exit and to the said Tavern in turn

[22:35] <DM_Tol> Ryu exits the stadium out into the city. (City map at: http://docs.google.com/present/view?id=dcg2tm5h_47bxphzgx)

[22:35] * Ryu flips his hood back up, hiding his hair before exiting the stadium

[22:35] <Athas> "Good. If we come across any trees that are your friends, point them out to me and I will leave them in peace."

[22:35] * Berrian notices Ryu leaving, and decides to follow

[22:35] * Torena nods to the others and turns to leave.

[22:35] <DM_Tol> (It is close to dinner time now.)

[22:37] * Zadynd lingers behind, watching the eladrin and her interest in the dead.

[22:37] <DM_Tol> (may I jump to dinner?)

[22:37] <Torena> (sure)

[22:37] <Ryu> (pervert, Shal is a necrophiliac XD)

[22:37] <Athas> (certainly)

[22:37] * Shalanda leaves when the clean up is done, returning to Calvar's where she has been staying as of late.

[22:37] <Zadyn> (That would make me a pervert with very particular tastes)

[22:37] <Zadyn> (Go ahead and jump ahead)

[22:37] * Reed notices that the others are starting to file out and decides to catch up with them. He was starting to feel a bit hungry and was wanting to catch the man with the bow as well.

[22:38] <DM_Tol> An hour later, you each in turn make it out into the northern half of Jalem, and up the hill towards Calavar's Inn and Tavern. Some of you walked together, while others their separate ways.

[22:38] <Reed> (I used to be into sadism, necrophilia, and bestiality, then I realized I was just beating a dead horse.)

[22:38] <Athas> (*rim shot*)

[22:38] <Zadyn> (...)

[22:38] <Reed> (or, dragon as the case might be)

[22:39] <Torena> (.....I don't know whether to laugh or groan.... xD)

[22:39] <DM_Tol> As you enter the Tavern in the basement, you are greeted at the steps by the same official. He thanks you again and says he's asked the wait staff to take care of your bill for food and drink.

[22:39] <DM_Tol> You are seated together. The tavern is but half full.

[22:40] * Athas rests the haft of his axe next to him.

[22:40] * Ryu takes a seat in which he can see the entrance

[22:40] * Shalanda heads to her room first to fetch her scythe and eladrin chain.

[22:40] * Zadyn watches his tablemates, remaining silent for the time being.

[22:40] * Berrian allows the rest to sit first, then picks an open seat

[22:40] * Torena takes a seat leaning against the wall

[22:41] <Ryu> (/me gets out parchment for character sheets, has the eldarin start to widdle dice...)

[22:41] <Berrian> (which happens to be next to Reed)

[22:41] <Torena> (lol)

[22:41] * Athas looks at each of them in turn.

[22:41] <DM_Tol> The waitress approaches and takes your food and drink orders.

[22:41] * Reed looks up at Berrian and smiles. "You shot well today."

[22:42] <Athas> "Mead. Meat."

[22:42] <Berrian> "Thank you."

[22:42] * Shalanda takes a seat on the other side of Berrian, leaning her scythe against the wall.

[22:43] <Ryu> "A Stout drink, and some good meat and bread."

[22:43] <DM_Tol> The waitress walks up, nodding at Shalanda, "And for you, priestess?"

[22:43] * Ryu stands and places his sword next to Shalanda's scythe, not worried about it being out of reach

[22:44] * Torena hesitates a moment, then says "Wine, please, and something to eat that contains no meat." Wine would make her giddy if she drank it too quickly, but it was better than ordering water in this company.

[22:45] <DM_Tol> As the meal goes on, your bowls and your cups never find the bottom. each is as per your request.

[22:45] <Shalanda> "Whatever the house special is, it tends to be satisfying, and a bottle of wine."

[22:45] * Athas pours some mead on the floor.

[22:45] <Athas> "My gods drink well."

[22:45] * Shalanda looks down at the floor for a moment.

[22:45] * Ryu eats quietly, only speaking when spoken to

[22:46] * Torena watches Athas and Zadyne quietly, as they are the only two she has spoken to so far.

[22:46] <Shalanda> "Tribute to Moradin?"

[22:46] * Zadyne eats heartily, more than one would expect from a man of his slight build, but he maintains his manners while doing so.

[22:47] * Berrian orders fine wine, bread, and cheese. (unless eladrin don't eat cheese?)

[22:47] <DM_Tol> After awhile, the Official returns, and assistant at his side.

[22:47] * Reed makes a little face at the sound of mead being spilled before deciding on the local specialty and some mead.

[22:47] <DM_Tol> Official: "You have eaten and drunk your fill, I hope?"

[22:48] <Torena> "Quite heartily."

[22:48] <Shalanda> "No"

[22:48] * Athas grunts and wipes his chin.

[22:48] * Ryu continues drinking, blatantly ignoring the official

[22:48] <Berrian> "It was adequate, thank you."

[22:48] <DM_Tol> The official looks at Shalanda, "Well, there's more to be had."

[22:48] * Zadyn watches the official and his assistant, but says nothing.

[22:49] <Reed> "Yes, your hospitality rivals that of any halfling I've ever known."

[22:49] <DM_Tol> Official: "Is your merry band from around here?"

[22:49] <DM_Tol> He raises an eyebrow as he looks at Torena.

[22:49] <DM_Tol> Official: "Have you been out in the world together for long?"

[22:49] * Athas eyes the official, trying to gauge his reaction to Torena

[22:49] <Zadyn> "I don't think 'merry' is the right term, nor is 'band'."

[22:50] * Ryu lowers his hood as Kira nuzzles, and chirps at him. "Fine, I'll listen to him."

[22:50] <Shalanda> "My group disbanded about a month ago, I am uncertain if any of my former companions remain in the city."

[22:50] <DM_Tol> Official: "Yes, very well, then. Your skills could be needed, all of you, if you're interested."

[22:51] * Torena tilts her head quizzically

[22:51] * Zadyn returns to silence, waiting for the man to continue.

[22:51] <Ryu> "Depends on what you need... If its a challenge you can count me in, expecially if there is blood to be spilled."

[22:51] <DM_Tol> Official: "My counterpart in the mountain city Madasa, on the sea, has need of assistance."

[22:51] <Berrian> "It matters not to me. I quest for skill and training. It can be had here, or somewhere else."

[22:51] * Athas perks up at tha sound of 'blood being spilled'

[22:51] <DM_Tol> Official: "Marauders. Of what ilk I do not know. But I'd rather not spare the arms myself. He would pay."

[22:52] * Athas drinks mead, then sets his cup down

[22:52] * Torena contemplates this statement. "I would not wish to go alone," she says at last.

[22:52] * Reed smiles and nods. "I suppose I could do with an adventure. After all, it's why I left the village."

[22:53] <Athas> "What tribe are they?"

[22:53] * Berrian leans back and sips more of his wine, listening to the conversation, but staring at a spot on the other side of the room, eyes half-closed.

[22:53] <DM_Tol> Official: "I'm certain I know not. Then you shall go?"

[22:53] <Zadyn> "I'm not a mercenary, sir. However..."

[22:53] * Ryu looks at Shalanda "What say you lady, will you go?"

[22:53] * Zadyn contemplates the lightness of his coin pouch. His chosen calling often payed depressingly little.

[22:54] <Zadyn> "I may be interested in helping, if the compensation was worth my time."

[22:54] <Shalanda> "I have run out of leads to work on here in Jalem, I suppose it would not hurt to travel with others to this city."

[22:54] <DM_Tol> The official nods, "Good, then. Travel to Madasa, in a weeks' time if you can. Seek out the First Warden, and tell him Lord Tepeck sent you."

[22:55] <Berrian> "If the others agree, I will join them. We fought well together."

[22:55] <DM_Tol> The official smiles and nods, shaking some of your hands before turning to depart.

[22:56] * Torena sits back, swirling the wine in her cup slowly.

[22:56] <Athas> "... and my gods will drink."

[22:56] <DM_Tol> And as the individuals, strangers still, sit around a table, pondering the possibilities together, the drink grows stronger, the night grows longer, and

[22:56] * Zadyn avoids touching and refuses to shake the official's hand, but tries to be polite about it.

[22:56] <DM_Tol> ... this session of KÃ¶nnen Land comes to a close.

7-18-2010:

[19:40] <DM_Tol> ***** Game begin *****

[19:40] * Reed (IceChat7@174a5bf2.dhcp.trcy.mi.4e125616.com.hmsk) has joined #groveewood

[19:40] * Ryu_Xenos sets mode: +v Reed

[19:40] <DM_Tol> When our newly organized band of heros last signed off...

[19:40] <Reed> ((crashed a bit))

[19:41] <Shalanda> WB

[19:41] * Harlequin_J_Goat is now known as Athas

[19:41] <DM_Tol> the group was staying at Calvar's Inn and Tavern in the city of Jalem.

[19:42] <DM_Tol> After being entangled with assisted the taming of a loose dragon at yesterday's carnival event, a court official spoke with you.

[19:43] <DM_Tol> The official spoke of the fort city of Madasa, where marauders were wreaking havoc on the town.

[19:43] <DM_Tol> His counterpart had asked for aid from Jalem's forces, but none could be spared. He says that your skills proved worthy to be of assistance if you were interested.

[19:44] <DM_Tol> He said, "Seek out the First Warden, and tell him Lord Tepeck sent you."

[19:45] <DM_Tol> After being served up rooms at Calvar's (compliments of the court), you sleep through the night.

[19:46] <DM_Tol> Calvar's is a large inn, fitting for this large city. Rooms of varying styles and qualities are throughout the 3 floors. Morning breaks and some of you begin gathering in the common hall.

[19:46] <DM_Tol> (Annnnnnd go:)

[19:46] * Berrian walks into the common hall and stretches, looks for a place to sit, and sits down.

[19:47] * Ryu_Xenos walks in as well, geared up and ready to go

[19:47] * Shalanda heads downstairs after her brief rest and asks the innkeeper to keep an eye our for any of her companions that may show up and look for her and tell them where she headed.

[19:47] * Zadynd heads downstairs early with his few possessions packed away.

[19:47] * Athas walks down -- in the same sets of furs and leathers he wore previously.

[19:47] <DM_Tol> (Maps, including of the City of Jalem and Calvar's Mountaintop Inn can be found at:

[19:47] * Ryu_Xenos finds a seat and quietly talks to Kira, who is happily perched on his shoulder

[19:47] <DM_Tol>

<http://docs.google.com/present/edit?id=0AfxvV8v6sql8ZGNnMnRtNWhfNDdieHBoemd4&hl=en>

[19:48] * Reed wanders into the common room and notices his party already gathered.

[19:49] <Athas> (brb)

[19:49] * Berrian orders a loaf of bread and a block of cheese, wine and a glass

[19:50] * Shalanda takes a seat at the table where the others seem to be gathering, after speaking with the innkeepers.

[19:50] <Reed> "Wine so early?" Reed asked with a grin.

[19:51] <Shalanda> "Wine sounds pleasant"

[19:51] <Zadyn> "Wine sounds good to me. Who knows what sicknesses might infest plain water?"

[19:51] * Berrian shrugs and pours a small glass

[19:51] * Ryu_Xenos orders a simple breakfast

[19:52] * Zadyn doesn't eat much, mostly just bread and some watery wine.

[19:53] <DM_Tol> Just inside the gathering hall is the dining room, where simple breakfast can be had.

[19:54] <DM_Tol> You receive your morsels and juices and water (which is always mixed with a bit of wine to kill germs).

[19:54] <Zadyn> I

[19:55] <Zadyn> ((ack, it happened again, sorry))

[19:56] <Reed> "A fair point. But we'll be seeing worse on the road I'm sure."

[19:57] <DM_Tol> Your eating finishes as the sun rises, peeking into the window in the outside wall.

[19:57] <Berrian> "Does anyone know how long the trip will take?"

[19:57] * Ryu_Xenos shrugs

[19:57] * Zadyn shakes his head.

[19:58] <Zadyn> "Probably depends on how we're traveling. I don't know about everyone else, but I'm stuck walking for the time being."

[19:58] * Ryu_Xenos gets gently nuzzled by the dragonling on his shoulder, he reaches up and pats her gently, and feeds her a small piece of bread although he knows she doesn't need it

[19:59] <Shalanda> "He told us he would like to make it in a weeks' time if we can, so the trip is likely just a little shorter."

[19:59] <Ryu_Xenos> (I have a riding horse)

[20:00] <Shalanda> "Though I suppose I could pull out my map and look.

[20:00] <Berrian> "Well, with the limit on our time, does anyone need anything before we head out? We should start soon."

[20:01] <Zadyn> "I've got all the supplies I need for the trip."

[20:02] <Ryu_Xenos> "I should be fine as well"

[20:03] * Shalanda runs her finger down the map.

[20:03] <Shalanda> "Hmmm, probably about two days travel."

[20:03] * Reed (IceChat7@174a5bf2.dhcp.trcy.mi.4e125616.com.hmsk) has joined #grovewood

[20:03] * Ryu_Xenos sets mode: +v Reed

[20:03] <DM_Tol> (Shal's map is the KÄ¶ninen Land map at the slideshow posted a moment ago)

[20:03] <Shalanda> "By foot"

[20:04] * Ryu_Xenos goes over his spells in his spellbook while he waits for the others

[20:04] <Reed> ((gotta love ancient technology))

[20:06] <Berrian> "Shall we prepare to leave? I must get my horse from the stables."

[20:06] <Ryu_Xenos> "I as well," he shoves his well worn spellbook back into his pack

[20:07] * Reed_ (webchat@174a5bf2.dhcp.trcy.mi.4e125616.com.hmsk) has joined #grovewood

[20:07] * Zadyn nods and stands to leave, grabbing an extra hunk of bread to eat on the road.

[20:08] <Reed_> ((switched computers))

[20:08] <Shalanda> "I will either have to get a mount or find somebody to ride with I suppose."

[20:09] <Reed_> "I've got one in the stables as well. Biscuit might be willing to bear you. She's a big girl and barely notice my weight."

[20:10] <Shalanda> "Very well, thanks."

[20:10] * Reed_ is now known as Reed

[20:10] * Berrian drains the glass of wine while standing up. "Shall we go, then?"

[20:10] * Zadyn nods in agreement.

[20:11] * Reed takes a bit of fruit as a treat for his horse and nods.

[20:11] * Ryu_Xenos nods and grabs his blade as he stands.

[20:12] <DM_Tol> You each prepare to leave the inn in time. Calvar's is quite large but in time you make it to your rooms and exit with all your property and head for the front doors.

[20:13] <DM_Tol> As you step outside, the immensity of the city stands before you. Up on the hill on which Calvar's in sets, you see down into a valley of one half of the city, the common residential district on this side of Schism Gate.

[20:13] * Shalanda adjusts her eladrin chainmail and makes sure her scythe is secure.

[20:13] <DM_Tol> Down the hill before you is a see of small homes. Some small public shops line the edged of the walled area in the distance.

[20:14] * Berrian mumbles under his breath "I will be glad to get back to nature."

[20:14] * Athas looks over the scenery and inwardly grimaces.

[20:14] <Athas> "Soft... and their gods thirst."

[20:16] * Reed strokes his mount and smiles. "Good to get out of the city isn't it girl?"

[20:16] <DM_Tol> From your earlier experience in Jalem, you have gathered that the city is split in half, a common region and a commercial and noble district. The Schism gate as wellll as the city's primary gate split the two.

[20:16] <DM_Tol> The Temple square also sits in a sectioned off area between these two.

[20:16] * Ryu_Xenos rides along quietly, Kira happily spreading her wings, flies along side

[20:17] <DM_Tol> After retrieving the couple steeds you have, you make for Jalem gate.

[20:17] * Berrian mounts his horse, Tasso, and begins to ride for the gate.

[20:18] <Ryu_Xenos> (I never bothered to name my horse yet, guess I need to do that sometime)

[20:18] <Athas> (try "Appetizer")

[20:18] <Berrian> (I just named mine. It's Italian for 'badger')

[20:19] * Zadynd trails along on foot beside his mounted companions.

[20:19] * Athas follows along on foot

[20:19] <DM_Tol> Reaching the gate, you must dismount to move your beasts through the covered arches in front. By this time in the morning, the hall before the gate is already lined with city-folkâ€“beggars, small item merchants. Hustle and bustle creates an environment near chaos.

[20:19] <DM_Tol> Beggar: "Spare a coin, traveller?"

[20:20] <DM_Tol> Merchant: "Sunrods? Sunrods for your journey? The world can be a dark place!"

[20:20] * Athas looks down at him as if he were some curosimy.

[20:21] * Zadyne ignores the pleas of beggars are hawking of merchants, but keeps an eye out for pickpockets.

[20:22] * Athas crouches in front of the beggar

[20:22] <Athas> "Were you wounded? Have you no clan?"

[20:23] <DM_Tol> The beggar looks up at Athas "Wound? Sir, alms then?"

[20:24] * Berrian continues through the gate, wistfully looking towards the nearest trees

[20:24] <Athas> "Answer me. Have you no clan to call yours?"

[20:25] <Athas> (Athas -- winning hearts and minds since 3 weeks ago)

[20:25] <DM_Tol> Beggar: "I... I... "

[20:25] * Reed is a little overwhelmed by the multitude of people. "I can hardly wait to be away from civilization."

[20:25] <DM_Tol> He runs off.

[20:26] * Zadyne snorts in amusement, having witnessed the interaction between Athas and the poor beggar.

[20:26] * Ryu_Xenos watches the beggar run off with a slight laugh

[20:26] * Reed "Could you do that to a few of the merchants?"

[20:27] * Athas stands up, scowling at the man as he runs off.

[20:28] <Athas> "Their gods thirst great."

[20:29] <Ryu_Xenos> (Hey, brb, have to reboot)

[20:36] * Berrian checks to make sure Tasso is comfortable while they ride.

[20:36] <Athas> "This is better."

[20:36] <Reed> "Much better."

[20:36] <DM_Tol> Jalem is nestled in a high range of hills, which lessen as you move for hours to the east, down into the valley.

[20:37] <DM_Tol> In time, you meet up with a road that skirts the hill range heading north and south.

[20:39] <Athas> "Where from here?"

[20:39] <DM_Tol> The occasional traveler, lone or in a caravan passes by the intersection as you stand watching.

[20:40] <DM_Tol> A tall dark man grins at you as he slips by.

[20:40] <Shalanda> "South along the road."

[20:40] * Ryu_Xenos watches the man somewhat, and keeps a feel for his gear

[20:40] * Reed cocks his head, watching the dark man.

[20:42] * Zadyne gives the man a friendly nod-and-smile as they pass.

[20:42] * Athas sees who Reed is eyeing... and adjusts his axe on his shoulders.

[20:42] * Berrian waits patiently for the others to decide where they're going.

[20:42] <DM_Tol> You begin to move south.

[20:43] <Player-Killer> >:)

[20:43] <DM_Tol> It is into the late afternoon hours as you make your way along the road that winds south, along the edge of the range of hills off to your right.

[20:43] * Athas looks around as they walk.

[20:44] <DM_Tol> There is the occasional side road off into the hill towards some vinyar, or even a couple signs pointing the way to a small village.

[20:45] <DM_Tol> Among other travellers you pass are a queer man pulling 5 donkeys along, loaded with blankets

[20:46] * Shalanda looks over at the man and finds him a little odd, but doesn't pay him much mind.

[20:46] <DM_Tol> Light begins to fade as you begin to contemplate where you might camp for the evening.

[20:46] * Athas watches him, then snorts

[20:46] <Reed> "That's a lot of ass."

[20:46] <Athas> "Woman's work."

[20:47] <Shalanda> "Excuse me?"

[20:47] <DM_Tol> A group of four pass by you heading north, two men, a dragonkind, and a youth who is sobbing, perhaps from some tantrum or otherwise.

[20:47] <DM_Tol> (oops, sorry)

[20:47] <Athas> "Guiding animals -- woman's work."

[20:47] <DM_Tol> The donkey keeper looks up, "Yes?"

[20:47] * Reed cringes and wants nothing to do with the fight that's about to start.

[20:48] <Athas> (Athas -- ladies' man)

[20:48] <Shalanda> "Since when?"

[20:48] <Berrian> "Shall we stop? I would like to search for fresh foods before we rest."

[20:48] <DM_Tol> (oops, thought you addressed the donkey keeper... ignore that)

[20:48] * Zadyn closes his eyes and rests his face in the palm of his hand.

[20:48] <DM_Tol> The last group passes you as you look ahead for camping.

[20:49] <Athas> (No -- I think the teamster is going to defer to Shalanda)

[20:49] <DM_Tol> After a half hour, you come up on an overturned wagon ahead.

[20:49] * Ryu_Xenos eyes the dragonkind as he passes, more of a friendly eye, as he speaks in Draconic, "Dragonkin, a sight for sore eyes."

[20:49] <Ryu_Xenos> (Sorry, was distracted when that was posted)

[20:49] <Athas> "Since always -- men need to be free to fight and forge. Women can lead animals, care for children and tend to the house."

[20:50] <DM_Tol> Ryu, as he passes quickly, the Dragonkin does not look up.

[20:50] * Zadyn eyes the child as they pass.

[20:51] * Reed tries to ignore Athas and Shalanda. "Wonder what happened here. Who's up for having a look inside the wagon?"

[20:51] <Shalanda> "You are very old fashioned in your thinking, and it's insulting."

[20:52] <Ryu_Xenos> "None of my concern at what happened to the wagon"

[20:52] * Athas moves towards the wagon.

[20:52] <Athas> "It is how my clan thinks. It is how I think."

[20:53] <DM_Tol> Athas, the southbound wagon is pushed off the road. On the side opposite, you see a few folks. A man, a woman, and a female dwarf. They sit on the ground, tending wounds.

[20:53] <Athas> "I greet you. What happened?"

[20:53] * Ryu_Xenos shakes his head and eyes the wagon, "Perhaps we should help."

[20:54] <DM_Tol> The man turns quickly, drawing a small dagger.

[20:54] * Athas lowers his axe.

[20:54] <Athas> "I mean no anger to you. I want to know what happened."

[20:54] <Ryu_Xenos> "That is not necessary, We do not wish to fight," he hesitates, "atleast, I don't at this time."

[20:54] <DM_Tol> (Roll Diplomacy, anyone coming forward and/or speaking)

[20:55] <Ryu_Xenos> 1d20+6

[20:55] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+6) and gets 17.

[20:55] <Athas> 1d20

[20:55] <Player-Killer> Athas throws the numbered heads of dead players (1d20) and gets 6.

[20:55] * Berrian hangs back, waiting to see how it turns out

[20:56] * Shalanda looks over at the people at the wagon, no longer distracted by Athas.

[20:57] * Zadyne eyes the surroundings as others do the talking.

[20:57] <DM_Tol> He looks at your group one by one, then at his companions and nods to them.

[20:57] <DM_Tol> The traveller lowers his dagger.

[20:57] * Ryu_Xenos stops his horse

[20:58] <DM_Tol> Waylaid man: "They attacked us. They took our boy."

[20:58] <Ryu_Xenos> "Let's get this wagon back on its wheels for them."

[20:58] <Ryu_Xenos> "Wait... The Dragonkin?"

[20:58] * Athas looks back down the road

[20:58] <DM_Tol> The man looks up at Ryu, "One was of such race, as you, yes."

[20:59] <Ryu_Xenos> (I'm not a Dragonkin anymore, remember :-P)

[20:59] <Ryu_Xenos> (Ryu is human, Kaiser was a Dragonborn)

[20:59] <DM_Tol> The dwarven woman is wrapping a bandage onto the other woman.

[20:59] <DM_Tol> (ack, sorry)

[20:59] <Ryu_Xenos> (It's aight)

[20:59] <DM_Tol> The man looks up at Ryu, "One was of such race, yes."

[21:00] * Ryu_Xenos he looks at the others, "I'm sorry my friends, but I cannot let this stand... I will go after the child, if you do not mind the delay."

[21:00] * Shalanda sighs

[21:00] <Reed> "I think we have the time."

[21:00] * Berrian looks towards Ryu. "Are we camping here tonight then?"

[21:01] <DM_Tol> Waylaid Man: "Could you? I... I have a purse of gold, I could pay you."

[21:01] * Athas moves to stand with Ryu

[21:02] <Athas> "I will join. The Bitter Land calls to him and my gods thirst for his blood."

[21:02] <DM_Tol> 1d20

[21:02] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20) and gets 17.

[21:02] * Ryu_Xenos nods and turns his mount around, "Come Aerion, let us retrieve this child quickly."

[21:02] <Zadyn> "I... Yes, lets go hunt them down. We have several days of leeway, anyway."

[21:03] <DM_Tol> Waylaid Man: "We can not go on tonight. We will camp here. I can get the wagon righted."

[21:03] <Reed> "Up for a bit of adventure Biscuit?"

[21:03] <Zadyn> "Good man, do you know why you were attacked, or why they took your boy?"

[21:03] <DM_Tol> Waylaid Man: "It is dark soon, perhaps you can find then camped off the road?"

[21:03] <DM_Tol> The man lowers his head, sobbing.

[21:04] <Ryu_Xenos> "We saw the boy Zadyn," he urges his mount to a run heading back towards where he spoke to the Dragonkin

[21:04] <DM_Tol> The man looks up, "You saw him?"

[21:04] <DM_Tol> The waylaid man speaks earnestly, "I... I can pay. Please?"

[21:04] * Ryu_Xenos he yells "Yes" behind him as he runs

[21:05] <Ryu_Xenos> (well, rides his horse rapidly)

[21:05] <DM_Tol> Ryu rides off in haste to the north.

[21:05] * Berrian sighs and dismounts. "Is anyone else staying here for the night while Ryu is away?"

[21:06] <DM_Tol> (Anyone not going other than Berrian?)

[21:06] * Zadyn sighs and shakes his head, then turns to jog off after Ryu.

[21:06] * Shalanda will stay with Berrian.

[21:06] <Berrian> (If I'm the only one, I'll go too, but giving the option)

[21:07] * Athas races off

[21:07] <Berrian> "Reed?"

[21:07] <DM_Tol> (you can stay (though split party is rarely my favorite or the most fun))

[21:08] <Reed> "I think Biscuit can handle just a little more action."

[21:08] <Shalanda> (So Berrian is staying?)

[21:08] <Berrian> (yes)

[21:09] <DM_Tol> The group hurries north while Berrian (and Shal?) remain at the wagon.

[21:09] <DM_Tol> At the wagon, Berrian, you spend an hour helping right the wheels, none of which broke.

[21:09] * Shalanda decides to go with the others.

[21:10] <Berrian> (I stay alone... go figure...)

[21:10] <DM_Tol> Ryu, after half an hour, as darkness falls, you see a campfire light off to the right (east) of the road.

[21:10] * Ryu_Xenos slows his horse and quietly approaches the campfire, hoping this is the one

[21:11] <DM_Tol> Ryu, as you approach in the dark, you see three figures by firelight.

[21:12] * Ryu_Xenos slowly and cautiously approaches

[21:12] <Reed> (thought about staying for an excuse to practice my dwarvish, but I'd rather mess some punks up)

[21:12] <Berrian> 1d20+7

[21:12] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+7) and gets 9.

[21:13] * Ryu_Xenos looks for the figure of the Dragonborn as he approaches

[21:13] * Athas moves out of the flame's periphery, waiting for the others to strike and cause confusion

[21:13] <DM_Tol> Ryu, as you approach, the three figures turn towards you. They were in fact not sitting, but a VERY small in stature. They holler at you pointing stakes in a language unknown to you.

[21:13] <DM_Tol> The little gnomes wave you away.

[21:14] * Ryu_Xenos shakes his head and turns away, remounting and looking for signs of another campfire

[21:14] <DM_Tol> Ryu, as you make it back to the road, you meet up with the rest of your party.

[21:15] <DM_Tol> The rest of you see the campfire off in the direction Ryu came.

[21:15] <Reed> "Not who we're looking for I suppose."

[21:15] * Ryu_Xenos shakes his head "Not them, they must be further North yet."

[21:16] <DM_Tol> You continue north up the road.

[21:16] <DM_Tol> (Perception checks for everyone on the road.)

[21:16] <Shalanda> 1d20+15

[21:16] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+15) and gets 20.

[21:16] <Ryu_Xenos> 1d20+2

[21:16] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+2) and gets 17.

[21:16] <Reed> 1d20+5

[21:16] <Player-Killer> Reed throws the numbered heads of dead players (1d20+5) and gets 18.

[21:16] <Zadyn> 1d20+6

[21:16] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+6) and gets 16.

[21:17] <Shalanda> (oops my bad, that should have been +5)

[21:17] <Reed> (so 10)

[21:17] <Shalanda> (yes)

[21:17] <Athas> 1d20+1

[21:17] <Player-Killer> Athas throws the numbered heads of dead players (1d20+1) and gets 3.

[21:17] <Reed> (I was going to ask how you managed +15)

[21:18] <Shalanda> (Awesomeness)

[21:18] <Reed> (PK hates Athas)

[21:18] * Player-Killer shrugs

[21:19] * Reed looks off to the west. "There, do you see?"

[21:19] <Athas> "What am I looking for?"

[21:19] <Berrian> 1d20+7

[21:19] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+7) and gets 24.

[21:19] * Shalanda looks to the west.

[21:19] * Ryu_Xenos looks West as well

[21:20] <Berrian> 1d20+7

[21:20] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+7) and gets 10.

[21:20] <Zadyn> (Are all of us on the road together, or is Ryu somewhere ahead?)

[21:20] <Shalanda> "What am I looking at, that rather full looking bush?"

[21:20] <Reed> "Between the hills. I saw a flicker. Somebody is there, it could be them."

[21:20] <Ryu_Xenos> (we all met back up save for Berrian)

[21:20] <Athas> "Those hills there?"

[21:20] <DM_Tol> None of you see what Reed points to until after a bit of movement, you see in the distance a campfire nestled between two hills.

[21:21] * Ryu_Xenos heads towards it slowly

[21:21] * Zadynd draws the khopesh off his back. "I can sneak up and take a look."

[21:22] <Ryu_Xenos> "I'm not worried about being sneaky, I wish to talk to the Dragonkin... He has tarnished his Honor by assisting in the kidnapping of a child."

[21:22] * Zadynd shrugs and slips off into the darkness, attempting to circle around to a hidden vantage point on the hillside.

[21:23] <DM_Tol> Zadynd presses ahead and around.

[21:23] <Zadynd> 1d20+10

[21:23] <Player-Killer> Zadynd throws the numbered heads of dead players (1d20+10) and gets 30.

[21:23] <Zadynd> (that's Stealth)

[21:23] * Ryu_Xenos stays ready to draw his blade, but approaches quickly now

[21:23] <Reed> "We may have to fight. Let's be ready."

[21:24] * Reed prepares his crossbow.

[21:24] <DM_Tol> As you all approach, Zadynd, you move up to a tree, just shy of where 2 humans, a dragonkin and a youth sit around a fire. You see ankle binding lying on the ground near the tree.

[21:24] <Shalanda> "Always combat first and dialogue second."

[21:26] <Reed> "They did ambush our friends to the south. I don't know that we'll be able to reason with them."

[21:26] <Shalanda> "Since when are they our friends?"

[21:26] <Athas> "Then don't reason -- strike."

[21:26] <DM_Tol> (See Tab "Camp" at <http://tiny.cc/BattleGrid>)

[21:26] * Ryu_Xenos throws caution to the wind and speaks in draconic, not caring if he is overheard... "Dragonkin, you have tarnished your honor... Please tell me you had good reason for this insolence, and not something as meaningless as gold."

[21:26] <Zadynd> (I'm going to start laying down an Assassin's Shroud on the dragonkin every round, to a max of 4 after 4 rounds. With my Hidden Insight feat, he doesn't notice I'm doing it while I'm hidden)

[21:27] <Ryu_Xenos> (NotFound tol)

[21:27] <DM_Tol> You all see Zadynd 30 feet ahead of you, hiding behind a tree.

[21:27] <Reed> (mmhmm)

[21:27] <Shalanda> (<http://spreadsheets.google.com/ccc?key=pKv65SeF20L1RDnjSly7zGA#gid=5>)

[21:27] <DM_Tol> (See Tab "Camp" at <http://tiny.cc/battlegrid>)

[21:27] <Zadyn> (Well, that's only if I can sneak within 10 feet/2 squares of my target without being noticed)

[21:27] <DM_Tol> (sorry, no caps in the link)

[21:28] * Ryu_Xenos sets mode: +v Reed

[21:28] <DM_Tol> Zadyn, noone is talking, though the youth is sniffing as if he had been crying.

[21:29] <Shalanda> "There goes the element of surprise"

[21:29] <Reed> (I think I'm already in range with my crossbow, it's 10/20)

[21:29] * Ryu_Xenos moves forward and speaks louder (distraction for Za), repeating what he said before in Draconic

[21:30] <DM_Tol> As Ryu speak, the others jump up.

[21:30] * Zadyn attempts to circle around to the right, staying hidden outside the light of the fire, to hide behind the tree nearer to the dragonkin.

[21:30] <Zadyn> (Another Stealth roll?)

[21:30] * Athas jumps up with his axe at the ready.

[21:30] <DM_Tol> The dragonkin rushes you with a Glaive.

[21:31] <Ryu_Xenos> "You have no honor Dragonkin," he draws his broadsword

[21:31] * Athas charges forward

[21:31] <DM_Tol> (Init rolls for everyone... Mage, track init please)

[21:31] <Reed> 1d20+5

[21:31] <Player-Killer> Reed throws the numbered heads of dead players (1d20+5) and gets 6.

[21:31] <Athas> "My Gods Drink Deep!"

[21:31] <Zadyn> 1d20+5

[21:31] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+5) and gets 15.

[21:31] <DM_Tol> 1d20+3 for Man1

[21:31] <Ryu_Xenos> 1d20+2

[21:31] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+2) and gets 15.

[21:31] <Athas> 1d20+1

[21:31] <Player-Killer> Athas throws the numbered heads of dead players (1d20+1) and gets 16.

[21:31] <DM_Tol> Man1:

[21:32] <DM_Tol> 1d20+3

[21:32] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+3) and gets 11.

[21:32] <DM_Tol> Man2

[21:32] <Shalanda> 1d20+3

[21:32] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+3) and gets 11.

[21:32] <DM_Tol> 1d20+3

[21:32] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+3) and gets 10.

[21:32] <DM_Tol> Dragonkin:

[21:32] <DM_Tol> 1d20+2

[21:32] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+2) and gets 12.

[21:33] <DM_Tol> (after rolls, 5 minute break)

[21:33] <Shalanda> ~initload Athas: 16, Zadyne & Ryu: 15, Dragonkin: 12, Man1 & Shal: 11, Man2: 10, Reed: 6

[21:33] <Player-Killer> To see current initiative /msg me the text ~init or ~initiative

[21:40] <DM_Tol> (resume in 1 minute)

[21:41] <Reed> (let's get this on)

[21:41] <Athas> (Feed the gods...)

[21:42] <DM_Tol> (ok, resuming...)

[21:42] <Reed> (I'm going to hit something if I have to use every last one of my bolts)

[21:42] <Shalanda> (Feed my god some dead villains)

[21:42] <DM_Tol> (When it's your turn, please state your action, if its a power, state what the roll is versus, then roll)

[21:43] <DM_Tol> Athas is quick to act. (Go)

[21:43] * Athas bellows and aims an attack at the man's knee, hoping to hobble him in one fell blow

[21:43] <Athas> (knee breaker)

[21:44] <DM_Tol> (Man2? roll)

[21:44] <Athas> 1d20+8

[21:44] <Player-Killer> Athas throws the numbered heads of dead players (1d20+8) and gets 14.

[21:45] <DM_Tol> Athas, your missile hits the ground.

[21:45] <DM_Tol> (Zadyn)

[21:46] * Zadyn waits in hiding for an opportunity to open itself to him.

[21:46] <Zadyn> (Delay)

[21:46] <DM_Tol> (Ryu)

[21:46] <Ryu_Xenos> (Moving, and.... reading powers)

[21:47] <Ryu_Xenos> (I have an action point right, so I can use it and move more?)

[21:47] <DM_Tol> (yes, or, as you see the Dragonkin charging, I'll let you hold act for him)

[21:47] <DM_Tol> (ie, you're gonna meet in the middle)

[21:48] <Ryu_Xenos> (Alright, I'll hold until he moves or whatnot, I moved already for my base move)

[21:48] <DM_Tol> The Dragonkin charges forward and is met by Ryu (act Ryu)

[21:48] <Zadyn> (I'll take my action after them, if that's OK)

[21:49] <Ryu_Xenos> (At-Will, Closeburst 2, Minor Action: Aegis of Assault, Marking the Dragonborn --- Standard Action: Blazing Pursuit, Melee Range. Int vs AC)

[21:49] <DM_Tol> (Zadyn, the Draco is now in melee, and you have combat advantage because he doesn't know you're there)

[21:49] <Ryu_Xenos> 1d20+10

[21:49] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+10) and gets 25.

[21:49] <DM_Tol> (hit)

[21:49] <Ryu_Xenos> 1d10+7

[21:49] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d10+7) and gets 10.

[21:49] <Ryu_Xenos> (10 Fire)

[21:49] <Ryu_Xenos> 1d6

[21:49] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d6) and gets 1.

[21:50] <DM_Tol> (11 total?)

[21:50] <Ryu_Xenos> (and an additional 1 for being a fresh opponent)

[21:50] <DM_Tol> (ok, 12)

[21:50] <Ryu_Xenos> (no, 11 total)

[21:50] <DM_Tol> (ok, Zady, go)

[21:50] <DM_Tol> (if you want)

[21:50] <Ryu_Xenos> (Wait, forgot to add in my Int bonus lol)

[21:50] <Ryu_Xenos> (Which is an additional 5)

[21:51] <Ryu_Xenos> (Atleast I think thats how it reads...)

[21:51] * Zady calls a shroud down over the dragonkin, revealing its hidden weaknesses to him as he strikes with a two-handed grip on his khopesh and calls the shadows around his target to strike with him.

[21:52] <Zady> (Shroud no. 1 on the draco, then Leaping Shade at will, dex vs. AC)

[21:52] <Ryu_Xenos> (I'm confused, stick with the 11 for now)

[21:52] <Zady> (combat advantage is +2 to hit, right?)

[21:52] <Ryu_Xenos> (Draco gets -2 to attack rolls if I'm not included as a target for the attack)

[21:53] <DM_Tol> (yes0)

[21:53] <Zady> 1d20+11

[21:53] <Player-Killer> Zady throws the numbered heads of dead players (1d20+11) and gets 24.

[21:53] <Zady> (I get +Cha mod damage because it's not adjacent to any enemies of mine)

[21:54] <Zady> 1d8+10

[21:54] <Player-Killer> Zady throws the numbered heads of dead players (1d8+10) and gets 14.

[21:54] <DM_Tol> (yes it is, it is adjacent to Ryu)

[21:54] <Athas> (oh, so they've finally found a use for Charisma)

[21:54] <Zady> (Ryu isn't MY enemy)

[21:54] <DM_Tol> (joke)

[21:54] <Zady> (... I don't think...)

[21:55] * Zady takes the opportunity to shift his position behind Ryu after cutting the dragonkin deep.

[21:55] <Reed> (I get a couple nice Cha bonuses)

[21:55] <Zadyn> (5 foot shift behind Ryu)

[21:55] <DM_Tol> Zadyn blasts the Dragonkin who then stabs at Ryu

[21:56] <Ryu_Xenos> (AC: 20)

[21:56] <DM_Tol> 1d20+5

[21:56] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+5) and gets 19.

[21:56] <DM_Tol> (and misses)

[21:56] <DM_Tol> (Shal)

[21:56] <Shalanda> (Move forward and Sacred Flame (Wis vs Ref))

[21:56] <Shalanda> 1d20+5

[21:56] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+5) and gets 19.

[21:56] <Shalanda> (Vs Draco)

[21:56] <DM_Tol> (hit)

[21:57] <Shalanda> 1d6+3

[21:57] <Player-Killer> Shalanda throws the numbered heads of dead players (1d6+3) and gets 8.

[21:58] <DM_Tol> The other mercenaries rush your group.

[21:58] <DM_Tol> 1d20+3

[21:59] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+3) and gets 6.

[21:59] <DM_Tol> 1d20+3

[21:59] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20+3) and gets 4.

[21:59] <DM_Tol> Both draw blades and hack at the priestess as she avoids them in the dark.

[21:59] <DM_Tol> (reed)

[21:59] <Shalanda> "Pathetic!"

[22:00] * Reed charges forward, readying an assault on one of the humans.

[22:00] * Ryu_Xenos speaks in Draconic "Redeem your honor Dragonkin, and release the child, or die by my blade."

[22:01] <DM_Tol> The man replies, "You can not have the boy!"

[22:02] <DM_Tol> (Reed, last chance to act before moving on)

[22:02] * Reed takes aim and fires. (Blinding Barrage, close burst 3, should hit everybody)

[22:02] <DM_Tol> The boy in the distance begins to cry.

[22:02] <Reed> (man1)

[22:02] <Reed> 1d20+8

[22:02] <Player-Killer> Reed throws the numbered heads of dead players (1d20+8) and gets 19.

[22:03] <DM_Tol> (Hit)

[22:03] <Berrian> (wow, he even hit me? lol)

[22:03] <Reed> (is it separate hit, separate damage?)

[22:03] <DM_Tol> (no, roll once)

[22:04] <Reed> 2d6+5

[22:04] <Player-Killer> Reed throws the numbered heads of dead players (2d6+5) and gets 10.

[22:05] * Reed laughs and fires upon the other man and the Dragonkind. "Take that ye fools!"

[22:05] <Reed> (that will blind them as well)

[22:05] <Athas> (will that blind us?)

[22:05] <DM_Tol> (It's a blast, not a burst. So, can hit man 1 and 2, but not Draco, or can hit draco)

[22:06] <Shalanda> (Enemies only)

[22:06] <Zadyn> (yay for that)

[22:06] <Reed> (right, forgot. humans then)

[22:06] <DM_Tol> (so, who you hitting, two men?)

[22:07] <DM_Tol> The boy looks up at you, Shal and mumbles, "Do not let them take me..."

[22:07] <DM_Tol> (Reed??)

[22:07] <Reed> (I said the men, that will end me)

[22:07] <Shalanda> "Don't worry kid."

[22:08] <DM_Tol> (ok, Ryu, for yours and others benefit:

[22:08] <DM_Tol> Hit: 1[W] + Intelligence modifier (+5) fire damage

[22:08] <DM_Tol> means if you hit, roll your weapon damage, and add your Int modifier up to +5, and that damage is fire type.

[22:08] <Ryu_Xenos> (Yea, I think I figured it out, I was reading it weird, the (+5) is my bonus)

[22:08] <DM_Tol>)

[22:09] <DM_Tol> (Athas, go)

[22:09] * Athas swings again with a snarl

[22:09] <Athas> (regular)

[22:09] <DM_Tol> (ok, you show missile last time. YOu need to move into close combat. Are you at the battle grid map?)

[22:10] <DM_Tol> (I can move you up to Man2 if that's what you want)

[22:11] <Athas> (yeah -- I thought I was near enough to hit him)

[22:11] <DM_Tol> (you might be, depending n power)

[22:11] <Athas> (just a regular swing)

[22:12] <DM_Tol> (roll)

[22:12] <Athas> 1d20+8

[22:12] <Player-Killer> Athas throws the numbered heads of dead players (1d20+8) and gets 11.

[22:12] <Reed> (just looked up blinded again, this could be good)

[22:12] <DM_Tol> (miss... Ryu, go)

[22:13] <Ryu_Xenos> (Booming Blade, Int vs AC, Melee(1); Standard Action, At-Will Power)

[22:13] <Ryu_Xenos> 1d20+10

[22:13] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+10) and gets 26.

[22:13] <Ryu_Xenos> 1d10+7

[22:13] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d10+7) and gets 15.

[22:13] <Ryu_Xenos> (If he moves away from me he takes an additional 1d6 damage)

[22:14] <DM_Tol> Ryu slays the enemy before him.

[22:14] <DM_Tol> (Zadyn)

[22:15] <Zadyn> (I delayed last round, doesn't that move my initiative to the new spot?)

[22:15] <DM_Tol> (yep, after Ryu, now. You were before him)

[22:15] <Zadyn> (Oh, wait, nevermind >_>)

[22:15] <Zadyn> (Draco died)

[22:15] <DM_Tol> (yes, I'm gonna go ahead and say he loses his action, due to death)

[22:16] <Athas> (rotting isn't an action?)

[22:16] <DM_Tol> (Sometimes, GMs have to make difficult calls like that)

[22:16] <DM_Tol> (minor action only, Athas)

[22:16] <Athas> (oh, my bad)

[22:16] <Reed> (I'd think it's a free action)

[22:16] <DM_Tol> (one would think)

[22:16] <DM_Tol> (Zadyn? act?)

[22:16] * Zadyn slips into Ryu's shadow, emerging next to Shalanda, lays a shroud around the man standing in front of him, then strikes with his sword and the combined shadows of the people standing around him.

[22:17] <DM_Tol> (Move and roll)

[22:17] <DM_Tol> (and specify Man1 or Man2)

[22:17] <Zadyn> (Shadow Strike at-will vs. AC, Man1, calling in the shroud I just layed down for an extra 1d6 damage).

[22:18] <Zadyn> 1d20+9

[22:18] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+9) and gets 18.

[22:18] <Zadyn> 1d8+9

[22:18] <Player-Killer> Zadyn throws the numbered heads of dead players (1d8+9) and gets 12.

[22:18] <DM_Tol> (hit)

[22:18] <Zadyn> 1d6

[22:18] <Player-Killer> Zadyn throws the numbered heads of dead players (1d6) and gets 6.

[22:19] <Zadyn> (18 total damage)

[22:19] <DM_Tol> (Shal)

[22:19] <Shalanda> ((Str vs AC) righteous brand against Man 2, action point righteous brand vs. man 2 if still alive otherwise man 1)

[22:19] <Shalanda> 1d20+7

[22:19] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+7) and gets 19.

[22:19] <Shalanda> 1d20+7

[22:19] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+7) and gets 22.

[22:19] <DM_Tol> (hit. er, damage?)

[22:19] <Shalanda> 2d4+4

[22:19] <Player-Killer> Shalanda throws the numbered heads of dead players (2d4+4) and gets 11.

[22:19] <Shalanda> 2d4+4

[22:19] <Player-Killer> Shalanda throws the numbered heads of dead players (2d4+4) and gets 11.

[22:20] <DM_Tol> (Shal hits Man 2 twice whose still alive)

[22:21] <Shalanda> (First bonus from that skill: +3 bonus to hit for Athas, second bonus for 2nd attack: +3 to hit for Za. That applies to Man2)

[22:21] <DM_Tol> Man2 stumbles backward reeling from pain and blindness. He points his staff now at shal as fire shoots forth.

[22:21] <DM_Tol> (ok)

[22:21] <Shalanda> (Well they get the bonus to hit man2, not man2 gets the bonus)

[22:22] <DM_Tol> (understood)

[22:22] <Shalanda> (AoO for him moving?)

[22:22] <DM_Tol> (go ahead)

[22:22] <Shalanda> 1d20+7

[22:22] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+7) and gets 26.

[22:22] <DM_Tol> (hit)

[22:22] <Shalanda> 2d4+4

[22:22] <Player-Killer> Shalanda throws the numbered heads of dead players (2d4+4) and gets 9.

[22:23] <DM_Tol> (any other?)

[22:23] <Zadyn> (uh, do I get one?)

[22:23] <DM_Tol> A blast of flames emerge from the man, which actually include all the party.

[22:24] <Athas> (...)

[22:24] <Shalanda> (You should Zadyn)

[22:25] <Zadyn> (Nah, it's too late now, no worries)

[22:25] <DM_Tol> Everyone is hit with the firey blast (everyone's reflex is below 20, right?). (Damage is 12 hp)

[22:25] <DM_Tol> (sorry, I moved on)

[22:26] <DM_Tol> Man1 swipes blindly at the spot where he thinks Shalanda is, but misses.

[22:26] <Ryu_Xenos> (Ref: 18)

[22:26] <DM_Tol> (I looked at sheets)

[22:26] <Athas> (12)

[22:26] * Zadyn grunts in pain as the fire washes over him.

[22:26] <DM_Tol> (everyone takes 12 fire damage)

[22:26] <DM_Tol> (Go, reed)

[22:27] * Athas grits his teeth and shakes as the flames wash over him

[22:27] <Ryu_Xenos> (brb)

[22:27] <DM_Tol> (Reed?)

[22:28] * Reed growls and aims a bolt for the man. "Still standing, let me fix that!" (Sly Flourish, man2)

[22:28] * Shalanda grimaces as she feels her side burn and boil from the fiery heat.

[22:28] <Reed> 1d20+8

[22:28] <Player-Killer> Reed throws the numbered heads of dead players (1d20+8) and gets 26.

[22:28] <DM_Tol> (roll vs?)

[22:28] <DM_Tol> (Hit)

[22:28] <Reed> (ac)

[22:28] <Reed> 1d6+8

[22:28] <Player-Killer> Reed throws the numbered heads of dead players (1d6+8) and gets 14.

[22:28] <DM_Tol> Man2 kills over dead.

[22:28] <DM_Tol> Athas preps to act.

[22:28] * Athas looks for the boy

[22:29] <DM_Tol> The boy remains by the fire, head tucked into his knees.

[22:29] <Athas> (who's between me and boy?)

[22:29] <Reed> (Man1 is no longer blinded)

[22:29] * Athas runs for the boy

[22:30] <Athas> (my action)

[22:30] <DM_Tol> (Ryu)

[22:31] <DM_Tol> (move yourself, Athas)

[22:31] <Ryu_Xenos> (basic attack)

[22:31] <Ryu_Xenos> 1d20+10

[22:31] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+10) and gets 20.

[22:31] <DM_Tol> (you get +2 combat advantage vs)

[22:31] <Shalanda> "You are the last one left, surrender and you may live yet."

[22:31] <DM_Tol> (hit)

[22:31] <Ryu_Xenos> 1d10+7

[22:31] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d10+7) and gets 8.

[22:32] <Ryu_Xenos> (Action points too if I may)

[22:32] <DM_Tol> The man reels. (Go ahead)

[22:32] <Ryu_Xenos> 1d20+12

[22:32] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d20+12) and gets 13.

[22:32] <Ryu_Xenos> 1d10+7

[22:32] <Player-Killer> Ryu_Xenos throws the numbered heads of dead players (1d10+7) and gets 15.

[22:32] <Ryu_Xenos> (oops, that was a Nat 1 for the tohit XD)

[22:32] <DM_Tol> (miss)

[22:33] <DM_Tol> The man looks eager to turn and run as Zadyn acts.

[22:33] <Ryu_Xenos> "Take him alive, lets ask him some questions," he grins evilly

[22:33] <DM_Tol> (Athas, if you're moving for the boy, move yourself on teh map)

[22:33] * Zadyn shrouds then strikes.

[22:34] <Zadyn> (Shadow Storm vs. AC)

[22:34] <Athas> (how far is one square?)

[22:34] <Zadyn> 1d20+9

[22:34] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+9) and gets 17.

[22:34] <DM_Tol> (5 ft)

[22:34] <Zadyn> 1d8+9

[22:34] <Player-Killer> Zadyn throws the numbered heads of dead players (1d8+9) and gets 12.

[22:34] <Reed> (wouldn't Athas provoke with that move?)

[22:34] <DM_Tol> (hit)

[22:34] <Zadyn> 1d6

[22:34] <Player-Killer> Zadyn throws the numbered heads of dead players (1d6) and gets 4.

[22:35] <Zadyn> (16 total damage)

[22:35] <DM_Tol> Zadyn destroys Man1 as he attempts to flee.

[22:35] <Ryu_Xenos> "Boy! Are you alright?"

[22:35] <Zadyn> "The Mistress welcomes your soul."

[22:36] * Shalanda looks over at Zadyn.

[22:36] <Reed> "Well, that was easy enough. These burns will need some looking at though."

[22:37] <DM_Tol> As the battle ends, all goes quiet. The boy sobs by the fire. You find nothing on the men other than a handful of coins. (10 gold 2 each)

[22:37] <DM_Tol> One of you also finds an envelope on Man1.

[22:37] * Zadyn pulls out a cloth and wipes the blood and grime from his blade before sheathing it across his back. "Curse it, second time in as many days I've been burnt."

[22:37] * Shalanda goes to check on the boy, healing herself as she goes.

[22:38] * Reed has a look at the envelope.

[22:38] <DM_Tol> The envelope is empty, but it has a broken seal on it, with two words: Family Dunne

[22:38] * Ryu_Xenos shakes his blade clean before he sheaths it

[22:38] * Athas looks around for any sort of reinforcements

[22:38] <Reed> "Dunne...Dunne...that name mean anything to anybody?"

[22:39] <DM_Tol> The boy, so clearly shaken by the kidnapping and the battle is nonresponsive.

[22:39] * Ryu_Xenos walks over to the boy and kneels down for a moment, only to pick him up. "lets get you back to the people at the wagon, they're worried about you."

[22:39] * Shalanda gently places her hand on the boy's shoulder.

[22:39] <Shalanda> "Are you alright?"

[22:40] <DM_Tol> The night gets late as you attempt to comfort the boy, who will barely look up and will not speak. He only nods gently once, before burying his face once more.

[22:40] <Shalanda> "Do you want to go back to the people at the wagon?"

[22:41] * Zadyne stretches and pops his neck to the side, working out the aches of battle. (OOC: Second Wind to heal 7 HP)

[22:42] <Ryu_Xenos> (Using a surge myself, 11HP recovered)

[22:42] <Athas> (surging)

[22:42] <Reed> (ditto, 8)

[22:43] <DM_Tol> The boy seems spent.

[22:43] <DM_Tol> (ok, returning tonight, or camping here?)

[22:43] <Zadyne> "We should probably camp tonight, then find the wagon in the morning."

[22:43] * Shalanda secures her scythe and picks up the boy to carry him.

[22:43] <Ryu_Xenos> (I already picked him up lol)

[22:44] <DM_Tol> The boy comes easily.

[22:44] <Zadyne> (You get one end, Shal gets the other)

[22:44] <Shalanda> "We should return tonight."

[22:44] <DM_Tol> (You rip the boy in half. Ok, going back then?)

[22:44] <Ryu_Xenos> (Yea) "Allow the boy to ride with me, I have more than sufficient room."

[22:45] <Athas> ("I'm sorry ma'am -- but a little bailing wire and duct tape will fix him right up...")

[22:45] <Zadyne> "Some of us will need to sleep at some point... But as you wish, priestess."

[22:45] <DM_Tol> You make your way back to the road, and in an hour, find the camp with the wagon set right. You come up to the wagon.

[22:45] <DM_Tol> Berrian, you sense people approach from your trance.

[22:45] * Berrian gets up and begins walking towards the others.

[22:45] <DM_Tol> Ryu, as you dismount, the boy is asleep from exhaustion.

[22:46] * Ryu_Xenos carefully dismounts, and carries the boy to the people of the wagon, "My friends, the boy is safe, he sleeps."

[22:46] * Reed looks around before dismounting and fishing out the envelope.

[22:46] <Berrian> "You return. How did it go?"

[22:47] * Zadyn nods in greeting to Berrian. "Some people died, but they weren't us, and we recovered the boy unharmed."

[22:47] <DM_Tol> The man, who was keeping watch, wakes the others, "My sincere thanks. And you survived the attacks from those mercenaries? Did they tell you who sent them?"

[22:48] <Ryu_Xenos> "They died to quickly, but they had an envelope on them, Family Dunne, I do believe. Does that mean anything to you?"

[22:48] <DM_Tol> The man shrugs.

[22:48] <DM_Tol> "Vile."

[22:48] * Berrian looks towards the man. "What can you tell us of the road South, Bolward?"

[22:48] * Ryu_Xenos looks for a place to set the boy down, "Does he have a bed?"

[22:49] * Reed nods and produces the envelope. "It was empty when we found it. The message must have been destroyed."

[22:49] <DM_Tol> The man looks at Berrian oddly.

[22:49] <DM_Tol> Bolward: "South? What is it you ask?"

[22:50] <Berrian> "What lies in that direction?" *points south*

[22:50] <DM_Tol> The woman takes the boy and moves him to the back of the wagon to lay him down.

[22:50] * Ryu_Xenos looks for a place to rest outside

[22:51] <DM_Tol> Bolward: "hills, Madasa nearby, the road east further on"

[22:51] <Shalanda> "You mentioned a reward?"

[22:51] <DM_Tol> (any other chat?_

[22:51] <Ryu_Xenos> (Nope, jus' want to rest)

[22:51] <Athas> (Need to heal)

[22:52] <DM_Tol> The man produces a small sack. (10 gold for each).

[22:52] <DM_Tol> As the hour is late, you each begin to seek out a place to lay your head.

[22:52] * Berrian nods in satisfaction, then begins his way back to where his mat is located, tucking the gold into the pouch at his waist.

[22:52] <Shalanda> "Thanks."

[22:52] <DM_Tol> Night passes and morning comes.

[22:52] * Zadynd gladly accepts the reward offered.

[22:53] * Athas lays down near the fire, his axe clutched in his hands

[22:53] <Berrian> "Reed, you will need to tell me more of the events tomorrow."

[22:53] * Berrian goes in search of food, before the others awake.

[22:53] * Reed nods.

[22:53] * Shalanda pockets the coins and finds a comfortable place to trance that is visible to the road.

[22:53] * Ryu_Xenos accepts and looks at the man and nods, "The boy has been through hell, it will take him some time to recover from this, he will have nightmares for some time."

[22:53] <DM_Tol> Early risers are Bolward and his companions (wife? wives?). They are loaded in the wagon and about to leave.

[22:54] <DM_Tol> "We thank you for the help."

[22:54] <DM_Tol> The boy sleeps soundly in the back of the wagon.

[22:54] * Ryu_Xenos wakes and checks his gear. "Our pleasure."

[22:54] <Berrian> (should I roll for another nature check?)

[22:54] <DM_Tol> The dwarven woman drives the horse and the wagon pulls away.

[22:55] * Athas stirs once

[22:55] * Ryu_Xenos pulls out a piece of Journeybread, and eats it, getting ready for another long day on the road

[22:55] <DM_Tol> As it moves away south down the road, you prepare for your final journey to the fort city of Madasaâ€!

[22:55] <DM_Tol> ***** as this session of KÃ¶nnen Land comes to a close *****

7-25-2010:

[19:54] <DM_Tol> *** Game beginning ***

[19:55] <DM_Tol> It is morning in the south-central region of KÃ¶nnen, east of the central ridge.

[19:55] <Atreyu |> marla?

[19:56] <Atreyu |> (I see her in the other chat)

[19:56] <DM_Tol> A wagon has just pulled away, half an hour ago, carrying a young boy the party rescued from apparent kidnapers, who attacked you on sight last evening.

[19:57] * Berrian hands out a foraged breakfast to all, then eats his own.

[19:57] <Reed> "My thanks friend."

[19:58] <DM_Tol> For lack of a better purpose, the group is making its way south to Madassa, a fort city, where an official at the central city of Jalem said noble work was to be had.

[19:58] <DM_Tol> (ok, go)

[19:58] * Shalanda eats quietly.

[19:58] <Berrian> "I am just glad I was able to help out, even when I stayed behind"

[20:00] * Berrian finishes eating and repacks Tasso for the trip to the city.

[20:00] * Athas shrugs

[20:01] * Reed stretches and starts to pack up his belongings as well.

[20:01] * Ryu packs up and prepares to move out

[20:03] <Berrian> "Is everyone ready? I will take point, if there are no objections."

[20:03] <Athas> "Go on."

[20:03] * Ryu mounts up, but doesn't speak (brb)

[20:03] <Reed> "None from me."

[20:03] * Shalanda lead away.

[20:05] * Reed climbs up onto his horse. "Ready girl?"

[20:05] * Berrian mounts Tasso, holding the reins in 1 hand, and his bow in the other, then begins heading down the road.

[20:05] <Shalanda> (That should be me saying "Lead away")

[20:07] <DM_Tol> You prepare to leave, some on horseback once again, and others on foot.

[20:10] * Athas walks with his great axe on his shoulders

[20:11] <Ryu> (ok back, had to get food)

[20:12] <DM_Tol> You hit the road. The "North Road" is the central vein on the eastern side of the central ridge in the region of KÃ¶nnen. The path south leads you past the occasional traffic, once again. The hours past and you reach mid-day. The lake is nearly visible now off to your left.

[20:13] * Athas looks suspiciously at the water

[20:13] <DM_Tol> The "Lower Lake" suspiciously does not respond to Athas' glare.

[20:14] * Ryu looks at Athas as he glares at the Lake, "What my friend, afraid of the drink?"

[20:14] <Zadyn> (I'm back. Also, lol.)

[20:15] * Reed chuckles. "I don't think there's any beasts in this lake."

[20:15] <Ryu> (dammit, need a drink, brb in 2min)

[20:15] <Reed> "Though there might be some tasty fish to be had."

[20:16] <Athas> "There are things below the waves -- things that do not thirst as men and gods do."

[20:16] <Zadyn> "Could be a lake serpent. Like a sea serpent, but in a lake. Probably smaller."

[20:16] * Shalanda casually looks in the direction of the lake, before turning her focus back to the road.

[20:16] <DM_Tol> It would be a 15 minute detour to make your way down the slight, rocky slope to the lake, if you so intended. The road looks like it does not draw any nearer as it moves southward, the range of hills still on the right.

[20:16] <Berrian> "Do we want to stop for a break, or continue to town?"

[20:16] <Shalanda> "I would think they do not thirst, as they live in the water and be quenched whenever they care to be."

[20:17] <Zadyn> "Do gods and men thirst for the same things? I... Would hope they wouldn't."

[20:18] <Ryu> (ok back)

[20:18] <Athas> "Men thirst for fame. Gods thirst for blood."

[20:18] <Ryu> "People like me thirst for combat!"

[20:19] <Berrian> (bloody fame?)

[20:19] <Shalanda> "So your motivation is fame, while Ryu's is for the thrill of combat?"

[20:19] <Ryu> "Thrill no, the knowledge that comes with it would be mine, for through skill is the only way one can survive."

[20:19] <Zadyn> "I thirst for many things, blood among them, but not so much for fame."

[20:19] * Berrian watches the road and surroundings while waiting for a reply

[20:20] <Shalanda> "Continue towards town, I think the things that stir in the lake can patiently await us another day."

[20:20] <Athas> "I will satiate the thirst of my gods, and in turn will have my thirst for fame satisfied. I will return to my tribe as a king."

[20:20] * Shalanda raises a brow.

[20:22] <Athas> "Do not your gods not thirst?"

[20:22] <DM_Tol> As you turn back to the road, you notice an odd-shaped rock just off the path, opposite the Lower Lake.

[20:22] * Berrian nudges his horse to continue on the road.

[20:22] <Ryu> "It is known, that both gods and men march to war, by the beat of a solitary drum."

[20:23] * Zadyn tilts his head and peers at the rock as they travel past.

[20:23] <Shalanda> "My god is the caretaker of the dead. She cares not whether you seek power, fame, or die of illness and old age. She is the caretaker of all in the afterlife."

[20:23] * Ryu glances at the rock but doesn't pay it much attention

[20:24] <Zadyn> "And She visits vengeance upon those who seek to deny Death's clammy hand."

[20:25] * Athas starts to widen the distance between her and himself.

[20:25] <Shalanda> "No, she will seek out those that cheat death by unnatural means."

[20:26] <Zadyn> "s'what I meant. Undead abominations and such."

[20:26] <DM_Tol> You move along the road. There continue to be the occasional side road off into the hills to the west. Traffic picks up a bit as you near Madassa.

[20:26] * Reed realizes that he missed his morning meditation and resolves to do it when they stop, or when Athas stops talking, whichever comes first.

[20:27] <Athas> "Those who never slake the thirst of their gods, and in turn are cursed with their own thirst."

[20:28] * Berrian gains a few yards, so as not to hear the conversation as much.

[20:29] <Athas> "If I should ever come to that -- strike me down thrice."

[20:29] <DM_Tol> As the afternoon grows long, you near the souther crossroads. A sign points to the fork which turns east, towards the lake. It reads: "Madassa →".

[20:30] <DM_Tol> The road also continues south. A man sits atop a cart selling produce and small wares.

[20:30] * Berrian stops at the sign, waiting for the others to arrive.

[20:30] * Ryu casually listens

[20:31] * Reed looks over the merchant casually.

[20:32] * Shalanda looks around casually in the area, while people check out the merchant.

[20:32] <Berrian> (casual party!)

[20:33] <Ryu> (*streaks*)

[20:33] * Berrian looks at the others. "Well?"

[20:33] <Zadyn> "Well, we're going the right way."

[20:33] * Zadyn casually states the obvious.

[20:34] <Reed> "It seems we're all here. Shall we continue, unless anybody wants to do a bit of shopping?"

[20:34] <Ryu> "Lets move."

[20:34] * Berrian nods to Ryu, and begins down the Eastern road to Madassa

[20:35] * Reed follows close behind Berrian.

[20:36] <Athas> "Let's walk."

[20:36] * Ryu follows as well

[20:36] * Zadyn trails along after the rest.

[20:37] <DM_Tol> As you move on the westward road, the lake before you is completely obscured by small hills and mounts. The road winds between valleys of the hills.

[20:38] * Athas unshoulders his axe

[20:39] <Ryu> "You know, something I never get tired of is traveling ot new places in search of new challenges."

[20:39] <DM_Tol> Athas, you think to yourself, some of this road would be a great place for an ambush.

[20:40] * Reed looks back at Athas. "Expecting somebody?"

[20:40] <Shalanda> "I am content with just performing the duties of my church, I ..."

[20:40] * Shalanda looks towards Athas.

[20:41] * Ryu whispers to the Dragonling on his shoulder, who immediately starts to fly along side of his mount

[20:42] <Athas> "This is a good place to ambush someone.

[20:43] * Berrian continues to ride, but begins to actively look for any trouble

[20:44] <DM_Tol> Traffic is heavier on this road as you make your way winding between mounts and hillsides.

[20:44] * Reed looks around for a moment, realizing the fact. "Indeed it is. Should not have skipped my morning meditation. I always pick up on things better when I can devote a minute or two to that."

[20:45] <Ryu> "If they ambush us, they ambush us, it simply means I get to let my blade drink its fill."

[20:45] <Shalanda> "Just because it is a good spot for an ambush, does not mean there will be one."

[20:45] <DM_Tol> Eventually, the road takes you around a bend and you see a low valley. Before you, it moves gradually down to the Low Lake in the distance, while a bit to the south, the road moves towards a rather tall mount, with a walled city atop it.

[20:45] <Athas> "I intend to slake my gods thirst with the blood of my enemies."

[20:46] <Reed> "I suppose that's one way to look at it. But I'll be doing my meditation as soon as I get a moment just the same."

[20:46] <Zadyn> "I'm sure any potential ambushers would be more interested in some well-to-do merchants than they would be in us."

[20:46] <Berrian> "We are only a few weeks ahead of schedule. Do we want to find an inn, or camp by the lake for the night?"

[20:47] <Shalanda> "We had a week to arrive, not a few weeks."

[20:48] <Berrian> (fine, days...)

[20:48] <Reed> "It doesn't matter much to me either way. Though Athas might prefer an inn to the lake."

[20:48] <DM_Tol> (hehe)

[20:48] <Zadyn> "I'm always in favor of a bed over a campfire, especially with the possibility of lurking lake monsters."

[20:49] <Berrian> "ah, I keep getting those measurements of time wrong. Sorry."

[20:49] <DM_Tol> As you near the mount city, you see the long, winding road ahead, whose switchbacks take you to the top of the Tel.

[20:49] <Reed> "I've seen some pretty scary beds in my day."

[20:49] * Ryu shake his head, "bed of ground, its all the same."

[20:50] <Ryu> "Reed, I don't think it was the bed, I think it was who was with you in the bed," he laughs a little to himself."

[20:50] <Ryu> (minus the last ")

[20:50] * Berrian continues to the city

[20:50] <DM_Tol> As you near the base of the winding sloped road, a veritable cottage industry of trade lines the path before you.

[20:51] * Reed lets out a laugh. "When you're my size most people are a bit scary."

[20:51] <DM_Tol> Produce and household goods, leathers and wagon hardware, all common goods seem on sale in one wagon or cart of tent on either side of the road.

[20:51] <DM_Tol> It is late afternoon.

[20:51] <DM_Tol> (Heading up?)

[20:52] * Berrian grumbles a bit. "More merchants"

[20:52] <Athas> "pah"

[20:52] <Reed> "Gotta earn a living somehow, they do."

[20:52] <Berrian> (brb)

[20:52] <Athas> "There's good honest work."

[20:53] * Athas hefts his axe

[20:53] <Zadyn> "I'm sure someone needs that stuff they sell, otherwise they wouldn't be hawking it."

[20:54] <Ryu> "Sure they would."

[20:54] * Zadyn keeps a wary eye out for pickpockets.

[20:54] <Berrian> "I do not have a problem with merchants, just the crowds they form"

[20:55] <Reed> "A fair sight better than the swarms of beggars in back in the Capitol."

[20:55] <Shalanda> "Indeed"

[20:55] <Zadyn> "Oh, I'm sure we'll find plenty of beggars once we get to the city itself."

[20:56] <Athas> "Beggars -- even worse. They have no clan, no weapon -- all they are waiting for is someone to put them out of their misery."

[20:56] <Ryu> "Nah, somebody with a loose purse, to fill their hands."

[20:57] <Zadyn> (What a kind and understanding party we have.)

[20:57] <Shalanda> (Indeed, we are full of upbeat, personable, and caring folk.)

[20:58] <Shalanda> (NOT)

[20:58] <DM_Tol> You see a small amount of patrons at the tents and wagons. The narrow road up has a steady stream of ascenders and descenders.

[20:58] <Berrian> (I just hate crowds. I'd rather be outside by the lake!)

[20:59] * Shalanda shifts the weight of her scythe to the other shoulder, as they proceed towards the city.

[20:59] <Berrian> "Let us go in and find the person we need to meet. Sooner we go in, the sooner we can leave"

[20:59] <Ryu> "Agreed"

[21:00] <Athas> "Agreed."

[21:00] * Athas gives the merchants a scowl

[21:00] * Zadyn shrugs in acquiescence.

[21:01] <DM_Tol> You make your way up the road to the city above.

[21:01] <DM_Tol> It is a long switchback. The road is wide enough for two horses to pass each other, but barely.

[21:02] <DM_Tol> After two long turns, you approach a landing. Two posts stand tall, flags waving atop them. Three guards are at the post, one sitting on a stool. You see an older lady ahead of you, paying the guard before she passes.

[21:03] * Shalanda groans as she remembers the taxes

[21:03] <Athas> "What?"

[21:04] <DM_Tol> As you reach the guard post, the guard holds out his hand, only half paying attention to you.

[21:04] <DM_Tol> (marching order, plz)

[21:04] <Berrian> (I think I was in the front, with Reed directly behind?)

[21:04] <Athas> (I think I was last)

[21:04] * Berrian looks quizzically at the person. "Hello?"

[21:04] <Zadyn> (Trailing along in the rear, or at least near it. Since I'm walking)

[21:05] <Reed> "A toll? That wasn't mentioned."

[21:05] <DM_Tol> The guard looks up at you, Berrian, "Five piece silver, entry tax."

[21:06] <Berrian> "Entry tax?" *looks back at the others*

[21:06] <DM_Tol> He looks away at his companion, "You've been after her for months. Never going to happen. You smell too bad."

[21:06] <DM_Tol> He turns back at you, "First time to the city?"

[21:07] <Shalanda> (LOL)

[21:07] <DM_Tol> Guard: "It's a 5 silver piece tariff to enter."

[21:07] <Berrian> "Yes. We are here to meet someone."

[21:07] <Zadyn> "Every time we enter? What if we leave for the day, and return at night?"

[21:07] <DM_Tol> Shalanda, the traffic is much lighter than the last time you stood at this guard post.

[21:08] <DM_Tol> Guard: "You can come and go for the day."

[21:08] * Berrian stands there, undecided what to do.

[21:09] <DM_Tol> A man carry a surprising amount of jugs on his shoulders passes by you, heading down the slope.

[21:09] <DM_Tol> Guard: "Let's have with it, then. Or be on your way."

[21:09] <Ryu> "We where sent here to meet a Lord Tepeck, the First Warden."

[21:09] * Reed shrugs and fishes out the appropriate amount of silver. "I don't think we have much choice, unless we just want to send a delagate in."

[21:09] <Athas> "We must pay for the 'honor' of marching into your city?"

[21:10] * Ryu pays the 5sp

[21:10] <DM_Tol> Guard: "You can drop all the names you want, but your not coming in without paying the entry tax. I don't care if you're Lord Levinsohn."

[21:11] * Berrian looks at the others, then turns back to the guard. "I do not have silver pieces. Change for a gold piece?"

[21:11] <Zadyn> "Who?"

[21:11] * Shalanda tries to make her way to the front.

[21:11] <DM_Tol> The guard waves you by as you pay. (He can make change out of a box)

[21:12] <Athas> (I can make a swan out of a box)

[21:12] * Zadyn fishes out his silver and hands over 5 when it gets to be his turn.

[21:13] <Shalanda> "My name is Shalanda of the House Meriele, I am here at the request of Lord Tepeck to speak with your First Warden. We were sent as aid to your city from Jalem. What are your names so I may tell the First Warden who charged Jalem's forces entry into your city."

[21:13] * Athas grins

[21:13] <Shalanda> (I'll roll intimidate if you want it)

[21:13] <DM_Tol> (Go ahead.)

[21:13] * Ryu grins at Lady Shalanda

[21:13] <Athas> "Her goddess thirsts and thirsts deep."

[21:13] <Shalanda> 1d20+3

[21:13] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+3) and gets 18.

[21:14] * Reed drops the coins into the guard's hand, and briefly entertains the idea of snatching the guard's purse.

[21:15] <DM_Tol> Guard: "I... I... Jalem's forces? What do you mean. You're not in any uniforms. If you've business with the First Warden, you can take it up in the city halls. But I'm doing what I'm supposed to do."

[21:15] * Shalanda does not back down.

[21:15] <Shalanda> "Your names!"

[21:16] * Berrian watches from a few feet up the hill.

[21:16] <DM_Tol> The two guards who up to this point were only watching now raise up from the post they were leaning on. They draw blades.

[21:16] * Athas steps forward, axe ready.

[21:17] * Ryu turns and eyes the approaching guards, "You don't want to do that... "

[21:17] * Shalanda holds her hand out towards Athas in a stopping motion.

[21:17] <Ryu> "We have already fought and slain a dragon, I'm sure you will be no challenge."

[21:17] * Berrian thinks about grabbing an arrow.

[21:17] <DM_Tol> The seated guard looks up at Athas, "That axe goes away now or you'll not see the city, save perhaps for its jail."

[21:17] * Athas grins

[21:18] <DM_Tol> Things before you escalate. One of the guards moves beside the one seated.

[21:18] <Athas> "Come and claim it."

[21:18] <Reed> "I'd like to go without a fight for a bit lads...I'm still sore from last night."

[21:19] <Ryu> "Athas, stand down at once, Lady Shalanda, pay your toll and let us take it up with the First Warden."

[21:19] * Shalanda pays a gold piece and waits for change.

[21:19] <DM_Tol> Guard 1:"Your choice, woman. Off with you, and take your axe-bearer with you. Madassa has no need of riff raff."

[21:19] <Shalanda> "I intend to."

[21:20] <DM_Tol> You receive change.

[21:20] <DM_Tol> A group has collected behind you, irritated at the delay you're causing.

[21:20] * Shalanda enters

[21:20] <DM_Tol> (everyone paying?)

[21:21] * Ryu grins "A word of warning though, beware when you show your blade to a lady, or she may take from you what you like to use in bed," he turns and walks away

[21:21] <Reed> (yep)

[21:21] * Shalanda glares at the back of Ryu's head.

[21:21] * Ryu feels the hair stand up on the back of his neck, but grins all the same.

[21:22] <DM_Tol> As you pay, you move forward up the sloped road, avoiding an altercation which nearly went badly quickly.

[21:22] <Berrian> (I already passed through, which would have been a good position to hit them with, if it had escalated)

[21:22] * Zadyne pays and enters, doing his best to conceal laughter in a sudden bout of coughing.

[21:22] * Athas flips a gold and walks through

[21:23] <DM_Tol> You wind around and then approach the wall city from the east. You enter into a gate, into a wide expanse atop a level mountain top as the city opens up before you.

[21:23] <Reed> "Well, that was unnecessary. Over five silvers at that."

[21:23] <DM_Tol> (Map of Madassa is at http://docs.google.com/present/view?id=dcg2tm5h_47bxphzgx)

[21:23] * Ryu walks backwards a few steps and looks at Shalanda, "I ment you no offense, although I do think they would think twice about charging a lady if one promptly removed their... yea... from their bodies."

[21:24] <DM_Tol> You stand in front of the East Gate (Position #1 on the map).

[21:39] <Reed> (lost connection for a second)

[21:40] <DM_Tol> You enter through the East Gate of the mountain fortress city of Madassa. The courtyard is somewhat busy. interesting architecture in the buildings around. A palace sits across from you on the other side of teh courtyard. A large quarry off to the right (#4), in front of a complex of buildings.

[21:40] <DM_Tol> (we noticed)

[21:42] * Berrian looks for someone to ask for directions

[21:43] <Shalanda> (WB)

[21:43] <Ryu> (Won that game of Magic lol)

[21:44] <Ryu> (Life: Me 32, Enemy: -1 lol)

[21:44] <Reed> (niiiiice)

[21:45] <Ryu> "Let us fine this Warden"

[21:45] <Athas> (are you playing on X-box?)

[21:46] <Ryu> (PC, on Steam)

[21:46] <Reed> "Sounds like a good plan."

[21:46] <Berrian> "Do you know where we need to go, Shalanda?"

[21:46] <Shalanda> "The logical choice would be to try that palace first."

[21:47] * Shalanda points to the palace beyond the courtyard

[21:47] <DM_Tol> Berrian, you see the occasional passerby, asking should not be a problem.

[21:47] * Berrian nods to Shalanda, then waits for the others.

[21:48] * Zadyne stands around, waiting for someone else to decide where to go and making sure no one picks his pocket.

[21:49] <DM_Tol> Zadyne, it is not what you would call a crowded city. There is a leisurely pace about.

[21:50] * Zadyne is wary of leisurely pickpockets.

[21:51] * Berrian begins to calm down, with the lack of crowds.

[21:52] <Athas> "Pah"

[21:53] <Zadyne> "Well. We should move along, shouldn't we? If we're not going to find the warden today, lets find an inn."

[21:54] <Berrian> I would rather find the Warden first, as he may have lodgings for us."

[21:55] <Athas> "Hopefully"

[21:56] <Reed> "Save us a bit of coin. That'd be nice."

[21:57] <Reed> "So, to the palace then?"

[21:57] <Athas> "To the palace."

[21:59] * Berrian follows the others to the palace

[22:00] <DM_Tol> You move forward into the city yard. Collonaded roads needlessly join each building. The total impression is rather lush. You pass a tavern on your right (#17), and make for the western palace. On the north side, you see and entrance into its courtyard (#21).

[22:00] <DM_Tol> (Anyone not found the map?)

[22:01] <Shalanda> "For a mountain city, there is little in the way of buildings."

[22:04] <Athas> "too much."

[22:07] <Berrian> (so...)

[22:07] <Ryu> "Agreed, maybe they're mostly underground?"

[22:08] <Reed> "I suppose we just go in? Though if we're going inside, we'll might want to stable the horses."

[22:09] <DM_Tol> Outside this palace, you see into the courtyard. Two men sit on a bench, talking. To the right are some small spaces (offices? #21), and to the left are small homes or living quarters (#23).

[22:09] <DM_Tol> (LOL)

[22:10] <DM_Tol> After entering, you noticed the stables (#39), where you stowed your steeds.

[22:10] <Reed> (much better)

[22:11] <Berrian> "I suppose. Shalanda, want to take point? You seem to know how to deal with these people."

[22:11] <DM_Tol> (actually, Shalanda almost caused a fight. Failed intimidate is not a good result)

[22:11] * Reed gives the two men a once over before speaking up. "You mean threatening everything that moves?"

[22:12] <DM_Tol> (hehe)

[22:12] <Shalanda> (Oh I think I intimidated them, just not in a way that got me free entry though.)

[22:12] <Zadyn> (But it /could/ have worked)

[22:13] <Shalanda> "In my defense, I have not yet begun to threaten everything that moves, but if you would like to be next..."

[22:13] <Athas> (You say that like it's a bad thing.)

[22:13] * Ryu grins at Shalanda

[22:14] <Reed> "Didn't your mother ever teach you not to hit small people?"

[22:14] <Ryu> "No, I was taught to hang them up by their toes and beat them until their limbs fall off."

[22:14] * Berrian looks quizzically at the others. "What?"

[22:15] * Zadyn snickers quietly.

[22:15] <Reed> "Wasn't asking you was I now?"

[22:16] * Ryu shrugs and walks on

[22:16] <Shalanda> "My race is trained in the ways of the sword, so small people would be included in that description. Any other questions you want to ask of me?"

[22:18] <Ryu> (Harls box jus' crashed, he'll brb)

[22:19] * Berrian shakes his head, not understanding half of what is going on.

[22:19] * Reed grins. "Not really."

[22:20] <Shalanda> "Alright then, let's get on with this."

[22:20] <DM_Tol> As you walk into the courtyard, the men look up from teh benches, as you do stand out a bit as a large traveling party.

[22:20] <Ryu> "Yes, lets. And remind me next time to not make you mad, Lady Shalanda."

[22:22] * Shalanda mutters to herself in Eladrin something about wishing Lucius was here, he at least had respect.

[22:22] * Zadyn gives the men a friendly nod-and-smile as he passes. "Afternoon."

[22:23] * Reed smiles at the men. "You gents wouldn't happen to know where a man might find the First Warden this time of day would you?"

[22:25] <DM_Tol> "You'll want to see in the North Palace."

[22:25] <DM_Tol> The man looks back over at his bench party and chats.

[22:26] <Berrian> "Could someone please tell me what is going on here? I do not mind waiting, but this is unduly stressing."

[22:27] * Shalanda looks over at Berrian's outburst.

[22:27] * Reed wonders aloud "What Palace is this again? I'm not so good with directions."

[22:28] * Zadyn raises an eyebrow at Berrian. "What do you mean?"

[22:28] <Berrian> "I am sorry, I just feel odd here. I would really like to get back out on the road, as soon as we are finished here."

[22:29] <DM_Tol> (were you asking the man on the bench for directions?)

[22:30] <Zadyn> "We should be done here soon enough. Whatever help the Warden needs, I doubt it's within the walls of the city."

[22:30] <Reed> (not directly)

[22:31] <Reed> "Well, anyhow, we're headed to the North Palace. So we'll want to be on our way."

[22:32] <DM_Tol> You head out of the western palace. As you head north, you pass between a temple (#18) and a small tower on the city wall (#16).

[22:33] * Berrian looks disappointed in himself, for the emotional outburst.

[22:33] <Shalanda> (Who is the temple to?)

[22:33] <Zadyn> (Orcus! Mwahahaa)

[22:34] <DM_Tol> (roll)

[22:34] <Shalanda> 1d20+8

[22:34] <Player-Killer> Shalanda throws the numbered heads of dead players (1d20+8) and gets 23.

[22:35] <DM_Tol> It appears to be a temple to Erathis, god of the city.

[22:36] * Berrian follows along behind the others.

[22:36] <DM_Tol> You move along and pass a two-story tavern and inn on your right. (#17)

[22:38] <DM_Tol> Eventually, you reach the northern palaces. Off to the left, built into the city wall is another temple (#14). At the lower corner of the Northern Palaces, you see the City Halls (#11)

[22:38] <Berrian> "So, this is where the First Warden resides?"

[22:40] <Shalanda> "Berrian, you wouldn't by chance be a follower of Melora, would you?"

[22:41] <Reed> "This should be it. The men said North Palace."

[22:41] <DM_Tol> (Pelora)

[22:42] <Shalanda> (My book reads Melora)

[22:42] <DM_Tol> (Melora and Pelor mated = Pelora, hehe)

[22:42] <Zadyn> (One killed the other and took it's stuff)

[22:43] <Zadyn> (its*)

[22:44] <DM_Tol> In front of the city halls of the northern palace, large doors stand open into a central hall.

[22:44] <Berrian> "Melora and Corellon, actually."

[22:44] * Shalanda nods

[22:44] <DM_Tol> Making your way in and inquiring about the First Warden, you are sent to a small office down the hall.

[22:45] <DM_Tol> A woman sits at a table, scribing into a book, copying from a leaf of parchment.

[22:46] <Shalanda> "My name is Shalanda of the House Meriele, I am here at the request of Lord Tepeck of Jalem to speak with your First Warden, would you be her?"

[22:46] <DM_Tol> She looks up, "The First Warden is off on business. If you seek an audience, come mid-day tomorrow."

[22:47] <Shalanda> "Thank you."

[22:47] <DM_Tol> She nods.

[22:48] * Shalanda looks to her left and right to see if anybody has anything they want to add.

[22:48] <DM_Tol> You leave the office and out of the halls and back out into the street.

[22:48] <Zadyn> "Well, I think I saw an inn on the way over here, how about we head back and see about some rooms?"

[22:48] <DM_Tol> Over to the left is a quarry (#4) and then a small collection of shops beyond (#3).

[22:49] <DM_Tol> You make your way ahead toward the inn (#17)

[22:50] <Zadyn> (Based on the map, that looks like a really big inn)

[22:50] <Berrian> "I can manage a night here, but if it takes longer, I may need to wait outside."

[22:51] <Zadyn> "Except for the robbery at the gate, this place doesn't seem as bad as most cities."

[22:52] <DM_Tol> You enter the doors of the rather large, two-story tavern and inn. Inside, a small entryway holds a desk where two humans keep a log.

[22:53] <DM_Tol> Innkeep: "Here for dinner or lodging?"

[22:53] <Reed> "Besides, a tavern is a tavern, no matter what city you're in."

[22:53] <Shalanda> "I would like both, but I speak only for myself."

[22:53] <Ryu> "I as well"

[22:54] <DM_Tol> Innkeep: "Sign in."

[22:54] <Zadyn> "Aye, same for me."

[22:54] <DM_Tol> He pushes the log book towards you each.

[22:54] * Shalanda takes the quill and signs her name to the page.

[22:54] * Ryu signs in, in turn

[22:54] * Zadyn also signs once the quill passes to him.

[22:54] * Berrian signs the book as well.

[22:55] * Reed also signs.

[22:55] <DM_Tol> Shal, you sign in, followed by Zadyn, Berrian and the rest.

[22:55] <DM_Tol> Innkeep: "How many to a room? Room is 3 gold. Includes breakfast and a bath."

[22:55] <Ryu> "Single here please," he sets the three gold on the counter.

[22:56] <Shalanda> "I will take a room as well."

[22:56] <DM_Tol> Berrian, as you stand up from signing the book, you think twice about something you just saw.

[22:56] * Shalanda lays out 3 gold coins.

[22:57] * Zadya sighs and digs out 3 gold coins. "Single."

[22:58] <DM_Tol> As Berrian looks back at the log book, you all follow his gaze to a name, two signatures above your own: "Dunne"

[22:58] <Reed> "I suppose I'll have my own then. Unless anybody wants to split one."

[22:58] <DM_Tol> *** As this session of KÃ¶nnen Land comes to a close ***

8-1-2010:

<Tolman> *** Game beginning ***

[19:44] * Evil_Pixie is now known as Zadyn

[19:44] <DM_Tol> When we last left our might adventurers, they had reached the hilltop walled city of Madassa after two days of journeying.

[19:45] <DM_Tol> The group discovered a rather reclusive environment in the city, expensive housings, a tax to enter.

[19:46] <DM_Tol> After settign up a time on the morrow to meet with the First warden, they moved to check in at the inn. It was there that they noted a name of interest on the log book of the front desk.

[19:46] <DM_Tol> 'Dunne' had been the name which signed a letter taken off of the kidnapers which the group thwarted on their journey.

[19:47] <DM_Tol> *** And this begins a new session of KÄñnen Land. ***

[19:47] <DM_Tol> You stand around the entry table. The sun settign in the west barely peeks through the window.

[19:50] <DM_Tol> Berrian points to the name in the book. "Don't we know that name from something?"

[19:51] * Athas looks warily around.

[19:51] * Shalanda looks at the name and attempts to place it.

[19:52] <Zadyn> "Do we?"

[19:52] <Reed> "Yes. We do."

[19:52] <DM_Tol> Berrian points to the name 'Dunne' on the log sheet, two above yours.

[19:53] <Shalanda> "I don't think I know that name."

[19:53] * Zadyn looks at Reed expectantly.

[19:53] <Reed> "I found that envelope after our last fight. I thought I'd showed it to everybody. Dunne was the name on the back, but the message was long gone."

[19:54] <Zadyn> "Oh! Right, now I remember. Vaguely."

[19:54] <DM_Tol> (After defeating the kidnapers, you found on them 10 gp, and an envelope. The envelope is empty, but it has a broken seal on it, with two words: Family Dunne)

[19:56] <Zadyn> "Might be worth talking to this 'Dunne', then. See what we can find out."

[19:56] <DM_Tol> The full name of the entry is "Horress Dunne".

[19:56] <Zadyn> (Where's the innkeeper or whoever rented us our rooms at the moment?)

[19:57] <Reed> (have we even left the counter?)

[19:57] <Athas> (so, we get to behead Dunne and parade his lifeless body about the town?)

[19:57] <Zadyn> (Also, does the register we're signing tell us what room he's in?)

[19:58] <Reed> (Horress sounds like whoress, which is funny to me, if redundant)

[19:58] <DM_Tol> The innkeep sits on a stool nearby.

[19:58] <Athas> "Where do we do from here?"

[19:59] <Shalanda> "To eat, then to whatever business we have in this city, then bed?"

[20:00] <DM_Tol> The two men innkeepers sitting nearby look at you, "The log's not for reading the blimey thing. Finish signing in and he'll take you to you rooms.

[20:01] * Athas looks to Shalanda for a cue as to whether or not to split him from crown to gullet

[20:02] <Ryu> "Hey, it looks like my cousin is here," he winks at the rest of the group, "perhaps we should be him a visit."

[20:02] * Shalanda finished signing in a while ago.

[20:02] * Reed nods. "Let's get to it."

[20:03] * Shalanda looks at Athas and just shakes her head no.

[20:03] * Zadyn nods to the innkeepers. "Alright, show us to our rooms."

[20:04] * Athas sighs

[20:05] <DM_Tol> One of the men rises and smiles, "This way."

[20:05] <DM_Tol> He takes you all up a flight and down a hall to some rooms.

[20:05] * Athas follows

[20:05] <DM_Tol> "Dinner is in half an hour in the hall. We'll have a table for six."

[20:06] <Athas> "But what will the others eat?"

[20:06] <DM_Tol> He departs.

[20:07] * Athas watches him leave.

[20:08] <Reed> "Well, I want to have a look at what we're getting for our gold."

[20:09] * Reed opens the door and steps into his room.

[20:09] * Shalanda goes to her room.

[20:09] * Zadyne heads to the empty single room as far as he can from the stairway and goes about setting up residence.

[20:09] * Athas walks to his room.

[20:10] <DM_Tol> Reed, as you look around, it is a nice room. The bed is plush. The view out the tiny window looks just over the city wall and down towards the nearby lake.

[20:12] * Reed smiles and nods. "Well, this halfling is going to have a very pleasant evening."

[20:12] * Zadyne checks the exits in his room and the hallway outside; windows, doors, etc.

[20:13] * Athas looks at the furniture.

[20:13] <Athas> "Civilization"

[20:13] * Athas snorts

[20:14] * Shalanda puts her gear into the corner, and heads back down to the innkeepers to inquire about a tailor in town.

[20:15] <DM_Tol> As you settle in and enjoy a brief respite or the view, you make your way down to the main hall.

[20:16] <Athas> "What do they serve here?"

[20:16] <DM_Tol> Just inside the front entryway is a passage to a bright, colorful room with sturdy wooden tables.

[20:17] <DM_Tol> A dozen tables have patrons at them. An elf maiden sits in the corner playing a small lyre.

[20:17] <DM_Tol> As you enter, a woman in a rose apron shows you to a table.

[20:17] * Athas scans the room

[20:18] * Ryu follows along quietly

[20:18] <Ryu> (I was getting bombarded by Owie (a plush Owl))

[20:19] <Athas> (ahh... gravity...)

[20:19] * Reed takes in the room, rather pleased with the inn.

[20:19] <DM_Tol> Athas, another two dozen tables sit empty, as well as three different, narrow tables against wall, perhaps serving tables when a buffet is in order.

[20:20] * Shalanda goes into the dining room.

[20:20] <DM_Tol> As you each enter, you're shown to your party's table.

[20:20] <DM_Tol> In time, the minstrel begins to sing as well as play.

[20:22] <DM_Tol> Eventually, the table is served a chicken soup, a bowl of strawberries, turnip hash, a beef stew, hot rolls and red wine.

[20:22] * Athas studiously avoids the turnip hash.

[20:23] * Ryu eats everything that is set in front of him, never turning down food

[20:24] * Zadyne takes a particular interest in the strawberries, but otherwise partakes in a bit of everything.

[20:24] * Shalanda shows the most interest in the strawberries, rolls, and wine.

[20:24] <DM_Tol> Some more tables fill up as you eat, mostly humans though a table of dwarves is nearby as well as a few elves and halflings at tables alongside others.

[20:25] <Zadyne> "Used to have strawberries every year back when I was a kid. Had a patch of them growing out in the field. Only thing better are blueberries, if you ask me."

[20:26] * Athas experimentally eats a strawberry

[20:27] <DM_Tol> As the meal grows long, and some finish at other tables, the slim, side tables fill up with a handful of folk. A couple games of chance begin, one with cards, another with dice.

[20:29] * Athas takes out a small knife.

[20:31] * Reed glances at each of the games, and considers joining one of them.

[20:31] * Shalanda plucks the last strawberry from the bowl and greedily eats it.

[20:31] <Athas> "Sweet. We don't have something like this."

[20:32] <DM_Tol> The dice game appears to be a head to head pairs game, two players attempting to best the other's roll. The card game seems to be simple matches of "21".

[20:33] <Athas> "No one plays peggly here."

[20:33] * Zadyne shoots Shalanda a slight glare as she appropriates the strawberry, but says nothing.

[20:33] <Zadyne> "Peggly? I've never even heard of it."

[20:33] * Ryu watches them all, but says or does nothing, simply lost in his own thoughts, mentally going over skills, and spells

[20:34] <DM_Tol> The elven minstrel in the corner sings about how hard life is when you never find love.

[20:34] * Shalanda stand and steps out on that note.

[20:35] * Athas looks to Shalanda, then to the minstrel.

[20:36] <Athas> "No wonder there are none of those things near us."

[20:36] * Reed wanders over to the dice table for a closer look.

[20:37] <DM_Tol> At the dice table, players are paired up and roll best of three against each other using cubed die (1-6).

[20:38] * Athas waves the serving wench over, holding up his cup

[20:38] <DM_Tol> (ok, anything before bed? play game? start a brawl? gather information from the locals regarding local bathing customs?)

[20:38] * Ryu heads up to bed

[20:38] <Reed> ((I'll have a game of dice))

[20:38] <Athas> (hmm... thinking about a brawl)

[20:38] <Shalanda> (Look for a tailor/seamstress, but otherwise nothing from me.)

[20:39] <DM_Tol> Reed as you approach the table, a short man sits opposite from you. He snickers as you have to borrow a die and cup from the table.

[20:39] * Zadyne will attempt to chat with other patrons and see if he can locate this 'Dunne', or at least find out what room he's in.

[20:39] <Zadyne> (Er, Streetwise roll to gather info?)

[20:40] <DM_Tol> Shorty places 1 sp on the table and rolls his die.

[20:40] <DM_Tol> 1d6

[20:40] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 5.

[20:40] <DM_Tol> (roll sw, yes, Zadyne)

[20:40] <DM_Tol> Shorty stares at Reed with anticipation.

[20:41] * Reed matches the bet and rolls.

[20:41] <Reed> 1d6

[20:41] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 5.

[20:41] <DM_Tol> Shorty smiles, and rolls again.

[20:41] <DM_Tol> 1d6

[20:41] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 6.

[20:42] <DM_Tol> Shorty waits for Reed's second roll.

[20:42] * Reed blinks and rolls.

[20:42] <Reed> 1d6

[20:42] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 2.

[20:42] <DM_Tol> Shorty grins and rolls his third toss.

[20:42] <DM_Tol> 1d6

[20:42] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 3.

[20:42] * Reed shakes his head and takes his third.

[20:42] <Reed> 1d6

[20:42] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 3.

[20:43] <DM_Tol> Shorty sighs and rolls again.

[20:43] <DM_Tol> 1d6

[20:43] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 3.

[20:43] * Reed smiles a bit and rolls.

[20:43] <Reed> 1d6

[20:43] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 2.

[20:43] <DM_Tol> Shorty smiles.

[20:43] <Reed> "Not my day it seems."

[20:43] <DM_Tol> He reaches across and takes your silver piece, and then shakes his die in his cup, leaving his sp on the table.

[20:44] <Zadyn> (Shorty has loaded dice!)

[20:44] <DM_Tol> (Zadyn, roll your Streetwise, plz)

[20:44] * Reed puts another one down, not giving up just yet.

[20:44] <DM_Tol> 1d6

[20:44] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 3.

[20:44] <Zadyn> (Untrained, if that matters(

[20:44] <Zadyn> 1d20+5

[20:44] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+5) and gets 14.

[20:44] <DM_Tol> (nope)

[20:44] <Reed> (is there even a mechanic for cheating in 4e?)

[20:45] * Reed rolls, hoping to have better luck this round.

[20:45] <Reed> 1d6

[20:45] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 2.

[20:45] <DM_Tol> (Yes, it's called the DM. The DM cheats ad nauseum. :)

[20:45] <DM_Tol> Shorty smiles and makes his second toss.

[20:45] <DM_Tol> 1d6

[20:45] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 4.

[20:46] * Reed fears he may have just lost another piece, and takes his second roll.

[20:46] <Reed> 1d6

[20:46] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 5.

[20:46] <DM_Tol> Shorty makes his third toss.

[20:46] <DM_Tol> 1d6

[20:46] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 6.

[20:46] <DM_Tol> Shorty grins and raises his hand, ready to take your sp.

[20:46] * Reed grimaces and rolls.

[20:46] <Reed> 1d6

[20:46] <Player-Killer> Reed throws the numbered heads of dead players (1d6) and gets 5.

[20:46] <DM_Tol> Shorty takes the coin.

[20:46] <Reed> "Oh, rotten."

[20:48] * Reed shakes his head and decides to cut his losses at this game.

[20:48] <DM_Tol> Shorty moves on to find another as some of you move upstairs to your rooms.

[20:48] <DM_Tol> Zadyn first strikes up a conversation with a halfling at a nearby table.

[20:49] * Athas snorts and walks to his room -- surprizingly sober.

[20:49] <DM_Tol> (ready for night?)

[20:50] * Zadyn chats with the halfling for a bit before parting ways and heading up to his room.

[20:50] <Athas> (ready to snore loudly)

[20:50] <Reed> (yep. Avandra's Kiss does not extend to gambling for this halfling it seems)

[20:51] <Shalanda> (ready)

[20:51] <Zadyn> (Yep)

[20:51] <DM_Tol> For each of you, the night passes in pleasurable quiet, except forâ€¦

[20:52] <DM_Tol> 1d6

[20:52] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d6) and gets 1.

[20:53] <DM_Tol> â€¦ except for Ryu, who was disturbed both by a pesky fly and neighbors beside you clearly having loud and amorous commerce well beyond an acceptable hour.

[20:53] <Ryu> (I went to bed earlier)

[20:54] <Ryu> ([20:38:32pm] * Ryu heads up to bed)

[20:54] <DM_Tol> (ok)

[20:54] <DM_Tol> (Sleep was interrupted is all)

[20:54] <Ryu> (did that as I headed out to put the turd to sleep lol)

[20:54] <Athas> (all of ours?)

[20:55] <DM_Tol> (But, I'll not give you the -1 to skill rolls I had planned)

[20:55] <DM_Tol> (no, Athas, just Ryu)

[20:55] <DM_Tol> As morning breaks, you remember the promise of breakfast in the hall once more.

[20:56] * Reed stretches and yawns, looking forward to a good breakfast.

[20:57] * Zadyne does his best to wash up before heading down to breakfast.

[20:57] * Ryu shrugs off the disturbed sleep but goes about his morning as usual

[20:59] <DM_Tol> As you each make your way to the common hall, a smaller number of patrons are having dinner.

[20:59] <DM_Tol> 1d20

[20:59] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20) and gets 15.

[21:00] * Athas gets up from the floor and walks down, dagger in belt.

[21:00] * Zadyne acts casual, but he keeps a keen eye turned towards a particular man, one with a gold band on his hat.

[21:00] <DM_Tol> Athas, you sit at a table as you see Zadyne enter behind you.

[21:01] <DM_Tol> The man looks at you Zadyne, as your eyes meet, "Do I know you?"

[21:02] * Athas puts his hand on the handle of his dagger

[21:02] * Shalanda enters and takes a seat, hoping to get another nice meal.

[21:02] <Zadyn> "My pardon, you just look like a man I once knew."

[21:02] <Zadyn> (Bluffffff!)

[21:02] <Zadyn> 1d20+10

[21:02] <Player-Killer> Zadyn throws the numbered heads of dead players (1d20+10) and gets 11.

[21:02] <DM_Tol> The man shakes his head and begins to walk out of the hall.

[21:02] <Zadyn> (oh jeeze)

[21:02] <DM_Tol> 1d20

[21:02] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20) and gets 8.

[21:03] <DM_Tol> The man stops, "Know from where?"

[21:03] * Ryu walks in with a healthy yawn, and heads for the rest of the group

[21:03] * Athas puts both hands on the table

[21:03] * Reed slips in quietly and looks about the common room before joining his party.

[21:03] <DM_Tol> Ryu, you walk past Zadyn, who is engaged in conversation with a stranger, and join the others at a table.

[21:03] <DM_Tol> Reed, likewise.

[21:04] * Reed resolves to let Zadyn handle himself, unless absolutely necessary.

[21:04] * Shalanda looks over at Athas, wondering what's got him all tense.

[21:04] <Zadyn> "Small town a ways from here, to the north somewhat, named Aspen Hollow. I grew up near there."

[21:04] <DM_Tol> Shalanda, you receive the first helping of grains and milk. Others do soon as well.

[21:04] <Zadyn> (Bluff again?)

[21:05] * Athas looks from Shalanda to Zadyn

[21:05] <DM_Tol> The man shrugs.

[21:05] <DM_Tol> (no)

[21:05] <DM_Tol> ManWithHat: "Is there something you want?"

[21:05] <DM_Tol> His voice is gruff, if not hurried as well.

[21:06] <Zadyn> "No, no. Sorry to have bothered you."

[21:06] <DM_Tol> The man heads for the door.

[21:06] * Shalanda chews on the food.

[21:06] * Zadyne heads to join his companions at their table.

[21:07] <DM_Tol> Zadyne, as you join the table, you find the others enjoying grains and bacon and biscuits.

[21:07] <Zadyne> "That man is Horress Dunne."

[21:07] * Zadyne speaks after the HatMan leaves, while helping himself to some breakfast.

[21:07] * Reed drops his bacon in surprise.

[21:07] * Athas looks to Reed

[21:07] <Shalanda> "Oh?"

[21:08] <Reed> "How'd you manage that bit of information?"

[21:08] <Zadyne> "Talked to some people last night, one of them mentioned the hat with the gold band."

[21:08] <Athas> "Should that man be sent to thirsty Old Man Iron?"

[21:09] * Shalanda looks over at Athas.

[21:09] <Shalanda> "What?"

[21:09] <Zadyne> "Is that a tavern or something?"

[21:09] * Zadyne looks genuinely confused, but he could be faking it.

[21:10] * Reed returns to his breakfast.

[21:11] <Reed> "Well, we know who he is, if nothing else. But I don't suppose he's our concern is he?"

[21:11] <Shalanda> "It's none of our business, if you ask me."

[21:11] <Athas> "Did he put that child's life in danger?"

[21:12] <Ryu> "It could be any member of his family"

[21:12] <Reed> "We also don't know that he did hire the men for that task. We've just been assuming."

[21:12] <Zadyne> "Maybe, we don't know what his involvement was, if any. And it isn't any of our business, but we might keep it in mind. If we start working for the Warden, then it might be our business, or there might be a reward."

[21:13] * Zadyne shrugs. "No harm in gathering information, never know when you might find it useful."

[21:13] <DM_Tol> Breakfast delights, as time wears on.

[21:13] <Athas> "Let me make him ready to answer our questions."

[21:13] <Reed> "A fair point I suppose."

[21:14] * Athas eats more strawberries

[21:15] <Zadyn> "He could be completely innocent of anything beyond the ill-taste to wear gaudy hats."

[21:15] <Athas> "Is that not enough?"

[21:16] <Zadyn> "For some people, maybe."

[21:17] <Athas> "I say we grab and question him. If he says he did, then we kill him."

[21:17] * Berrian (webchat@6ca5ed7c.6ca5ec82.72.18.imsk) has joined #groveewood

[21:17] * Ryu sets mode: +v Berrian

[21:17] <Shalanda> (Welcome)

[21:17] <Berrian> (gah, sorry. where we at? PM)

[21:18] <DM_Tol> Berrian walks into the dining hall for breakfast, last to arrive.

[21:18] <Reed> "We can think about such things later. Best not to get into too much trouble. Though I wouldn't say no to nicking his purse."

[21:18] * Shalanda looks over at Athas again.

[21:18] * Berrian yawns and looks around, finds an empty chair and sits down.

[21:20] <DM_Tol> Berrian, you enjoy a bowl of grains, and milk, and bacon. You pick up that the others are discussing how to approach a man named "Dunne" staying here at the inn, who might be a person of interest regarding teh kidnappers you killed.

[21:20] * Athas looks at Athas

[21:20] * Athas looks at Shalanda

[21:20] * Zadyn looks at his bacon. Delicious crispy bacon.

[21:21] <Berrian> "Ah, Dunne. He is here?"

[21:21] <Reed> "Just missed him. Had a silly hat."

[21:22] <Athas> "Deciding to take him, ask him about the child, then maybe kill him."

[21:23] * Shalanda looks over at Athas again.

[21:23] <Shalanda> "Is this how your society solves all its problems?"

[21:23] * Berrian nods his head. "Whatever you decide, I will go along with."

[21:23] * Ryu looks at the others and shrugs

[21:24] <Zadyn> "I think we should talk to the Warden about whatever he wants of us, before approaching Dunne. The Warden is supposed to be available today, isn't he?"

[21:25] <Reed> "I think it was afternoon he was supposed to be in though. So we have a bit of time."

[21:25] <Athas> "When it involves endangering children... no."

[21:25] <Athas> "We don't bother to question."

[21:26] <Athas> "Our gods stay sated."

[21:26] <Ryu> "Yes we question, Athas, if we don't like the answers, we make it so he can never have children of his own, then let him go," he grins a sadistic grin

[21:26] <DM_Tol> As the group finishes with breakfast, you set out to fill the morning as you await the opportunity to see the First Warden in early afternoon.

[21:26] <DM_Tol> *** Take 5... Game break ***

[21:38] <DM_Tol> You venture out into the city. The small number of elite shops (#3) is just to the right of the quarry(#4).

[21:38] * Athas walks with his axe on his shoulders.

[21:39] <DM_Tol> As the morning passes, you meet back at the inn just after the lunch hour, ready to return to the northern palace and the city halls.

[21:39] <Berrian> "I pray that the mission is outside the city walls."

[21:41] <Reed> "I'd imagine it would be. But we'll know soon enough."

[21:42] <Shalanda> "Instead of speculating, we could just go and find out."

[21:42] <Athas> "I agree."

[21:42] <DM_Tol> You head to the halls.

[21:44] <DM_Tol> You reach the northern palace and the city building (#11). You enter inside and make your way to the small room where you find the same woman, peering out through the same spectacles, scribbling in presumably the same scroll.

[21:44] <DM_Tol> She doesn't look up.

[21:45] <Berrian> "Hello. Is the Warden available?"

[21:46] <DM_Tol> The woman looks up. "Ah, you're back."

[21:46] <DM_Tol> She seems surprised to see six individuals crammed her doorway.

[21:47] <DM_Tol> "No, he is out of the city on business, but is due back this afternoon."

[21:47] <Berrian> "Is there a place we can wait here for him to return?"

[21:48] <DM_Tol> "Yes, in the hall there."

[21:48] <Athas> "Did he not know of our arrival?"

[21:48] <DM_Tol> "He's been out for two days. I said as much yesterday, he was due back this afternoon."

[21:50] <Reed> "It doesn't matter much now. All we can do is wait."

[21:50] <DM_Tol> You spend less than an hour in the main hall when a man with a silver collar approaches your group.

[21:51] <DM_Tol> 1stWarden: "Greetings. You can from Yerush?"

[21:51] * Ryu sits quietly as he waits, his hood thrown back

[21:51] <DM_Tol> (*came)

[21:52] <Athas> (yes, and we can has cheezburger, too)

[21:52] <Shalanda> "No, Jalem."

[21:52] <DM_Tol> The man looks at you funny, "Yes, Jalem, Yerush. It is the same city. You're not from KÄ¶nnen, then?"

[21:53] <DM_Tol> 1stWarden: "And, who sent you here?"

[21:53] <Ryu> "I am not from Können, yet I am from everywhere, I have no land to call my own," he smiles.

[21:53] <Shalanda> "No, sorry. I'm from the neighboring country."

[21:54] <Athas> "I am not from Konnen. I come from the Bitter North."

[21:54] * ZadyN just shakes his head, offering no further information.

[21:54] * Berrian just watches as the others answer

[21:54] <Ryu> (Pulling up my notes, one sec)

[21:55] <Ryu> "Lord Tepeck sent us here."

[21:55] <DM_Tol> The first warden asks again, "And who sent you here? Why do you ask for me?"

[21:55] <DM_Tol> "Ah, very good."

[21:56] <Ryu> "Sorry for the delay, I had to search my memory, much has happened on our journey here."

[21:56] <DM_Tol> 1stWarden: "You are the second response he has made. I have not heard frmo the first who came to investigate our problem."

[21:56] <Berrian> "What is the problem?"

[21:57] <Shalanda> "Second? He told us Jalem had no men to spare before he sent us."

[21:57] <DM_Tol> 1stWarden: "Yes, well, I was wanting one of his corporals, but alas. More mercenaries I take it? Very well, I'll have my deputy show you about, and settle on a fee."

[21:57] <DM_Tol> 1stWarden: "Good day."

[21:58] <DM_Tol> He turns to head up the hall.

[21:58] * Berrian turns to the others. "How do we figure out a fee before knowing what we are facing?"

[21:59] <Shalanda> "We find out what we are facing first."

[21:59] <DM_Tol> After a few minutes, a short man, or a tall halfling, queerly odd and rather difficult to assess, enters through the front door.

[21:59] <Reed> "Well, whatever it is, the last band never came back. We'll want a good one."

[21:59] <DM_Tol> Palsty: "Greetings. I am Palsty. You're the group from Yerush, then? Very well, come with me."

[22:00] <Zadyn> (sorry guys, I'm semi-AFK right now, so not very talky)

[22:00] <DM_Tol> He heads out the door.

[22:00] * Shalanda rises and follows.

[22:00] * Athas follows.

[22:00] <Athas> "Pay us by the head."

[22:01] * Berrian follows as well

[22:01] <DM_Tol> As you follow him out, you see the sun dipping down towards the western wall as the afternoon begins to slip away.

[22:02] <Athas> "Where do they come from when they attack?"

[22:03] <DM_Tol> Palsty leads you down through the city, past the inn, some nice homes (33, 34), a columbarium (32) and some ritual baths (31).

[22:04] <DM_Tol> As you move down the wall, you approach a crack/hole in the ground (29).

[22:04] <DM_Tol> Palsty: "this is the lower cisterns."

[22:04] <DM_Tol> Palsty: "You know the main cistern, of course."

[22:04] * Athas looks over

[22:04] <DM_Tol> He points to the structure nearby (27).

[22:05] <DM_Tol> "The lower cisterns are secondary collection of water, and in wet season, a spring comes up as well."

[22:06] <DM_Tol> "We're here because madassa has had suspicious marauders for months now... at night. It is mostly food stolen, from the palace storehouses, but a pit of gold as well has been reported."

[22:06] <DM_Tol> "We set up such a watch at the gates, that it puzzled us so. We watched the sky, and nothing."

[22:07] <DM_Tol> "But we now think they've been coming up through here."

[22:07] <Berrian> "We need to guard a hole?"

[22:07] <DM_Tol> "No, we've been guarding the entrance. and nothing."

[22:07] <Athas> "Sorcery."

[22:07] <Ryu> (Sounds like a holey crusade)

[22:07] <Shalanda> "So you want us to go in the hole?"

[22:07] <DM_Tol> "We want you to root out what's coming from down there."

[22:07] <DM_Tol> the man (halfling?) nods.

[22:08] <Zadyn> "Dangerous work, to be crawling around in holes infested by who-knows-what."

[22:09] <DM_Tol> "It's been three weeks we think since the last... er... invasion. But it was at least once a month for 5 months now, at least. Hard to track."

[22:09] <Reed> "Has anybody seen anything of them? Might help us if we knew what exactly we're dealing with."

[22:10] <Shalanda> "Any clues as to who or what is down there?"

[22:10] <DM_Tol> "We've sent a few of our men, but they, as you know, our forces are for muscle work, not clever work, and we think there's something magical going on here, the way they evade detection."

[22:10] <DM_Tol> "The group that came before you, left, passed on the job."

[22:11] <Berrian> "what exactly do you want us to do, and how much are you willing to pay us to do it?"

[22:11] <Zadyn> "Just passed on it? Didn't even look in the hole?"

[22:11] <DM_Tol> "Nay."

[22:12] <DM_Tol> The 'man' shrugs.

[22:13] <Reed> "Well, let's have a look in anyhow. After we take care of a bit of business."

[22:13] <DM_Tol> Palsty: "The city can pay 100 gold for just learning what or who is involved. More if greater resolution comes about."

[22:13] <Berrian> "What happens if we find that pit of gold that went missing?"

[22:14] <DM_Tol> "Can you start in the morning, or do you have other matters first?"

[22:14] <Athas> "I can start now."

[22:14] <DM_Tol> The man looks at Berrian, "Look, the city will match what gold you find, as well. That justice be done."

[22:15] * Berrian looks around at the others.

[22:15] <Berrian> "If the problem happens at night, I believe we should start now, instead of in the morning."

[22:15] <DM_Tol> Palsty: "Great, in the morning then. At the shop, get what rope you may need. I will meet you in the morning with a guard post."

[22:16] <DM_Tol> Palsty: "That is not possible. We will have it watched through the night. You are welcome to do so as well."

[22:16] <DM_Tol> The sun disappears over the city wall.

[22:16] * Ryu shrugs and looks for a place to get comfortable

[22:16] <Berrian> "I will camp here tonight. I cannot decide for the others."

[22:17] * Zadyr considers his dwindling supply of gold and nods hesitantly. "I'll join you, I suppose."

[22:18] <DM_Tol> Palsty: "You can join the watch, perhaps two at a time. There is no 'camping' within the city walls. Respectable it is."

[22:18] <Shalanda> "I suppose then, we'll meet back here in the morning, or at least those of us still staying at the inn."

[22:18] * Reed shrugs. "Might as well be well rested. Though at three gold a room, the inn eats up a good chunk our fee."

[22:18] <DM_Tol> Palsty nods enthusiastically. "Very well."

[22:18] <DM_Tol> He turns to depart.

[22:19] <Ryu> "I have no intention to 'Camp' but I will observe it through the night, me and my companion that is," he pats his dragonling on the head

[22:19] <Athas> "I will return and be ready."

[22:19] * Berrian mutters something about non-fey, then heads for a good observation spot.

[22:20] <Reed> "Should have demanded compensation for our rooms as part of the deal."

[22:20] <DM_Tol> Palsty walks off.

[22:20] <DM_Tol> 1d20

[22:20] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d20) and gets 17.

[22:20] <DM_Tol> Palsty stops and looks at Reed.

[22:20] * Athas turns around and walks back to the inn stopping bytb eh sidtern

[22:21] <DM_Tol> Palsty: "Very well, tonight's dinner and stay at the inn. I'll stop by and arrange it."

[22:21] <DM_Tol> He moves out towards the inn ahead of you.

[22:21] <Reed> "Much obliged."

[22:21] * Berrian sits down and looks towards the hole.

[22:21] * Zadyne grins at Reed. "Nice job, my purse strings thank you."

[22:22] <DM_Tol> Palsty makes his way to the inn. those of you who follow in turn see him speak to teh front innkeepers and arrange for your stay for tonight.

[22:22] * Ryu stays seated where he made himself comfortable, and plays a fetch like game with his dragonling

[22:22] * Shalanda returns to the inn.

[22:22] <DM_Tol> (ok, actions before nightfall and turning in?)

[22:22] <Berrian> (I 'watch' the hole)

[22:23] <Zadyne> (Eat, nap, wake up around midnight, go watch the hole for 4 hours, go back to the inn, sleep until morning)

[22:23] <Reed> (I'll linger in the common room a bit, see if I can catch any interesting rumors)

[22:24] <Zadyne> (Barring any unforeseen circumstances)

[22:24] <DM_Tol> (Eat at the inn, zad?)

[22:24] <Zadyne> (Yeah)

[22:24] <DM_Tol> Reed, as you lounge in the common room, dinner begins to be served.

[22:24] <Shalanda> (Eat, study, reverie)

[22:24] <DM_Tol> (Everyone joining the free dinner?)

[22:24] <Athas> (of course)

[22:25] <DM_Tol> The Elven minstrel maiden begins to set up as you all enter for the early meal.

[22:25] <Reed> (halfling turning down food? not a chance.)

[22:25] <Berrian> (I go if Ryu goes, if not, I stay at the hole)

[22:25] <DM_Tol> The scent of stewed potato is in the air.

[22:26] <Reed> (boil 'em, mash 'em, stick 'em in a stew)

[22:26] <Athas> "Odd thing this..."

[22:26] <DM_Tol> As the food and wine comes, you see folk trickle in.

[22:27] <DM_Tol> After a bit, one such patron is a man who comes to sit alone, wearing a hat with a gold band

[22:27] <Ryu> (I have the intentions of staying at the hole for the night)

[22:27] <Athas> (I'll be ready to rush out there when he starts screaming like a small child)

[22:27] <DM_Tol> He speaks to a tall woman who entered with him briefly, another guest, perhaps, who then leaves the common hall.

[22:28] <DM_Tol> (well, not nightfall yet, so can grab a bite if you want)

[22:29] * Reed shrugs off the man and turns his attention to his food.

[22:29] <DM_Tol> The Elven minstrel begins to sing a song about the stars.

[22:29] * Athas eats... and eats... and eats...

[22:30] * Shalanda eats, but not as much as Athas.

[22:31] <Athas> (No One Eats As Much As Athas! No One!)

[22:33] * Ryu gets up after a few, and heads back to the inn, his dragonling happily flying around him snapping at flying bugs (if theres any around)

[22:33] <DM_Tol> Ryu, you and Berrian enter to join for a quick bite as well.

[22:33] * Berrian stands up and follows back to the inn

[22:33] <DM_Tol> You see the group sitting at a table eating. Off to one side, you recognize Horress Dunne.

[22:34] <DM_Tol> (well, Berrian doesn't)

[22:36] * Shalanda pays him no mind.

[22:37] <Ryu> (Sorry, I have to bail guys. Have a nice night)

[22:37] * Athas waits for the excuse to split him in half)

[22:37] <Reed> (see you Ryu)

[22:37] * Berrian glances at the man, every now and then.

[22:37] <DM_Tol> The meal is good. Pork loin and potatoes.

[22:37] <Shalanda> (night Ryu)

[22:38] * Berrian orders a bottle of wine to go with dinner.

[22:38] <DM_Tol> As folks finish eating, you note that noone moves to the tables for gambling games tonight.

[22:38] <DM_Tol> The elf plays her lyre melodically.

[22:38] * Reed smiles and listens to the elf for a while.

[22:39] * Athas eats, looks bored and drinks

[22:40] <DM_Tol> (ok, heading to bed now? or is someone going to approach the Dunne guy or is everyone being cheeky for a reason about it?)

[22:41] <Zadyn> (Bed until midnight)

[22:41] <Reed> (bed for me)

[22:41] <Athas> (bed)

[22:42] <Shalanda> (Bed, my character is not interested in him. The player is curious though.)

[22:42] <Athas> (I'll wait for a good reason)

[22:42] * Berrian takes a long drink, then whispers to the group. "That seal is astoundingly similar"

[22:42] <DM_Tol> You each begin to finish up with your meal and prepare to retire for the night.

[22:43] <DM_Tol> As some of you stand, you hear Berrian whisper.

[22:43] * Athas nods

[22:43] <Berrian> "Maybe we should confront him. This seems to be the best time for it."

[22:44] * Berrian stands up, pouring 2 glasses of wine, and picking them both up.

[22:44] <DM_Tol> As some of you notice of what Berrian speaks, the seal on the hilt of Dunne's dagger matches the seal you saw on the back of the envelope the kidnappers possessed.

[22:44] * Athas looks at Berrian.

[22:45] * Shalanda sighs.

[22:45] <Athas> "Good enough for me."

[22:45] <Berrian> "I am going to offer him a drink, if nobody else has any ideas on a reason to approach."

[22:45] * Reed raises an eyebrow.

[22:46] <Reed> "This could be worth hanging about for."

[22:46] <Athas> "I'd offer him an axe blade to the gut."

[22:46] <Berrian> "No other ideas?"

[22:46] <Reed> "I think a more subtle approach would be more appropriate. People would notice that I imagine."

[22:47] * Berrian takes the glasses over to the man, and clears his throat.

[22:47] * Athas looks at Reed.

[22:47] <DM_Tol> Berrian, Dunne looks up at you as you approach his table, "Yes?"

[22:47] <Athas> "Do I look like someone who cares what others think?"

[22:47] <Berrian> "Hello, I wondered if you would care to share a drink with me."

[22:47] <DM_Tol> (roll diplomacy check for this)

[22:47] <Berrian> 1d20+3

[22:47] <Player-Killer> Berrian throws the numbered heads of dead players (1d20+3) and gets 18.

[22:48] <DM_Tol> Berrian, through some genuine convincing, the man seems amiable to you and whoever came with you to sit for the chat.

[22:48] <DM_Tol> "I am Horress Dunne."

[22:49] <Zadyn> (Berrian's hitting on him...)

[22:49] <Berrian> "Pleasure to meet you. I am Berrian."

[22:49] <Reed> (awooooo)

[22:49] <Berrian> (*facepalm*)

[22:49] <Athas> (cues '70 porn music)

[22:49] <DM_Tol> In general, Horress responds to your questions, but only tersely. He seems preoccupied, almost worried.

[22:49] <Athas> (he should be worried...)

[22:49] <Berrian> "What brings you to the city?"

[22:50] <DM_Tol> Dunne: "It is a private matter."

[22:51] * Berrian nods in understanding. "I will not pry."

[22:52] * Berrian takes another sip of wine

[22:52] <DM_Tol> Dunne nods, and in time begins to weep, and then sob. His preoccupation turns to morosity as tears flow down his cheeks.

[22:52] <DM_Tol> Dunne: "Private matter."

[22:52] * Berrian consoles him with another cup of wine.

[22:53] <DM_Tol> Dunne looks up at you Berrian. "My... My son."

[22:53] <DM_Tol> Nearly illegible from his sobbing, he forces speech through his lips.

[22:53] <DM_Tol> Dunne: "They took my son."

[22:53] * Reed perks up a bit.

[22:53] * Athas frowns

[22:54] <DM_Tol> His head plummets into his arms...

[22:54] * Berrian frowns. "Who took your son, if you do not mind my asking?"

[22:54] <DM_Tol> *** as this session of KÄ¶Innen Land comes to a close ***

8-8-2010: THE CELL OF DUNNE

[20:06] <DM_Tol> *** Game beginning ***

[20:07] <DM_Tol> When we last left our adventurers, they sat in the common hall of the inn at the wealthy city escape of Madassa.

[20:08] <Ryu> (for those who need a laugh: <http://www.wg2140.com/0808101628a.html>)

[20:08] <DM_Tol> Trailing a man by the last name Dunne, they wished to see if he was connected to the kidnapers who had an opened envelope with the name "Dunne" and a broken seal which matches the hilt of his dagger.

[20:09] <DM_Tol> Berrian chatted him up, asking about his business in the city, until the man broke down crying.

[20:09] <DM_Tol> Dunne looks up at you member:Berrian. "My... My son."

[20:09] <DM_Tol> *** And thus begins a new session of KÃ¶nnen land ***

[20:10] * Berrian frowns, and takes a long drink of wine for himself. things just got more involved.

[20:11] <Berrian> "Is there anything I may be able to help you with? I am currently occupied, but when I am through with this business, I would certainly be willing to help."

[20:12] * Zadyn was either off eating, or sitting outside by the hole.

[20:12] <Berrian> (eating)

[20:12] <DM_Tol> Horress Dunne: "News. How we can not find him I do not know."

[20:13] <DM_Tol> The rest of the group hears the conversation, all seated at a nearby table.

[20:15] * Reed rubs his throat and seeks out more alcohol, the implications of the new revelation hitting him hard.

[20:15] <DM_Tol> He looks over at the table. "My son was stolen from me."

[20:16] <Berrian> (I offered to help, about 8 lines up)

[20:16] <DM_Tol> Dunne stands and moves to a chair he scoots between your tables, addressing all of you now, "You and your companions have been here 2 days. From which direction did you come?"

[20:17] <DM_Tol> (the "News" comment was the answer to how you could help)

[20:17] <Reed> "Jalem."

[20:17] <DM_Tol> Dunne stares at each of you.

[20:17] <Ryu> "Who stole your son, was a DragonBorn involved?"

[20:18] <DM_Tol> Dunne: "I do not know who it was."

[20:18] <DM_Tol> Dunne: "That would have been the day, been the road. Do you remember seeing anyone with a boy of 12 years, on the South road?"

[20:18] <Ryu> "We rescued a kidnapped child on the way here... he went with a group in a wagon."

[20:19] <DM_Tol> (sorry, it's called teh North road.)

[20:19] <Zadyn> "Though maybe we didn't 'rescue' him as well as we thought..."

[20:19] <Ryu> "Willingly I should add... the ones we recuded him from he was obviously frightened of...Perhaps this was your son..."

[20:19] <DM_Tol> Dunne looks over at Ryu with raised eyebrows and then at Zadyn.

[20:20] <DM_Tol> Just then, the woman who sat with him earlier comes into the hall and looks in on the table.

[20:20] <DM_Tol> Dunne: "I am confused, say this again."

[20:21] <Reed> "It was a pair of humans, we met them on the road. They'd been waylaid and told us their own son had been taken from them. There was female dwarf with them as well."

[20:21] <Ryu> "A group of people kidnapped a boy from a group in a wagon. We rescued him. He went with the people in the said wagon. Perhaps that was your son, but he didn't seem afraid of the people in the wagon."

[20:21] <DM_Tol> Dunne stands up, "And this couple, this wagon, they had my son?"

[20:21] <DM_Tol> Urgency is in his voice.

[20:21] <Ryu> "Not sure if it was your son...We didn't even get his name."

[20:22] <DM_Tol> The woman leaves that hall.

[20:22] * Berrian clears his throat. "I had stayed back with the wagon, but I believe the child was asleep when the others returned."

[20:22] * Reed fidgets a little. "We did find an envelope with your family name on it."

[20:23] <DM_Tol> Dunne mulls over again your details, "Stayed back? What do you mean? If you rescued him, where is he?"

[20:23] <Ryu> "As I said, he went with the people in the wagon."

[20:24] <DM_Tol> Dunne: "Then you did not rescue him from them?"

[20:24] <DM_Tol> Dunne sits, his hand in his brow.

[20:24] <Ryu> "Not from the wagon group, but another group."

[20:24] <Zadyn> "It didn't seem like he needed rescuing from them."

[20:24] <DM_Tol> Dunne looks up, "Other group?"

[20:24] <Ryu> "A Group that had a DragonBorn involved."

[20:24] * Berrian frowns.

[20:25] <Berrian> "Is there a place with more privacy where we can continue this conversation?"

[20:25] * Zadyn continues eating.

[20:25] <DM_Tol> Dunne looks at Ryu, "Three men, one of Dragonkind?"

[20:25] <Ryu> "That sounds right."

[20:25] <Reed> "The humans had hired us to retrieve him from a party traveling the way we came, having us to believe he was their own son."

[20:26] <Ryu> "We tried talking to that group, but the Dragonborn rushed us."

[20:26] <DM_Tol> Dunne looks at Reed, "An envelope, you say?"

[20:26] <DM_Tol> 1d20

[20:26] <TolBot> DM_Tol's '1d20': 11

[20:26] <Reed> "It was empty. But it had your crest and name on the back."

[20:28] <Zadyn> (I think one of us still has the envelope, but I know it wasn't me)

[20:28] <DM_Tol> Dunne looks at Reed, "Where, where are they now?"

[20:28] <Reed> (I picked up the envelope)

[20:28] <DM_Tol> (it's reed)

[20:28] <Berrian> "I had stayed behind to forage for dinner, after helping put the wagon back on the road, and I believe I overheard the man's name. Let me think for a few moments."

[20:28] <Ryu> "Bolward, I think the guys name was..."

[20:29] <Berrian> "Ah, that was it. Bolward."

[20:29] <Berrian> (I hope?)

[20:29] <Reed> (it was close to that)

[20:29] <DM_Tol> (correct)

[20:29] <Ryu> (I cheated and looked at the logs :-P)

[20:29] <DM_Tol> (I know)

[20:29] <DM_Tol> (and, that's not cheating)

[20:30] <DM_Tol> Dunne seems amazed at the telling of this tale.

[20:30] <DM_Tol> 1d20

[20:30] <TolBot> DM_Tol's '1d20': 15

[20:31] <DM_Tol> Dunne: "You found my son? He was with three travelling mercenaries, one a Dragon born, and you took him from them?"

[20:31] <DM_Tol> Dunne: "And what has come of them?"

[20:31] <Zadyn> "We would have talked to them before taking him from them, but they weren't in the mood to talk."

[20:31] <Ryu> "Killed them yes, took the child back to the people of the wagon, I would not have killed them if they would have simply spoken to me with words instead of blades."

[20:32] <DM_Tol> Dunne sits down, head buried in his hands.

[20:32] <DM_Tol> He begins to sob.

[20:32] * Ryu shakes his hood back, revealing his blue hair, "Dragonborns are supposed to be honorable, not aggressive as such..."

[20:32] <Ryu> "Was that boy your son?"

[20:32] <DM_Tol> "And you took my boy back to the kidnappers?"

[20:33] * Reed scratches his head. "They were headed away from the city though. If you're here, why would they be going that way?"

[20:33] <Ryu> "We asked the boy if he wanted to go back to them... he didn't answer... So we assumed they were his family."

[20:33] <DM_Tol> Dunne shivers and then looks up as he stands.

[20:33] <DM_Tol> His eyes meet the eyes of the woman who has returned and now stands in the entryway.

[20:34] <DM_Tol> You see Dunne nod to the woman in the entryway.

[20:35] * Berrian stretches and glances around the place for a moment.

[20:35] <Berrian> 1d20+8

[20:35] <TolBot> Berrian's '1d20+8': 13

[20:35] * Ryu watches them closely and prepares to defend himself if need be

[20:35] <DM_Tol> At this moment, things move quickly.

[20:36] <DM_Tol> The woman waves into the hall behind her and then enters the common room. Behind her, men in soldier and guard uniforms storm inside the entryway, blades and crossbows drawn.

[20:36] <DM_Tol> The dozen other guests in the common room nearly fall over in panic.

[20:37] * Zadyne stands up and raises his hands, empty.

[20:37] * Ryu grins, "I wouldn't do this if I were you... If we would have known it was your son, we would have returned him to you, but seeing as we were told that the other party kidnapped him from them, I acted accordingly"

[20:37] <DM_Tol> Dunne steps back from you all quickly, as he points at each of your party.

[20:38] * Ryu summons his blade from across the room (Feat: Improved Swordbond, Minor Action, can summon bonded weapon from up to 20 squares away)

[20:38] * Berrian raises an eyebrow, and gently places the nearly empty glass of wine on the table. "This, for buying you a drink?"

[20:39] * Reed looks over at Ryu. "Easy there. Let's just talk this through."

[20:39] <DM_Tol> Ten guards, the woman, Horress Dunne stare at you. Then another man in uniform steps forward. His blade is not drawn.

[20:40] <DM_Tol> Horress hollers, "Captain, all of them. They have him, you MUST take them."

[20:40] * Zadyne is glad he doesn't wear all black clothing; he'd look awful guilty.

[20:40] <DM_Tol> Captain: "Easy, Mr. Dunne."

[20:41] <Ryu> "You don't want to do that Dunne, like I said, if it was you asking for help, and somebody gave it willingly, would you not accept it? WE did not know he was your son..."

[20:41] <DM_Tol> Captain: "I need you all to come peacefully."

[20:41] * Berrian continues to sit quietly at the table, looking at the commotion

[20:41] <DM_Tol> The Captain looks at Ryu: "If you've done nothing wrong, you've nothing to fear. But you must lay down your arms."

[20:42] <Reed> "Is that really necessary? We're in the service of the city, and have no plans to leave until we've completed our task."

[20:42] * Ryu eyes the captain, and sheaths his blade, "Go quietly because of some fool, who does not understand the simple fact that we didn't know he was his son. That I will not do, instead, I will gather my things and leave the fool to weep. As for this city, that we were asked to help, I do not feel it is required of me," he looks hard into the captain's eyes.

[20:43] <DM_Tol> (Not going to go into combat mode unless someone initiates it. just lemme know and we'll do it)

[20:43] <Ryu> "I will not go quietly because of this fool, if you wish to talk, then that we can do."

[20:43] <Reed> (the halfling just wants his warm bed)
[20:43] <Berrian> (please tell me Athas already went to sleep?)
[20:43] <DM_Tol> Captain: "Keep your wits, traveller. Arms on the table now, and come. Then we can talk."
[20:44] <DM_Tol> (All are at the table.)
[20:44] <Berrian> (if he were here, we'd already be in full-fledged battle?)
[20:44] * Ryu walks towards the door, his blade sheathed at his side. "If my blade is away from me, It will return there is no point in setting it down, as you have already seen." (as I summoned it before)
[20:44] <DM_Tol> (hehe)
[20:45] <Reed> (the floor gods thirst!)
[20:45] <DM_Tol> Ryu moves towards the 10 guards, the woman and the captain.
[20:45] <Ryu> "I will wait outside, then you can take me where you want."
[20:45] * Berrian sighs and takes off his long sword, 2 daggers, and quivers of arrows, but hesitates to remove his bow.
[20:45] <DM_Tol> Captain: "Stay, sir."
[20:46] <Berrian> "If I have no projectiles for my bow, will you allow me to keep it?"
[20:46] <Ryu> "I do not wish to be in the presence of this fool any longer, you can have all of your guards escort me if you must."
[20:46] <DM_Tol> Six of the guards point crossbows at Ryu.
[20:46] <DM_Tol> Captain: "Put your blade on the table first."
[20:47] * Zadyn unstraps his khopesh and lays it, sheathed, on the table. He'll slowly take the dagger from his boot and set it next to the sword. "Just make sure you don't lose those."
[20:47] * Ryu grins widely "There is no point, it will return to my hand just as rapidly as if it was by my side."
[20:47] <DM_Tol> One guard on the edge lowers his blade and moves towards the table to collect items.
[20:47] <Berrian> (I keep 2 quivers full with me, and the remainder with Tasso, refilling as the need arises)
[20:47] <DM_Tol> Captain: "That may be. But for now, you will comply."
[20:48] <DM_Tol> The Captain looks at the others: "You have no worry, if you have nothing to hide."
[20:48] * Reed opens his garment and removes his emergency daggers, setting them on the table.
[20:48] <Ryu> "So be it, if you try to run with my blade, you will be the first to feel its sting," he removes it and throws it on the table.
[20:48] <DM_Tol> Dunne: "Make them pay! Shoot one of them now, I insist!"
[20:49] <DM_Tol> Captain: "MR. DUNNE! You will remove yourself."
[20:49] <Ryu> "Shut that fools mouth before I remove his head with my bare hands."
[20:49] <Reed> (should've stolen his purse and gone to bed...)
[20:49] * Berrian stands and backs away 3 steps from the table
[20:49] <DM_Tol> Half of the guards lower their weapons. Dunne moves towards them and out the entrance.
[20:49] <DM_Tol> (good thinking)
[20:49] <Zadyn> "Calm down, the man's just upset, what with his son and all."
[20:50] <Berrian> (but still has his bow across his back)
[20:50] <DM_Tol> Shalandra sighs and mumbles, "Absurd" as she puts her weapon on the table.
[20:50] <DM_Tol> Athas grunts and complies.
[20:50] <Ryu> "Now I understand why whatever was stealing gold from this city, was doing so. Their Nobles are corrupt."
[20:50] <Reed> (out of character much, lol)
[20:51] <DM_Tol> A second guard comes with a sack to assist the collection of the weapons and wraps them up. They follow behind you as they begin to file out.

[20:51] <Berrian> (maybe just VERY drunk?)
[20:51] <DM_Tol> (ok, we can do that)
[20:51] <Reed> "How much did we let him drink?"
[20:51] <DM_Tol> Athas hollers, "I will NOT!"
[20:52] * Berrian glances at Reed. "Too much, it seems?"
[20:52] <Ryu> "Athas, Shut up, before your gods make you do so with my fists!"
[20:52] <DM_Tol> Athas reaches back to the table for his blade in urgency, falls over, smacks his head on the table, and falls to the floor unconscious.
[20:52] <Ryu> "Or, they do that!"
[20:53] * Reed supresses a laugh.
[20:53] <Reed> "Sorry. Too good."
[20:53] <Berrian> "Well, he won't give you trouble, aside from some back pain."
[20:53] <DM_Tol> The Captain sighs, "Good, then. Follow me."
[20:53] * ZadyN winces, but figures it's probably for the best."
[20:53] <DM_Tol> Five of the guards move behind you, five in front as they march you out the front of the inn.
[20:53] <DM_Tol> (Evryone coming?)
[20:54] <ZadyN> (Aye)
[20:54] <Reed> (yep)
[20:54] * Ryu whispers something to his Dragonling, and he stays with the bag containing his weapon
[20:54] * Berrian walks next to Shal, as they head out
[20:54] <DM_Tol> You can hear the man behind you carrying the back already breathing heavy.
[20:58] <Ryu> "I would have just left him there..."
[20:58] <DM_Tol> You are marched nearby (building #16), to a strong building along the city wall.
[20:58] * Reed sighs and follows close behind. "And I was so looking forward to curling up in that nice bed."
[21:00] <ZadyN> "Look on the bright side, maybe there'll be clean straw in our cells."
[21:00] <DM_Tol> As you move inside, you are processed in front of a blank wall.
[21:00] <Ryu> "They will not put me in a Cell, for I have done nothing wrong within this cities walls."
[21:00] <DM_Tol> You are presented with the sack, to place your weapons in.
[21:00] <Ryu> (They already took them)
[21:00] <DM_Tol> Guard: "Leave your packs along this wall. Follow me."
[21:01] <DM_Tol> You are each frisked as you enter the hallway.
[21:01] * Ryu leaves his pack and summons his Dragonling
[21:01] <DM_Tol> (ok, anyone hiding anything weaponlike just let me know.)
[21:01] <Ryu> (Nope)
[21:02] <ZadyN> (Nope)
[21:02] <Ryu> (My crossbow and all that is with my mount)
[21:02] <Reed> (well, if I'm leaving my pack behind that will take care of the shurikens I forgot about)
[21:03] <DM_Tol> You move down the hallway, past s couple rooms and a couple 'cells'. Then you turn and head down some stairs. In the passage below, the walls become much more rough.
[21:03] <Berrian> (I still have my bow...)
[21:03] <DM_Tol> A half dozen iron doored cells are below. You are 'invited' into two of them.
[21:04] <DM_Tol> Captain: "We should be back soon to talk this thing through. This is just for a time."
[21:04] <Berrian> (guess I do NOT still have my bow?)
[21:04] <DM_Tol> (I guess can leave it with the pack)
[21:04] * Ryu looks at the guards, "I think not, I will sit in the open not in a cell. If this is how you treat people sent to help your city, I will be taking my leave now."

[21:04] <DM_Tol> (You can try and bring it in the cell if you want)

[21:04] <Berrian> (I really didn't want to leave it anywhere)

[21:06] <DM_Tol> The impressively powerful and strong-looking captain looks at you, Ryu, "Patience. For a time."

[21:06] * Zady enters the cells with the calm confidence of a man who believes he could escape them at any time.

[21:06] <DM_Tol> (let me know how your dividing up, they don't seem to care)

[21:07] <DM_Tol> The captain and five guards have accompanied you down the steps.

[21:07] * Berrian walks into one of the cells, making sure to head to the one Reed goes in. (with Shal, if that's possible. Athas can go with the others)

[21:07] <DM_Tol> Shal follows Berrian and Reed.

[21:07] * Reed (IceChat7@174a5bf2.dhcp.trcy.mi.4e125616.com.hmsk) has joined #groveewood

[21:07] * Ryu sets mode: +v Reed

[21:07] * Zady gets stuck with the troublemakers.

[21:08] <DM_Tol> Athas enters another cell with Zady.

[21:08] <DM_Tol> One guard steps towards Ryu, motioning to Zady's cell, "Get in there."

[21:08] <DM_Tol> He adds sarcastically, "Get in there, PLEASE"

[21:09] <Ryu> "So be it,"(Aegis of Assault, Marking the captain) he moves towards the cell and cracks his neck, "I have no intention of helping this city now."

[21:11] <DM_Tol> Captain: "What is this you keep saying of "helping the city" or "being in the city's service"?"

[21:11] <Ryu> "The First Marshal has recruited us to help with an issue here in your city."

[21:11] <DM_Tol> The captain motions to the guards, "I'll check into it."

[21:12] <DM_Tol> the guards in unison slam the iron doors shut.

[21:12] <DM_Tol> You hear them latch.

[21:12] * Berrian looks around in the cell for any loose rocks or pebbles.

[21:13] * Berrian measures out the cell, while still looking for any loose objects.

[21:14] <DM_Tol> Inside your cell block, hardly bigger than 10x10', you do see a pebbly stone floor. A small opening in the wall, up by the ceiling, maybe the size of your head, emits the light that enters from the outside.

[21:14] * Berrian picks up the largest 4 pebbles

[21:14] * Zady looks for someplace reasonably comfortable and/or clean and tries to nap while waiting.

[21:14] * Reed watches Berrian curiously.

[21:15] <DM_Tol> One corner of the room has a small edge out from the wall where you can try and sit. Another corner has a pail, for "going".

[21:15] * Berrian twirls them around in his hands idly, then leans back against the wall that has the door in it, out of view.

[21:16] <DM_Tol> *** ok, inmates, take 5 ***

[21:16] <Reed> sweet

[21:18] <Berrian> (reed, figure out how hard it would be to pick the locks! oh, and can Eladrin Fey Step outside of a locked door? lol...)

[21:19] <Zady> (Teleportation requires LOS, but aren't blocked by solid objects, IIRC)

[21:19] <Berrian> (wow, this whole party is SOOOO secure...)

[21:20] <Berrian> (more reason to stay in place, though)

[21:20] <Ryu> (I have a power that allows me to teleport to an attacker even if I don't have line of site lol)

[21:20] <Ryu> (sight sorry)

[21:21] <Zady> (Athas and Reed can't teleport, so they're screwed.)

[21:22] <Berrian> (give reed 5 minutes. he'll be fine. Athas, when he wakes up, could make his own door)

[21:23] <Reed> (I swear to God...I'm done with red meat
[21:23] <Zadyn> (I <3 red meat)
[21:23] <Reed> (that's my second stomach ache from tasty hamburgers this month)
[21:24] <Berrian> (and Tol is laughing to himself, wondering if he can set up ways that these escape artists could not escape...)
[21:24] <Zadyn> (Probably by shanking us once we teleported out of the cell)
[21:24] <Reed> (I wonder if I could make a lockpick from the pail's handle...)
[21:25] <Reed> (that reminds me, what did I miss between setting the packs down and getting locked in?)
[21:25] <Zadyn> (Hard core thieves keep a lockpick stuck up under their skin.)
[21:26] <Ryu> (Me giving the guards a hard time)
[21:26] <Reed> (ah. yeah, I left all of my good toys in my bag. All I've got is my +14 to thievery to help me)
[21:27] <Zadyn> (Don't know what the penalty for not having tools is, if any)
[21:27] <Berrian> (how does helping work in 4e? I've got another +12)
[21:27] <Zadyn> (And if the door is barred from the outside, not just locked, then you probably couldn't pick it)
[21:28] <Reed> (though it's gonna look bad if we break out. weren't the guards going to inquire of our benefactor?)
[21:28] <Berrian> (we didn't say we were breaking out, just figuring way TO break out)
[21:28] <Zadyn> (Always have a plan)
[21:28] <DM_Tol> (k, we ready?)
[21:28] <Zadyn> (Yep)
[21:28] <Ryu> (Yes'sir)
[21:28] <Reed> (let's do this)
[21:29] <Berrian> (go)
[21:30] * Reed paces a bit before taking a closer look and the lock.
[21:31] <DM_Tol> (sorry, was enjoying catching up on the chatter that occurred while I was afk)
[21:31] <DM_Tol> *** Game resuming ***
[21:31] <Reed> (*at)
[21:32] <DM_Tol> You sit in the cell for an hour. The light in the hole in the wall gets dimmer. You imagine it must be settign soon, though if this wall faces the outside, it does face west.
[21:33] * Ryu leans up against a wall and waits
[21:34] <Reed> "Well, that's the last time I try to be helpful."
[21:34] * Berrian looks at Reed. "You know, the barkeep should have been able to prove that we were working for the First Warden. He did pay for our rooms tonight, after all."
[21:35] <Reed> "Maybe we should have mentioned that in a bit more detail earlier."
[21:35] <Berrian> "Didn't cross my mind. I was almost matching Dunne in his drinking."
[21:36] * Reed nods. "After he mentioned the boy I felt like trying to keep up myself."
[21:36] <Berrian> "Indeed"
[21:37] * Ryu whispers some more to his Dragonling as he waits
[21:37] <Berrian> "Do you think there is a connection between Dunne's son and the missing gold and food?"
[21:38] <Ryu> "Don't know, Don't care, if they don't release us soon, the floors will run with Blood..."
[21:38] <Ryu> "And that Dunnes will be the first to be spilled... "
[21:38] <Reed> "None that I can see, though it's all very curious isn't it?"
[21:39] * Zadyn has nothing to better to do, so he naps.
[21:40] <Reed> "What I still don't understand though is why the men he hired were traveling away from the city, and the kidnappers seemed to be traveling towards it."
[21:40] <DM_Tol> You hear a bar on the doors open.

[21:40] * Berrian quiets down, and tries to hide in the shadows.

[21:40] <DM_Tol> The doors are both opened by guards.

[21:41] * Ryu looks at the door, his arms locked across his chest, ready to summon his blade if need be, "Do you beleive us now..."

[21:41] <DM_Tol> The Captain at Arms enters the room with Berrian and Reed. He sits down, fearlessly. "Tell me what happened."

[21:42] * Zadynd awakens from his light doze to the sound of the bar sliding and starts paying attention to whatever he can hear in the other cell.

[21:42] * Berrian drops the pebbles to the ground and leans up against the wall, looking to Reed.

[21:42] <DM_Tol> Ryu, the guard at the door doesn't respond. He motions for you to exit your cell if you like.

[21:43] <Berrian> (casual, not threatening)

[21:43] * Ryu shrugs and leaves the cell

[21:43] <DM_Tol> The other guard beckons you into the adjacent cell to join the others.

[21:43] * Ryu shakes his head and enters the cell

[21:44] <DM_Tol> Shalanda walks out in disgust. She moves to the other cell to check on Athas, who passed out earlier and was carried here.

[21:44] * Reed looks at Berrian and starts. "Well, it all started in Jalem. We impressed an official there and he sent us on our way here to help take care of the thieves."

[21:44] * Zadynd stands and goes.

[21:46] <Reed> "Along the way we saw a band of mercenaries with a boy, heading the opposite direction. Later we came across an upturned wagon with some travelers who claimed to have lost their son to the mercenaries we passed earlier that day."

[21:47] * Berrian looks to one of the guards while Reed talks to the Captain. "May I please have my bow back now?"

[21:48] <Reed> "Because we had the time and they seemed very sincere we agreed to get the boy back for them. We set out to find the mercenaries, and a fight broke out, leaving them dead and the boy in our care."

[21:49] <DM_Tol> Dunne says the three you killed were the ones he hired to find you son. He was taken from him.

[21:49] <Ryu> "We then returned the boy to the wagon, and came here. Met the First Marshal, he explained the situation here. Then we went to the Inn, met Dunne, and now we're here."

[21:50] <DM_Tol> The First Marhsall's office did confirm for me that you are mercenaries willing to investigate the problems in the lower cistern.

[21:50] <DM_Tol> (sorry for missis quotes)

[21:50] <Ryu> "As for the three we killed, I wished to speak to the dragonborn, but he insisted on an act of agression against me that ended his life."

[21:51] <Zadynd> "The kid didn't seem particularly interested in staying with the mercenaries, either."

[21:51] <DM_Tol> Dunne: "You're saying they attacked you on the road?"

[21:51] * Reed nods. "And the boy seemed happy enough to be going with the couple in the wagon. We had no reason to believe that they weren't his parents."

[21:51] <Ryu> "We tracked them down, and they attacked us, yes."

[21:52] * Ryu stops and looks at Dunne, "I have nothing further to say to you, Fool."

[21:52] <DM_Tol> Dunne: "Hmm."

[21:52] <DM_Tol> 1d20

[21:52] <TolBot> DM_Tol's '1d20': 11

[21:52] * Berrian turns back to the conversation. "Bolward, the man with the wagon, was very thankful, but they left before we awoke the next morning."

[21:52] <DM_Tol> (diplomacy checks for everyone)

[21:52] <Zadynd> "Another point of interest: We were coming here from Jalem. We encountered the

mercenaries--with the boy--first, and the wagon later down the road. The mercenaries--with the boy--were heading AWAY from this city."

[21:53] * Ryu looks to the captain, "Now, I will collect my blade, and my pack and be gone from this place."

[21:53] <Ryu> 1d20+6

[21:53] <TolBot> Ryu's '1d20+6': 19

[21:53] <Zadyn> 1d20+5

[21:53] <TolBot> Zadyn's '1d20+5': 12

[21:53] <Reed> 1d20+5

[21:53] <TolBot> Reed's '1d20+5': 9

[21:53] <Berrian> 1d20+3

[21:53] <TolBot> Berrian's '1d20+3': 17

[21:53] <DM_Tol> (Dunne is not here, Ryu)

[21:53] <Ryu> (Then how as he speaking lol)

[21:53] <Ryu> ([21:52:27pm] <DM_Tol> Dunne: "Hmm.")

[21:54] <DM_Tol> (ack... my fault. All those should say Captain:)

[21:54] <Reed> (ugh, my computer is misbehaving, and won't let me scroll)

[21:54] <Ryu> (Ah, OK)

[21:54] <DM_Tol> The captain sighs.

[21:55] <DM_Tol> (To clarify, all this speech in the cell is with the Captain. Dunne is not here. sorry for confusion)

[21:55] * Berrian turns back to the same guard, and repeats his request for his bow

[21:55] <Ryu> "You see captain, we asked the boy if he wanted to go with the people in the wagon, he did not reply, so I assumed that he wanted to be with them. He was obviously scared of the mercenaries, they had him tied to a tree even."

[21:55] <DM_Tol> The captain nods.

[21:56] <DM_Tol> Captain: "I can see how a frightened boy could be of little help. I believe you, that you meant no harm."

[21:56] <DM_Tol> Captain: "But your pompous arrogance is also unteneble."

[21:56] <Ryu> "If he would have said, that he wanted to come here, I would have seen to it that he was brought here."

[21:56] <DM_Tol> The captain looks at Ryu.

[21:57] <DM_Tol> Captain: "The problem is this, it is not just harm you did to that boy and his saviors."

[21:57] <DM_Tol> Captain: "It is horrific wrong."

[21:57] <DM_Tol> Captain: "Horress says you mentioned the name 'Bolward'?"

[21:57] <Ryu> "I have little use for Fools, as for that, I acted in defense, the dragonborn attacked me."

[21:58] <Berrian> "Yes, that is the man that had the wagon."

[21:58] <DM_Tol> The captain looks at Ryu, "After you tracked him? After you approached them on the road as they were trying to protect the boy?"

[21:58] <Berrian> "I overheard them speaking to themselves, as I was foraging nearby."

[21:58] <DM_Tol> The captain looks at Berrian, "Bolward is a slave trader."

[21:59] <Zadyn> "It's only a horrible wrong if it's true. The story of this Dunne man isn't adding up. If he hired the mercenaries to rescue his son, why were they taking him /away/ from this city? Why did they have his tied to a tree? Why was he kidnapped in the first place?"

[21:59] * Berrian frowns at that.

[21:59] <Ryu> "Yes, I tracked them, but I did not openly engage them with aggression. I tried to speak to the DragonBorn first."

[21:59] <DM_Tol> Captain: "We have known for some time that in the south, I think in the mountains if yo uask me, young men are being traded into slavery."

[22:00] * Berrian stands erect, and looks at the captain. "I would like to help you capture Bolward, if you will take my help."

[22:00] <Ryu> "Now, I am tired of explaining this pointless situation. The child did not fight going back to the Wagon, therefore I assumed their story was true."

[22:00] <Reed> "What about the job in the cistern?"

[22:01] <DM_Tol> The captain looks at Zadyn, "The hired men were returning the boy to his home, up the North road near Schecho."

[22:01] <DM_Tol> The captain sighs.

[22:01] <Zadyn> "Taking him home without his father?"

[22:01] * Berrian turns to Reed. "If the cistern problem is as serious, then of course I will stay and help, but a small boy going into slavery seems very important."

[22:02] <DM_Tol> The captain replies, "His father is here in Madassa, his uncle in s

[22:03] <DM_Tol> The captain replies, "His father is here in Madassa, his uncle in Shileo. Each waiting for word. The rest of his family remains at their home near Schecho."

[22:03] <Berrian> "I am fairly certain Shalanda would agree with me."

[22:03] * Ryu eyes the Captain, "I know your doing your job, but forgive me for helping the wrong person, I acted on instinct to help a child. The child seemed to be scared of his life with the mercenaries, and not so much so with this so called slave-trader."

[22:04] <DM_Tol> Captain: "I release you. I will explain to Horress Dunne that you meant well. Whether you were just, it is not my concern. It did not happen in Madassa."

[22:04] <Zadyn> "The group with the wagon seemed a bit underarmed to be slavers, if you ask me."

[22:04] <DM_Tol> Captain: "Further, I will not remove you from the city. You may see to your business with the First Warden if you still wish."

[22:05] * Ryu says nothing more and simply walks from the cell to collect his belongings

[22:05] <DM_Tol> Captain: "I ask that you do this one thing, speak to Mr. Dunne once more and tell him whatever you can, to help him, to help his son."

[22:05] * Berrian turns to the guard again. "Now, will you return my bow, or do I need to go get it myself?"

[22:05] <Reed> (I'm half waiting for Berrian to have a FMJ relationship with his gun)

[22:05] <Reed> (bow)

[22:06] <DM_Tol> Captain: "For one fact remains. Horress had freed his son by using these men, and you interefered, killed his rescuers, and returned the boy to the slavers, condemning him to torture and servitude, and his family to misery."

[22:06] <Berrian> (Sarah is precious to me... lol)

[22:06] <DM_Tol> The captain lowers his eyes.

[22:07] <DM_Tol> Captain: "And if that is not something you want to correct, then I misread the honor I saw in you."

[22:07] * Ryu stops outside the cell door, "If I see the slaver again, would you prefeere it that I remove his head and serve it to this Dunne on a silver platter..."

[22:07] <DM_Tol> The captain stands and exits the cell.

[22:07] * Berrian glares at the guard.

[22:08] <Ryu> "Because I can do that," he grins, "It might even be a little fun."

[22:08] <DM_Tol> The captain looks at Ryu, shakes his head, and moves on up the stairs. "Your things are waiting in the chamber above. I will tell Mr. Dunne to look for you at Breakfast."

[22:08] <Ryu> (How long have we been in this town?)

[22:08] <Berrian> "Reed, how often did the First Warden say they were attacked through the cistern? Once a month? Should we take leave of this place and try to rescue the son, or stay behind?"

[22:09] * Reed stretches. "So, we get our things, and head back to the inn. I could use a nightcap before I turn in though."

[22:09] <Zadyn> (This was the 2nd day, I think)

[22:09] <Ryu> (Well guys, I need to bail. 0500 comes quick)

[22:09] <Zadyn> (Seems like a reasonably good place to stop?)
[22:10] * Berrian hurries to his bow, inspecting it fully before placing it back on his back, then after that is done, ruffles through the other gear for his other items.
[22:10] * Reed thinks for a moment. "A few times a month if I remember right. But we don't know where Bolward is, and we have a good idea of where the thieves are."
[22:10] * Ryu gathers his belongings and rapidly checks them
[22:11] * Reed collects his knives and secures his pack.
[22:11] <DM_Tol> You move upstairs, collect your things, find all in order, and head out into the night air.
[22:13] <DM_Tol> As you move towards the in, shaken by this ordeal, and filled with a tinge of guilt that no justification can seem to hide!
[22:13] <DM_Tol> *** This Session of KÃ¶nnen Land comes to a close ***

[19:47] <DM_Tol> *** Game recap ***

[19:48] <DM_Tol> The eclectic band of adventurers, meeting in the regional city capital of Jalem, headed to the neighboring mountain city of Madassa in search of adventure (or at least a paying gig).

[19:48] <Reed> (computer's acting up, dunno the deal really)

[19:49] <DM_Tol> Along the way, the party liberated an older boy from captors, mercenaries, and returned him to what they thought was his family.

[19:49] <Athas> (arrgh)

[19:49] <DM_Tol> Once in Madassa, and hearing about the problem they've been having of marauders entering the city top at night, they encountered the father of the boy.

[19:50] <DM_Tol> It was then that they discovered, they had in fact slain the hirelings who had rescued the boy, and inadvertently returned him to the slave traders who had kidnapped him in the first place.

[19:51] <DM_Tol> After a stint in jail, and diplomatic and challenging conversations settling their story, they are left with the decision of what to do next.

[19:51] <Reed> (on the desktop...my laptop got a little wet and did that thing computers do when they get wet)

[19:52] <`Fox> (Explode?)

[19:52] <DM_Tol> As we pick up the adventure, the party is making for the inn around dinner time. They have promised to meet Mr. Dunne for breakfast to glean what information he may about his son and his son's dire fate.

[19:52] <DM_Tol> *** And thus begins this session of Können Land adventures ***

[19:52] <DM_Tol> The sun begins to set over the western wall. The inn is not busy.

[19:52] * Shalanda sighs.

[19:52] <Shalanda> "Absurd!"

[19:53] <Athas> "What?"

[19:54] <Shalanda> "If we had just minded our own business this would not have happened.

[19:55] <Ryu> (ok I'm back)

[19:57] <Athas> "Then be wiser for it next time."

[19:57] <Reed> Reed listened quietly waiting to see what direction the group seemed to be headed before speaking.

[19:57] * Ryu laughs quietly

[19:58] <Ryu> "If the idiot would have talked instead of attacking us, this could have been avoided."

[20:00] <Berrian> "So, do we stay and help out with the cistern, or attempt to go rescue the boy?"

[20:00] * Ryu shrugs

[20:01] <Athas> "Some save to boy, some save the cistern."

[20:01] <DM_Tol> You walk into the inn's common room and sit at table as you continue to discuss options.

[20:01] <Reed> "The cistern is here, and we're under contract. That seems the most prudent option."

[20:03] <Athas> "I will guard hte cistern"

[20:03] <Berrian> "Although I feel the need to try to save the boy, you are correct. We are here now, and even if we left, we have the barest of chances to find them."

[20:04] <Shalanda> "I will stay for the cistern as well."

[20:06] <Athas> "May Old Man Iron never fail you, May Old Woman Wood strike true and your gods drink deep."

[20:06] <DM_Tol> As the food is served to your party, you notice easily the waitstaff is abrupt, bordering on rude. Nearly throwing down a bowl of bread or hardly filling your cup to the top.

[20:08] * Berrian sits quietly, eating a bit of bread.

[20:08] * Reed frowns. "What do you reckon has their trousers in a twist?"
[20:09] * Shalanda sighs
[20:09] * Ryu eyes the waitstaff, "What is the problem here? If it was the comotion earlier, that was not our doing."
[20:09] <DM_Tol> The man from behind the bar turns from you and walks away.
[20:10] <Shalanda> "It was our doing, well some of us anyway. Don't provoke them."
[20:10] * Ryu grins
[20:10] * Athas frowns at the woman as she walks away...
[20:12] <Berrian> "I will retire now, so that I may be ready in the morning to search the cistern."
[20:12] * Ryu heads up to rest without another word
[20:12] <Athas> "I should sleep as well to be ready."
[20:13] * Reed nods. "I suppose, we'll have an early day I expect."
[20:14] * Berrian goes to his room, and finds a nice place to trance.
[20:14] <DM_Tol> Berrian heads to his room. As he exits the common room, the man at the front desk asks him for the evening's price.
[20:14] <DM_Tol> InnWatch: "Sir, the room is still available, but I'll need the 3 gold."
[20:14] <DM_Tol> (or was it 4?)
[20:15] * Berrian takes a step back.
[20:15] <Ryu> (3 I do beleive)
[20:15] <Reed> (yes)
[20:16] <Berrian> "Was that not already taken care of, by the First Warden?"
[20:16] <DM_Tol> InnKeep: "Things have changed with your recent... er... revelations."
[20:16] <DM_Tol> InnKeep: "3 gold please"
[20:16] * Berrian frowns
[20:17] * Berrian walks back to the group to tell them the 'new rules'
[20:17] * Shalanda tries to enjoy her meal as best as she can.
[20:17] * Shalanda looks up.
[20:17] * Ryu looks at the Inn Keeper and laughs, "Nothing like greed to smother ruffled feathers," he says while grabbing his things and heading outside.
[20:17] <Ryu> (Smother == smooth over)
[20:18] * Athas pushes his foot to the center of the table.
[20:18] <Athas> "I'll not eat their ash."
[20:18] <Athas> (food)
[20:18] <DM_Tol> (ok, DM got time of day mixed up)
[20:18] <Reed> "Can always count on our friend to keep things interesting..."
[20:19] <Reed> (yeah, I thought we'd been taken in after dinner)
[20:19] <Berrian> "I do not feel the need to deal with them, if they will not honor our bargains." (so none of this really happened?)
[20:19] <Reed> (and gotten back rather late in the evening)
[20:20] <Shalanda> "Well then, apparently we are no longer welcome. You wished to sleep under the stars, it appears we shall do so. I suggest we return to Jalem in the morn to tell Lord Tepeck our aid has been refused."
[20:20] <DM_Tol> (Yes... let's say you were having a LATE night drink, not dinner)
[20:20] <Berrian> (yeah, we went in for an early dinner, then got picked up, spent a few hours in there, and then came back)
[20:20] <DM_Tol> (ok, so scratch the Pay 3 more gold thing too)
[20:21] <Berrian> (lol)
[20:21] <DM_Tol> (I was thinking this was 'another' day)
[20:21] <Berrian> (I think then we all sleep well and wake up in the morning to go about the business?)
[20:21] <DM_Tol> (reset)

[20:21] <Ryu> (Aight, scratch my line then, jus' going to bed)

[20:21] <DM_Tol> Berrian, as you exit through the common room, the InnKeep gives you an unpleasant look.

[20:22] <Berrian> (I'm having a rather difficult time playing tonight, as my brother is looking over my shoulder... Please attempt to keep it PG-13?)

[20:22] * Berrian shrugs at the innkeep's behaviour and goes to his room to trance.

[20:22] <Reed> (now it's going to be harder, because my halfling is going to want to seduce everything that moves now)

[20:23] <Berrian> (and all of a sudden I'm british?)

[20:23] <Athas> (As opposed to a Kiwi?)

[20:23] * Athas gets up and walks out.

[20:23] <Shalanda> (This one time at band camp...)

[20:24] <DM_Tol> (ok, are some still heading to camp near the cistern? Remember, a conditin of your release was that you join Horress Dunne for breakfast to tell him what you know of his son)

[20:24] <Reed> (we all told these jokes about being at band camp...)

[20:24] <DM_Tol> (inn or camp? who?)

[20:25] * Shalanda heads to the cistern until she needs to trance for rest.

[20:25] <Shalanda> (So for 4 hours)

[20:25] <Berrian> (I'll trance for 4 hours, then go take a watch at the cistern)

[20:25] <Berrian> (Nice having 2 Eladrin to take turns at watch, eh?)

[20:26] <DM_Tol> As the night grows long, some retire to their inn rooms, some taking a watch at the cistern.

[20:26] <Reed> "Don't expect to see anything tonight really. I'm up to bed."

[20:26] <Shalanda> (Convenient)

[20:26] <DM_Tol> Nothing eventful occurs near the entrance to the lower cisterns. Eventually, morning breaks.

[20:26] <DM_Tol> (take five... need to tuck kids into bed)

[20:27] * Berrian heads back for a breakfast of bread and wine, maybe a piece of fruit.

[20:27] <`Fox> As the adventurers descend from the inn rooms in the morning, an elf who looks out of place in the city is sitting at a table, seated facing the stairs, as if waiting for them to awaken and descend. He begins to clap. Slowly, sarcastically.

[20:28] * Ryu ignores the crazy elf and walks out the door

[20:28] * Athas meets his gaze.

[20:28] <`Fox> Fox is a wild looking elf with long tangled brown hair ringing his dirty face. Tawny orange eyes stare out from behind the mass of stray hairs, almost accusingly. Wearing hides and rags, his savage appearance makes him stand out from the common folk of the city, but the dark browns and greens of his clothes, pack, and longbow look like they'd fit right into the forests.

[20:28] * Shalanda pulls her hair back from her purple pupiless eyes and looks at the elf.

[20:29] * Berrian walks in and sits down, nodding to the elf and greeting him. "[good day]" (better way to show elven language?)

[20:30] <`Fox> "At first I thought you had made an honest mistake." The elf says, his tone as sarcastic as his applause. "But judging by your calloused disregard for the consequences your mistake will have on the life of your victim, now I think maybe it wasn't a mistake at all."

[20:30] <`Fox> (Vendui, I think.)

[20:30] * Reed cocks his head to look at the elf. He'd always found elves a bit strange, and generally preferred the company of dwarves.

[20:31] <Reed> (yes)

[20:31] <Shalanda> (I'm going to like this guy already 😊)

[20:31] * Ryu stands 5'11" and has bright blue hair which is often hidden by his cloak's hood. He has been known to wander around with a Dragonling happily perched upon his shoulder. Under his cloak,

he wears black Leather armor marked by combat.

[20:31] <Berrian> "[Nice bow. Is it magical?]"

[20:32] * Shalanda takes a seat opposite of the elf.

[20:32] * Ryu wanders back in after a while, and sits near Shalanda

[20:32] <Shalanda> "And what business of it is yours?"

[20:33] * Reed addresses the elf. "We were hired to investigate a string of thefts in the city. That's important too."

[20:34] * Ryu grins at the elf and speaks in Elven, "I see you do not lack sarcasm, but one could still use a bath."

[20:34] <`Fox> [No.] The elf replies in Elven, shortly. He turns to Shandala, and speaks in common. "It is very much my business, as I was tracking the boy for his safe return. The fault is partially the father's for overbooking this fiasco. But I am amazed at how little you seem to care about what you have done."

[20:35] * Athas steps forward, hand going to axe handle.

[20:35] <Athas> "For that insult alone, I should let the hungry ground have your head."

[20:36] * Reed turns to Athas. "Leave him."

[20:37] <`Fox> The Elf stands abruptly, and stares the wretch down. "Don't take it out on me, your incompetence has sent the life of an innocent back into bondage. The fault lies overwhelmingly on your shoulders, and you're not exactly tripping over yourself to undo it."

[20:37] <Shalanda> "It was none of our business then, and it is still none of our business. These soft-hearted fools tried to do a good deed is all, and you, who do not even know us are so quick to judge."

[20:37] <DM_Tol> (back)

[20:38] <Shalanda> "So why don't you go out and do your job, instead of passing your judgement on us... or are you too afraid to do that?"

[20:38] <`Fox> "I have no problem judging those who have done wrong and don't have the decency of character to undo their error." The elf says self-righteously.

[20:38] <Berrian> "From what I gather, the party did the correct thing, with the knowledge we had and the situations we were placed in. We have a previous job to still finish, or we would go looking. Not that our leaving would help us find them, as they're days away already."

[20:38] * Ryu eyes the elf, "The fools who 'rescued' him where to eager to die, for if they would have spoken before attacking, they would not have died so quickly."

[20:39] <DM_Tol> (slow down)

[20:39] <DM_Tol> At that moment, Horress Dunne enters the inn common room.

[20:39] <`Fox> "I was HOPING I could talk some sense into you." The elf respond, looking at Shandala.

[20:40] <DM_Tol> Dunne walks over to the group.

[20:40] <`Fox> Fox stops speaking, but continues to stare accusingly.

[20:40] * Reed shakes his head and stares at his feet. "I need a drink."

[20:40] * Shalanda looks back uncaring for the elf's words.

[20:40] <DM_Tol> Dunne: "Fox was a hunter I hired to look out for my boy."

[20:41] * Ryu eyes Dunne and walks away, wanting nothing to do with him.

[20:41] <Athas> "He did a good job..."

[20:41] * Athas leaves.

[20:41] <DM_Tol> Dunne: "Last night he came to report to me that he had found three others that I had hired, killed, far off from the road. Assaulted by a group."

[20:42] <Shalanda> "One of them a dragonborn?"

[20:42] <DM_Tol> Dunne: "This is your work, of which you reported, it seems."

[20:42] <DM_Tol> Dunne wipes a tear from his eye.

[20:43] * Athas walks to the cistern

[20:43] <Berrian> "Not mine, as I keep telling you. I was back with the wagon, foraging for dinner. I found out what the man's name was, or we would not have even known that."

[20:43] * Reed nods. "We did try to talk it through. Though, Athas didn't help much."
[20:44] <DM_Tol> Dunne: "The captain tells me he believes you thought you were doing a good, compassionate thing."
[20:44] <DM_Tol> Dunne sits down.
[20:44] * Reed swallows, starting to feel a little guilty.
[20:45] <Ryu> "Sure, I'll look for the boy as I travel, but we have a deal with the First Marshal that should be attended to first."
[20:45] <DM_Tol> Dunne: "If you have any decency remaining, then tell me anything you can about this slave trade."
[20:45] <DM_Tol> Dunne: "About my son. About where they have taken him."
[20:45] <Ryu> (Ooops scratch that, sorry I left)
[20:45] <Ryu> (My brain is in multiple places right now lol)
[20:46] <DM_Tol> (Note: DM doesn't like superfluous party splitting)
[20:46] <Ryu> (I jus' walked out, Not splitting)
[20:46] <DM_Tol> ("Splitter!")
[20:47] <Shalanda> "We have told you all we know of the situation. We came across the wagon broken down, the people there needed help, these softies lended aid, tried to talk to who we believed are the kidnappers, who attacked us instead."
[20:47] <Athas> (/me takes off "People's Front Of Judea" t-shirt)
[20:47] <Reed> "There's not much to tell. The man was traveling with a woman we presumed was his wife, and a female dwarf. They were traveling along the road to the city, but I assume they took another fork. They left early.
[20:48] <Berrian> "I would be more than willing to help find your boy, once our current job is finished."
[20:48] <Reed> (what about the Popular People's Front?)
[20:48] <Berrian> "or if the First Warden released us from contract, for this mission."
[20:50] <DM_Tol> Dunne: "Well, this is no help, then. And he is gone."
[20:50] <DM_Tol> Dunne looks over at Fox, "I thank you for your service."
[20:51] <DM_Tol> Horress Dunne rises, glancing at the rest of you, "I shall return north to my home, to cosolidate my resources, get my brother, and try and find this slaver."
[20:51] <DM_Tol> Dunne: "I do believe you that meant to do good."
[20:52] <`Fox> Fox grimaces, and looks away from the group.
[20:52] <Berrian> "I am sorry we cannot help more."
[20:52] <DM_Tol> Dunne: "But I can NOT forgive you for condemning MY SON TO SLAVERY!!!"
[20:52] <DM_Tol> Dunne slobbers as he screams, then wipes his mouth, sobbing.
[20:52] <DM_Tol> He lowers he head and turns for the door.
[20:52] * Reed stares at his feet.
[20:53] * Berrian watches regretfully as he leaves, but does not feel at fault, just sorrow.
[20:54] <Shalanda> "We did no such thing, and eventually you'll realize that."
[20:54] <`Fox> Fox shakes his head in some strange mixture of disbelief and shame in his own part in the failure, and follows Dunne.
[20:54] * Athas ignores the woman-like creature and walks out.
[20:54] <Reed> "What else is there to do...we have an idea of where the thieves are. How can we find that man?"
[20:55] <Berrian> "Let us go do our job at the cistern. The sooner we finish with that, the sooner we can be on our way from this city of people that want to blame us for things."
[20:55] <`Fox> Fox pauses, and turns to Reed. "I can track the boy, if that's all that's holding you back. But I think that's more of a security blanket for you. The services of trackers are not expensive. If you wanted them, you would have acquired them. The problem is apathy."
[20:56] <DM_Tol> Dunne walks out the door, then turns to face Fox, who followed him.
[20:56] * `Fox walks out after Dunne after speaking his peace.

[20:57] <DM_Tol> Dunne, "Fox, thank you for the news you brought. I have nothing more for you. Perhaps in time when I and my brother return to search. Good day."

[20:57] * Berrian stands up and looks at the others. "Well, are we ready to go to the cistern?"

[20:58] * Shalanda raises a brow at Dunne's last words.

[21:00] * Berrian heads out, to the cistern. (Where Athas and Ryu are?)

[21:01] <Shalanda> "I find it odd that just before Dunne left he said perhaps in time he would return to search."

[21:01] <`Fox> "I am sorry for what you must be going through, and I won't pretend to know how it feels. I'm afraid that those.... people... are..." Fox begins, before stopping, and sighing. He thinks of what to say, but his words fail him.

[21:02] <Reed> "Whatever we do, we leave something undone, and somebody suffers. We tell ourselves that we did what we could. I don't know what's right. But this is what's here."

[21:03] * DM_Tol nods and then turns and walks away.

[21:03] <DM_Tol> (Shal, not sure what you're getting at, but you can roll an insight check if there's something you're trying to discern)

[21:03] <Shalanda> 1d20+10

[21:03] <TolBot> Shalanda's '1d20+10': 26

[21:04] <`Fox> Fox rubs his grimy elven face and leans dejectedly against the inn wall, his tawny eyes shifting rapidly in fruitless thought.

[21:04] <Athas> (left of the cistern)

[21:04] <Ryu> (AFK for a bit guys, packing and gotta load up the car)

[21:05] <Shalanda> (I'm figuring from his last sentence he has ended his search, perhaps because he's involved in the abduction to begin with)

[21:09] <Athas> (I say we take his head on principle)

[21:09] <`Fox> (Is your character evil, Athas?)

[21:10] * Reed walks to the cistern, casting another glance at Fox and trying to suppress the guilt that was starting to well up in him.

[21:10] <Reed> (I think he's on the chaotic side of unaligned)

[21:10] <Shalanda> (Am I the last one in the inn?)

[21:11] <Athas> (I'm not evil... well... not yet.)

[21:11] <Reed> (I miss the old alignment system. Chaotic Neutral would fit this party so well.)

[21:11] <Athas> (yeah...)

[21:11] <DM_Tol> (Shalanda, it seems to you that what he intended to say is that he is spent, ran out of resources, realized there's no chance of catching his son on the road, and is now heading to gather his family and new resources, to come resume a new phase of the search. Looking for the slaving destination)

[21:12] <Shalanda> (Ah)

[21:13] * Shalanda stands up and exits the inn, after collecting her gear.

[21:13] * Reed stops in front of the elf. "Elf. Can you find them?"

[21:16] <`Fox> "I told you I could." Fox says. "But your friends have all gone. I was hoping they'd help. Where are they all off to anyway? What could be more important than the freedom of the boy, and all the others the slavers will take?"

[21:19] * Shalanda goes to find the others.

[21:21] * Reed looks out. "There's a band of thieves that the Warden believes to be hiding in the cisterns. They've been stealing from the city for months. Food and gold from what I can tell. The last group that went to search for them never came back." He paused. "I know you must think us awful. But people here are hurting too."

[21:23] <Ryu> (OK, back, sorry about that)

[21:24] <`Fox> "I think..." Fox begins, looking contemptuous at something, but he stops himself with a shake of his head. "Well what I think doesn't matter. But I know no one is going to help that boy. These rich folk would find someone else to take care of their thieves. They're not helpless."

[21:25] * Ryu walks back in as Fox is speaking, "That may be so, but after being thrown in jail, for trying to be helpful and fully explaining, I'm inclined to refuse to help."

[21:26] * Reed looks at Ryu. "They let us out."

[21:26] <Ryu> "My thoughts are still as they stand."

[21:27] <Reed> "Walk with me, elf. I've kept my party waiting too long."

[21:27] <`Fox> "Is the boy responsible for any of it? You might not be responsible for the fight, but you are responsible for the mistake." Fox comments at the blue haired man walking past. "But I'm not a talker. I'm a hunter, and I've tried to talk you into doing the right thing and failed at that too. There's enough blame for everyone. The father too. But by the time he gets back with whatever money he's raising, it'll probably be too late."

[21:27] <`Fox> He'll be working in some mine and be dead in three years, if that."

[21:28] <`Fox> Fox sighs, and follows Reed, not having any better idea of what to do.

[21:28] <Berrian> As the others walk near, Berrian turns to the elf. "We've already received partial payment, and when we're done, we'd be glad to help."

[21:28] <Reed> (did we get an advance?)

[21:29] <Berrian> (room and board)

[21:29] <Reed> (I consider that a perk)

[21:30] * Ryu sets mode: +v `Fox

[21:31] <DM_Tol> (lol)

[21:31] * Ryu looks at Fox and ponders, "If you truly want us to help you, then help us. Lets clear this Cistern in one night, and then set forth to find the child. One day or two, we have no idea where to start but perhaps the thieves may know."

[21:31] <Reed> "Come with us. We could use another pair of eyes. When we've found what we're looking for, I will go with you, with or without my party."

[21:32] <DM_Tol> As some of you stand around the ground entrance to the lower cistern, you see Palsty, the First Warden's assistant, drawing near.

[21:33] * Athas looks at him

[21:34] * Ryu looks at Palsty, and shakes back his hood

[21:34] <DM_Tol> Palsty: "I see you intend to make good on going down below."

[21:34] * Shalanda glances over.

[21:34] <Ryu> "I intend to finish this quickly

[21:34] <Ryu> "

[21:34] <DM_Tol> Palsty: "I must say, after hearing the report of your group's goings on, and the reputation you now have in the city, I wasn't sure."

[21:35] * Shalanda then looks over at Ryu and Fox and scowls as she spots Fox.

[21:35] * Reed nods. "It wasn't an easy decision..."

[21:35] <Berrian> "I for one, would like to finish this job, so that our 'reputation' can be cleared."

[21:35] <Ryu> "When I say I'm going to do something, i stick by it..." he heads towards the cistern withotu futher ado

[21:35] <DM_Tol> Palsty: "I am pleased, since as I said, we've been waiting to get this explored. The group we tried to get before left for supplies and never returned."

[21:36] <Reed> (oops, I forgot that. I thought they died, lol)

[21:37] <`Fox> "How much are you paying for this... deed?" Fox asks the warden.

[21:37] <Athas> (???)

[21:37] <Berrian> "Shall we get started?" Brerrian looks over at Fox. "Elf, are you joining us, so that we may get saving the child sooner?"

[21:38] <Shalanda> "Huh, what?"

[21:38] <DM_Tol> Palsty looks at Fox, "The city offers 100 gold just for the effort of going down to find out the source, for your whole group."

[21:39] <Ryu> "I think that this just sounds like fun!"

[21:39] <`Fox> Fox looks at Berrian out of the corner of his eye. "I don't think your companions

share your desire to save the boy, you should check with them before making more promises you won't keep."

[21:39] <DM_Tol> Palsty: "Much more will be offered if you can remove the source the problem, whatever marauders are invading."

[21:39] * Ryu looks at Fox, "I intend to remedy my mistake after this little adventure."

[21:40] * Reed looks up at Fox. "Don't ignore me, just because I'm down here."

[21:40] <`Fox> "How much more?" Fox presses bluntly.

[21:41] <DM_Tol> Palsty: "That we can settle upon knowing the source."

[21:41] <DM_Tol> Palsty looks at Athas and the others. "Are you taking all that with you."

[21:42] <Shalanda> "Why is he here?"

[21:42] * Ryu preps to enter the cistern

[21:42] * Reed shoots back at Shalanda, "because I asked him to come."

[21:43] <Athas> "I carry what I want, when I want."

[21:43] * Berrian double checks his bow, draws an arrow, and waits for the group to begin entering the cistern.

[21:43] <DM_Tol> Palsty: "A man in the office who grew up in the city says that there are tunnels in the backup cistern. They used to go there as youth. But he said it is small, difficult terrain."

[21:43] <Shalanda> "Very well."

[21:44] * Athas looks down

[21:44] <Reed> "Which I expect I'll have no problem with. The big guy however..."

[21:44] <Berrian> (aside from the 116 or so arrows with Tasso, in the stables, I have all of my gear, and it may be necessary inside the cistern)

[21:44] <`Fox> "Right..." Fox says, glancing at Shalanda and Athas as if they were disgusting sea slugs. Making nice with them for only a share of a hundred coins? Fox sighs quietly to himself again.

[21:45] <DM_Tol> Athas, it goes dark quickly down the crack in the hole. You have already kicked in a pebble and heard water some 15 feet down.

[21:45] * Ryu whispers to his Dragonling who promptly flies a short way into the cistern

[21:45] <Athas> "hmm"

[21:45] * Ryu follows his Dragonling in

[21:45] * Berrian goes behind Ryu

[21:45] <DM_Tol> (Athletics check to swim if jumping in.)

[21:46] <Berrian> (no rope?)

[21:46] * Shalanda follows after Athas.

[21:46] <Athas> "How deep is the water?"

[21:46] * Berrian sets up a rope before descending.

[21:47] <`Fox> "I hope your companions are as willing as you." Fox says to Reed. "I'll come along, and see how it goes, but the one with the axe seems murderous to me."

[EDITOR NOTE] During this 5 minute break, and shortly prior too, there was an issue with the dicebot, it didn't want to roll anything 1d10 and Higher.

[21:49] <Ryu> ***** 5 Minute Break *****

[21:49] * Player-Killer hugs Reed

[21:49] <Reed> I don't trust you, you like to give me low numbers.

[21:49] <Berrian> (so, does setting up a rope help any in the descent?)

[21:50] * Player-Killer grins innocently

[21:50] <Ryu> Its not just you, PK hates everybody

[21:51] <Reed> my first strike ability has been useless as I keep getting 1s for initiative

[21:51] <Reed> which means my sneak attack has been useless because I need combat advantage to

use it

[21:52] <`Fox> 1d4
[21:52] <TolBot> `Fox's '1d4': 2
[21:52] <Player-Killer> `Fox throws the numbered heads of dead players (1d4) and gets 4.
[21:53] <Reed> wow
[21:53] <Shalanda> See PK likes Fox.
[21:53] <Reed> 1d4
[21:53] <Player-Killer> Reed throws the numbered heads of dead players (1d4) and gets 2.
[21:53] <TolBot> Reed's '1d4': 2
[21:53] <Reed> nobody likes me
[21:53] <Reed> 1d8
[21:53] <Player-Killer> Reed throws the numbered heads of dead players (1d8) and gets 2.
[21:53] <TolBot> Reed's '1d8': 3
[21:53] <Reed> 1d10
[21:53] <Player-Killer> Reed throws the numbered heads of dead players (1d10) and gets 4.
[21:54] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[21:54] <Reed> okay, so Tolbot stops at 8
[21:54] <Ryu> 1d9
[21:54] <TolBot> Ryu's '1d9': 4
[21:54] <Player-Killer> Ryu throws the numbered heads of dead players (1d9) and gets 8.
[21:55] <Reed> Tolbot can only do single digits
[21:55] <DM_Tol> 1d10
[21:55] <TolBot> DM_Tol's '1d10': 2
[21:55] <Player-Killer> DM_Tol throws the numbered heads of dead players (1d10) and gets 2.
[21:55] <Shalanda> 1d0+5
[21:55] <Player-Killer> Shalanda throws the numbered heads of dead players (1d0+5) and gets 6.
[21:55] <TolBot> Dice limits: (1-100)#(1-100)d(1-10000)±(-1000-1000)
[21:55] <DM_Tol> fixed
[21:55] * Player-Killer (Overlord@6997a70c.cpe.92acce23.net.hmsk) has left #grovewood
[21:55] <Ryu> 1d20+2
[21:55] <TolBot> Ryu's '1d20+2': 19
[21:55] <DM_Tol> simple delimiter not getting reset issue
[21:55] <DM_Tol> snak
[21:55] <DM_Tol> brb
[21:55] <Ryu> OK
[21:55] <Reed> 1d10
[21:55] <TolBot> Reed's '1d10': 4
[21:55] <Reed> 1d20
[21:55] <TolBot> Reed's '1d20': 1 (Better luck next time.)
[21:55] <Ryu> (ROFLMAO)
[21:55] <Berrian> 1d20+12
[21:55] <TolBot> Berrian's '1d20+12': 19
[21:56] * Shalanda snickers
[21:56] <`Fox> 1d3.14159
[21:56] <TolBot> `Fox's '1d3.14159': 2
[21:56] <Berrian> 1d42
[21:56] <TolBot> Berrian's '1d42': 34
[21:56] <Reed> 1d69
[21:56] <TolBot> Reed's '1d69': 47
[21:56] <Shalanda> 1d938456845876532746584326+2

[21:56] <TolBot> Dice limits: (1-100)#(1-100)d(1-10000)±(-1000-1000)
[21:56] <Shalanda> 1d9384+2
[21:56] <TolBot> Shalanda's '1d9384+2': 4541
[21:56] <Reed> 1d666
[21:56] <TolBot> Reed's '1d666': 195
[21:57] <Athas> 1d2
[21:57] <TolBot> Athas's '1d2': 2
[21:57] <DM_Tol> Shalanda and reed pass their swim checks... by alot
[21:57] <DM_Tol> hehe
[21:57] <Reed> Haha, what's the DC?
[21:57] <DM_Tol> It was DC 155
[21:57] <Berrian> so I was actually rolling a careful shot, but...
[21:58] * Shalanda was a dolphin in a past life... a dark dolphin.
[21:58] <Reed> Dolphins are dark anyhow
[21:58] <Athas> Ecco?
[21:58] <Reed> bottlenoses kill porpoises for fun
[21:58] <DM_Tol> ok, ready?
[21:58] <DM_Tol> everyone back?
[21:59] <Ryu> No you weren't Shalanda, you where GUMBY!
[21:59] <Reed> no
[21:59] <Athas> yes
[21:59] <Reed> I am Gumby, Dammit
[21:59] <Shalanda> That was an even older past life.
[21:59] <DM_Tol> `Tristan, are we ready to resume?
[21:59] <TolBot> I have my doubts.
[21:59] <`Fox> Fox cautiously unstrings his bow, and stows the string in a small container to keep it dry, before following the adventurers down below, hoping the murderous one wouldn't plant an axe in his belly once he got out of the water
[21:59] <DM_Tol> *** Game resuming ***
[22:00] <`Fox> 1d20+7
[22:00] <TolBot> `Fox's '1d20+7': 23
[22:00] <DM_Tol> (ok, resuming. Roll Athl check again)
[22:00] <Ryu> 1d20+9 Athletics Check
[22:00] <TolBot> Ryu's '1d20+9 Athletics Check': 14
[22:00] <Reed> 1d20+8
[22:00] <TolBot> Reed's '1d20+8': 27
[22:00] <Ryu> (Man, why can't I just use a power and teleport lol)
[22:00] <Berrian> (I tied a rope to get down)
[22:01] <DM_Tol> Athas jumps into the water with a splash. It is cold. He hits the stone bottom quickly after entering.
[22:01] <Reed> (swan dive!)
[22:01] <DM_Tol> (Athas... roll?)
[22:01] <Berrian> 1d20+5 athletics
[22:01] <TolBot> Berrian's '1d20+5 athletics': 25 (Yahoo!)
[22:01] <Berrian> (tolbot likes me)
[22:02] <Athas> 1d20+11
[22:02] <TolBot> Athas's '1d20+11': 18
[22:02] <DM_Tol> Athas, you swim to the surface.
[22:02] <DM_Tol> (who jumped next?)
[22:03] <Ryu> (I think I did lol *shrugs*)
[22:03] * Shalanda peers into the water and makes sure her gear is secure and will stay dry.

[22:03] <Shalanda> 1d20+5 (Athletics)
[22:03] <TolBot> Shalanda's '1d20+5 (Athletics)': 10
[22:03] * Berrian_ (webchat@6ca5ed55.14055b34.72.18.imsk) has joined #grovewood
[22:03] <Berrian_> (It just gave me an error... Tol, you asked who jumped next. I took a rope down, and got a nat 20, +5 athletics)
[22:04] <DM_Tol> (Say more about your gear prep secure and staying dry. Like dry bagging it? Or you mean leaving it behind?)
[22:05] <DM_Tol> (Yes, Berrian, you will do fine with you Athl check to climb down. I thought someone else jumped in like Athas before your rope went down.)
[22:05] <Ryu> (My gear should all be prepped for wetness, *shrugs*)
[22:05] <Ryu> (I did)
[22:05] <Berrian_> (I just stated the last I saw, before the disconnect)
[22:05] <`Fox> (Well I gotta take it with me. If a bow string gets wet though it's can't be used until it dries. So I stowed it in a dry container.)
[22:05] <Ryu> (Sent my dragonling in, then I jumped)
[22:05] <DM_Tol> (ok, Ryu)
[22:05] <DM_Tol> (What was your Ath?)
[22:05] <Ryu> (14, but will reroll if you want lol)
[22:06] * Berrian (webchat@6ca5ed55.14055b34.72.18.imsk) Quit (Ping timeout: 252 seconds)
[22:06] <DM_Tol> (No, you're good)
[22:06] * Berrian_ is now known as Berrian
[22:06] <DM_Tol> Ryu, you jump in beside Athas, and his a stone floor under the water, but not hard enough to hurt.
[22:06] * Shalanda will secure her equipment in her pack, try to keep it above water level as she swims.
[22:07] * Athas looks to Ryu and helps him up.
[22:07] <Ryu> "Well, this works for a free bath," he whistles and calls his Dragonling to his shoulder, "You should have told me it was a little moist in here, Kira."
[22:07] <DM_Tol> (<http://tiny.cc/BattleGrid>)
[22:07] <DM_Tol> (<http://tiny.cc/BattleMap>)
[22:07] <DM_Tol> (hmm)
[22:07] * Reed looks down and elects to climb rather than jump.
[22:07] <Athas> "She Who Steals The Breath won't get us this day."
[22:07] * Ryu accepts Athas's help (you forgot the the // after the http: lol)
[22:07] <DM_Tol> (<http://tiny.cc/BattleMaps>)
[22:07] <`Fox> (Http://)
[22:08] <Ryu> (*pats Tol on the head*)
[22:08] <DM_Tol> (LOL)
[22:08] <Athas> (getting not found)
[22:08] <`Fox> (Same.)
[22:09] <Shalanda> (<https://spreadsheets.google.com/cc?key...zGA#gid=20>)
[22:09] <DM_Tol> (Thanks Shal. Can't remember the short link.)
[22:12] <DM_Tol> As you go down into the cistern, 15 ft below is the waters' surface. A 10'x10' cavern hold water. You are guessing that the bottwom was 10' down, a smoothy stony floor.
[22:12] <Berrian> (yeah, I left the non-essentials, like a waterskin, the torches, the trail rations, etc. I have my weapons secured and proofed)
[22:13] <Ryu> (Hows the light?)
[22:13] <DM_Tol> (The map grid is a side view. Unless told otherwise, assume that the "passage" is at least 2 squares (10') deep as well)
[22:13] <`Fox> (I jumped down, with a roll of 27 on my athletics, if you didn't see. Not sure who I went in after, though.)

[22:14] * Berrian pulls out his everburning torch before actually jumping into the water.
[22:14] <Berrian> (hanging about a foot above right now, I'd say)
[22:15] <Athas> "More water."
[22:15] <DM_Tol> (so, the water's surface is a 2x2 grid. That all clear?)
[22:15] <Berrian> (10x10 room with a 10' depth so far)
[22:16] <Berrian> (15' underground to the water surface)
[22:16] <Reed> (yup. Reed is going to be climbing down after Berrian)
[22:16] <DM_Tol> (I'm putting 3x, 6x, etc on the map is some places to show how "wide" that row is.
[22:17] <DM_Tol> (I'll assume you can all get to the water's surface and fit, but it will be tight.)
[22:17] <Athas> "Where would they be coming from?"
[22:18] * Berrian looks at the water's surface, then slide down the rest of the way into the water, after double checking for waterproofness of gear. He then tries to see under the water with his EBT.
[22:19] <DM_Tol> You tread water as you try and discuss, but it grows difficult after a time. You can hold on to Berrian's rope, or a jagged edge on the wall's surface to aid.
[22:19] <DM_Tol> (But the idea of holding your pack out of the water is folly)
[22:19] <DM_Tol> All of you equipment is soaked now.
[22:20] * Ryu pulls his pack around and pulls out a sunrod, before closing his pack back up and securing it to his back
[22:20] <Berrian> (what about oiled leather pouches for strings and such?)
[22:21] * Berrian stares mesmerized by the under-water fire for a moment, while still holding on to the end of the rope.
[22:21] <Ryu> (The things I carry that can be destroyed by water are with my horse anyways, so I'm safe there lol)
[22:21] <DM_Tol> (I'm only gonna worry about things like paper, etc)
[22:22] <DM_Tol> (Action?)
[22:22] <Ryu> (Curious, are spell books water resistant?)
[22:22] <Reed> (mmhmm. Biscuit has most of my things)
[22:22] <Shalanda> (I may have to make a trip back to the inn then to store a certain ritual book)
[22:22] * Berrian dips his head under the water to see around, with his EBT
[22:22] <Ryu> (Mines with my horse, but curious none the less)
[22:23] <DM_Tol> Zady, who remains up top, offers to fill a sack and take back to the inn anything you don't want to bring. (Just message me everything you have him take to the inn.)
[22:23] <`Fox> Fox inhales deeply, filling his lungs with air to increase his bouyancy, and floats effortlessly in the water, barely treading it at all.
[22:23] * Athas looks around carefully, trying to find a place to stand higher.
[22:25] <DM_Tol> Athas, you each take turns diving down, and determine the general shape of teh cistern (as shown on the map). You find no place to stand.
[22:25] * Athas surfaces.
[22:25] <Reed> "What could be hiding down here. I can't imagine anything without gills could remain here for long."
[22:26] <Athas> "Never thought I would meet my end in water underground.
[22:26] * Ryu ues the sunrod to look around
[22:26] <DM_Tol> (Ok, we're in a skill challenge)
[22:26] <DM_Tol> (You tell me action, and I ask for roll)
[22:26] <Ryu> (Search lol)
[22:27] <DM_Tol> (Order: Ryu, Shal, Fax, Atha, Reed, Berrian)
[22:27] <`Fox> Fox submerges near the edge, looking up at the top of the submerged part of the cistern for an opening where pockets of air might be.
[22:27] <Berrian> (I'm using an everburning torch underwater to look around. I also have low-light vision. And I'll wait my turn)

[22:27] <Ryu> (EBT kills your LLV)
[22:27] <DM_Tol> (Ryu, roll Athl check DC 12, the Percept DC18)
[22:27] <`Fox> (Beeeeee boooooo doodleooooooooo BRRRIIIIOOOW BRIIIIIOW. Imafaxlol.)
[22:28] <Ryu> 1d20+9 (Athletics)
[22:28] <TolBot> Ryu's '1d20+9 (Athletics)': 23
[22:28] <Ryu> 1d20+2 (Perception)
[22:28] <TolBot> Ryu's '1d20+2 (Perception)': 15
[22:28] <DM_Tol> Ryu makes a swim around the pool under the surface but finds nothing.
[22:28] <DM_Tol> (Shal, action?)
[22:29] * Shalanda will go deeper into the pool (left on the map) and look around (cracking a sunrod if needed)
[22:29] <DM_Tol> (same two rolls)
[22:29] <Shalanda> 1d20+5 (Ath)
[22:29] <TolBot> Shalanda's '1d20+5 (Ath)': 16
[22:29] <Shalanda> 1d20+5 (Per)
[22:29] <TolBot> Shalanda's '1d20+5 (Per)': 7
[22:29] <DM_Tol> Shalanda makes a swim around the pool under the surface but finds nothing.
[22:30] <DM_Tol> (Fox, action?)
[22:30] <`Fox> Fox submerges near the edge, looking up at the top of the submerged part of the cistern for an opening where pockets of air might be.
[22:30] <DM_Tol> (same two checks)
[22:31] <`Fox> 1d20+7 Athletics
[22:31] <TolBot> `Fox's '1d20+7 Athletics': 25
[22:31] <`Fox> 1d20+13 Perception
[22:31] <TolBot> `Fox's '1d20+13 Perception': 18
[22:31] <DM_Tol> Fox spends some time under the water, examining the 'roof' of the submerged portion of the pool.
[22:32] <DM_Tol> When he returns, he points towards a direction where he saw something perhaps.
[22:32] <DM_Tol> (Athas?)
[22:32] <Athas> (search for some hidden passage)
[22:32] <DM_Tol> (action?)
[22:32] <DM_Tol> (Same 2 rolls)
[22:32] <Athas> 1d20+2
[22:32] <TolBot> Athas's '1d20+2': 3 (Sorry.)
[22:33] <DM_Tol> Athas, as you swim around below, you get exhausted and must return to the surface.
[22:33] <DM_Tol> (Reed, then Berrian)
[22:34] <DM_Tol> (go either or both of you... action?)
[22:34] * Reed swims forward, looking for a passage way.
[22:34] <Reed> 1d20+8 Athletics
[22:34] <TolBot> Reed's '1d20+8 Athletics': 15
[22:34] <DM_Tol> (Athl then Percept)
[22:35] <DM_Tol> (+2 to percept)
[22:35] <Reed> 1d20+2
[22:35] <TolBot> Reed's '1d20+2 ': 10
[22:35] <DM_Tol> (from Fox's directions you get +2)
[22:35] <DM_Tol> (Berrian?)
[22:35] <Reed> (so 12 then, which is my passive...)
[22:36] * Berrian looks underwater with the EBT held out to the side, and lets go of the rope, swimming towards Fox's directions.
[22:36] <Berrian> 1d20+5 (athletics)

[22:36] <TolBot> Berrian's '1d20+5 (athletics)': 12
[22:36] <Berrian> 1d20+10 (perception)
[22:36] <TolBot> Berrian's '1d20+10 (perception)': 26
[22:36] <Athas> (thunderstorm is heading here)
[22:36] <DM_Tol> Berrian sees the spot Fox pointed out. YOU all return to the surface for lack of breath.
[22:37] <DM_Tol> (Ok, you definitely see something. Anyone wanting to also rely upon knowing how stone cracks, etc, make a dungeoneering check)
[22:38] <Ryu> 1d20+2
[22:38] <TolBot> Ryu's '1d20+2': 15
[22:38] <Berrian> 1d20+5 dungeoneering
[22:38] <TolBot> Berrian's '1d20+5 dungeoneering': 24
[22:38] <Shalanda> 1d20+5
[22:38] <TolBot> Shalanda's '1d20+5': 20
[22:38] <DM_Tol> (Berrian, make an Athl check)
[22:38] <Berrian> 1d20+5 athletics
[22:38] <TolBot> Berrian's '1d20+5 athletics': 24
[22:38] <Reed> 1d20+2
[22:38] <TolBot> Reed's '1d20+2': 18
[22:39] <DM_Tol> Berrian goes underwater and doesn't return.
[22:39] <DM_Tol> After some time he pops back to explain that he's found the opening.
[22:40] <Ryu> "Lead the way!"
[22:40] <DM_Tol> (Athl check to swim to the opening and Percept check, both of DC 10)
[22:41] * Berrian gives directions, then goes back under
[22:41] <Ryu> 1d20+9 (Athletics)
[22:41] <TolBot> Ryu's '1d20+9 (Athletics)': 17
[22:41] <Ryu> 1d20+2
[22:41] <TolBot> Ryu's '1d20+2': 15
[22:41] <Athas> athl first
[22:41] <Ryu> (Percep)
[22:41] <Reed> 1d20+8 A
[22:41] <TolBot> Reed's '1d20+8 A': 12
[22:41] <Athas> 1d20+11
[22:41] <TolBot> Athas's '1d20+11': 28
[22:41] <Berrian> 1d20+5
[22:41] <TolBot> Berrian's '1d20+5': 24
[22:41] <Athas> per
[22:41] <Shalanda> 1d20+5
[22:41] <TolBot> Shalanda's '1d20+5': 6 (Not good.)
[22:41] <Shalanda> 1d20+5
[22:41] <TolBot> Shalanda's '1d20+5': 12
[22:41] <Reed> 1d20+2 P
[22:41] <TolBot> Reed's '1d20+2 P': 20
[22:41] <Athas> 1d20+2
[22:41] <TolBot> Athas's '1d20+2': 22 (Yahoo!)
[22:41] <Berrian> 1d20+8 per
[22:41] <TolBot> Berrian's '1d20+8 per': 17
[22:41] <`Fox> Fox rolls his orange eyes and after a minute he submerges without a word, and swims to the air pocket. He takes his time, oxygenating his blood with deep breaths before hand. (Taking ten on both, since there's no threat or rush.)
[22:42] <DM_Tol> Shalanda falls behind and splutters, caught under the rocky wall of the pool.

[22:42] <DM_Tol> (Athas and Reed, made a Perception check, DC 15)
[22:43] <`Fox> Fox will try to help, after watching her for a few seconds with karmic satisfaction.
[22:43] <`Fox> (Or not?)
[22:43] <DM_Tol> (Fox, Percept check as well)
[22:43] <`Fox> 1d20+13
[22:43] <TolBot> `Fox's '1d20+13': 30
[22:43] <Shalanda> (Fey Step to get to where I need to go?)
[22:44] * Berrian wipes himself partially dry, while waiting for the remainder of the group to get there
[22:44] <DM_Tol> (More than 5 away? You don't currently know where to go)
[22:44] <DM_Tol> Fox, you see Shalanda flailing under the water.
[22:45] <`Fox> I try to help her after a few seconds of her struggling.
[22:45] <Reed> (do we get a prize for rolling high?)
[22:45] <`Fox> 1d20+7 Athletics
[22:45] <TolBot> `Fox's '1d20+7 Athletics': 11
[22:45] <`Fox> (Lol)
[22:45] <Shalanda> (I made the Perception check, so I would think I could see where to go, but the more than 6 away could be an issue)
[22:45] <DM_Tol> (Shal, roll another Athl check with +2 assist bonus)
[22:45] <Shalanda> 1d20+2
[22:45] <TolBot> Shalanda's '1d20+2': 3 (Not good.)
[22:45] <`Fox> (HAHAA)
[22:45] <Shalanda> (Err +7, but still bad)
[22:45] <DM_Tol> (well percept roll only applies with successufl swim)
[22:45] <Berrian> (can she maybe fey step back to the rope?)
[22:45] <Ryu> (lol)
[22:46] <Athas> (can I see her flailing about?)
[22:46] <DM_Tol> Fox, Shalnda flails more, now panicking. (action?)
[22:46] <DM_Tol> (It would be Athl check to 'pull' her to safety)
[22:46] <Reed> (I think Shalanda might drown)
[22:47] <Berrian> (she can't be more than 5 spaces away from both air pockets, right?)
[22:47] <Reed> (yeah, whenever you roll a 1...4e still has critical failure right?)
[22:47] <DM_Tol> (fail, yes)
[22:47] <`Fox> (Fox will then do so. Wishing I took the advice power now so she could use my swim check.)
[22:47] <`Fox> 1d20+7 Athletics
[22:47] <TolBot> `Fox's '1d20+7 Athletics': 20
[22:48] <`Fox> (Better.)
[22:48] <DM_Tol> Shalanda, in your panic, you feel a grip tighten on your wrist and begin pulling you forward. You scrape your head along the stone wall above you.
[22:49] * Shalanda grabs whatever has her wrist and panics, clinging to whatever she can get her hands on.
[22:49] <DM_Tol> Athas, wading near the 'pocket', you see Shalanda thrust up to the waters surface.
[22:49] <DM_Tol> She flails.
[22:50] <DM_Tol> Fox then emerges beside her as the two of you help her up into the passage.
[22:50] <`Fox> Fox surfaces, and takes in a sharp, wide breath.
[22:50] * Ryu heads to the edge to grab Shalanda and pull her up
[22:50] * Athas grabs at Shalandria and tries to haul her to the surfaced
[22:51] <Berrian> "Are you alright? Next time, I'll pull the end of the rope with me, as a guide."
[22:51] * Shalanda gasps for breath and spits out water.

[22:52] * Ryu makes sure Shalanda is safely on the surface, before heading down the tunnel a little ways with his Sunrod, checking for immediate danger

[22:52] * Berrian finds a place to stand up, and continues to dry himself off

[22:52] * Athas dries his axe and dagger

[22:52] < `Fox> Fox's face is much less grimy after his 'bath.' He takes deep, controlled breaths as he dries himself off, and waves his hands about to air dry them faster so he can restring his bow.

[22:53] * Ryu glances at the now 'wet' fox, "I guess thats one way to give an Elf a bath."

[22:53] <DM_Tol> A crawl space leads away from the pocket that leads to a larger chamber.

[22:53] <DM_Tol> The group gathers in this room, 15x20'.

[22:54] * Berrian restrings his bow as well, once he is dry and can stand

[22:54] <DM_Tol> The floor is damp, and littered with wine bottles and some broken glass.

[22:54] * Ryu shakes some water off, and cracks his back

[22:54] * Shalanda feels like a drowned rat.

[22:54] * Reed readies his crossbow, looking about him. "Well, looks like we've found the camp."

[22:54] * Ryu walks over to Shalanda "Are you alright little lady?"

[22:55] <Berrian> "Someone's been here. Be ready."

[22:55] <Shalanda> "I almost met with my goddess, and instead of being ready for death I felt scared."

[22:55] * Athas pats her on the shoulder.

[22:56] * Ryu looks from Shalanda to the elf, "You helped her did you not?"

[22:56] <Athas> "Your god was not ready for you. Take pleasure in that."

[22:57] <DM_Tol> (Shall, Endurance check DC 20 or lose one healing surge)

[22:57] <Shalanda> "...scared."

[22:57] <Shalanda> 1d20+7

[22:57] <TolBot> Shalanda's '1d20+7': 22

[22:57] < `Fox> Fox changes the subject. "I don't think this is the camp. Probably just their staging point before a raid. Would make a good place to ambush them, if we had the time."

[22:58] <DM_Tol> The group collects itself in this room. The sunrod provides enough light.

[22:58] <Berrian> (sunrod and everburning torch)

[22:58] * Ryu slaps Fox on the back, "Elf or not, You saved our friend, we are in your debt."

[22:58] <DM_Tol> At the opposite end of the cave, you see another passage that leads downward... to where you will find out..

[22:59] <DM_Tol> *** at another occassion, as this session of Können Land comes to a close ***

[19:51] <DM_Tol> *** Game starting ***

[19:52] * Harlequin_J_Goat is now known as Athas

[19:52] <DM_Tol> The group moved through the mountain top city of Madassa, towards the crack in the ground in the southern end which leads to a lower cistern, a back up water supply for the city.

[19:53] <DM_Tol> As they entered the drop to begin the hunt for who or what was entering the city through this breach, they found the search through the watery cavern troublesome.

[19:54] <DM_Tol> Shalanda, the worshipper of death, nearly met her goddess after troubles under the water. The efforts of Reed and a strange Ranger who joined them for the day kept her alive.

[19:54] <DM_Tol> Through the water and into a hidden tunnel, the group gathers in a space that has clearly seen visitors before.

[19:55] * Berrian continues to look around with his EBT

[19:55] <DM_Tol> On the ground are liquor bottles, tobacco remains, and tattered clothes. It is unclear whether the items reveal the past presence of evil marauders from below, or mischevous teens from above, or both.

[19:56] <DM_Tol> Reed reenters the water to retrieve Zadyn who joins the group in the room. After catching their breath, and drying off a bit, their attention turns to the passage on the other side of the chamber which leads below.

[19:56] <DM_Tol> *** as this sessions of Können Land begins ***

[19:57] * Berrian continues to look around with his EBT

[19:57] <DM_Tol> (remember, this map is still a 'vertical section' map. not a top down look)

[19:58] <Zadyn> "Well, I guess there's only one direction to go. Whoever's on point should probably carry the light."

[19:59] <Ryu> "Lets move"

[19:59] <Athas> .mw stands up, axe at the ready.

[19:59] * Athas stands up, axe at the ready.

[20:00] <Athas> "Let us be off then. Shalanda's god needs a sacrifice."

[20:01] * Shalanda shudders

[20:01] <Berrian> "I will take lead, if I must."

[20:02] <Zadyn> "My goddess too, though I'm not as close to Her as Shalanda is."

[20:04] * Berrian peers at the far wall, trying to gauge the distances

[20:04] * Athas looks around, sniffing the air.

[20:07] <DM_Tol> Berrian, you move to the end of the chamber. After a little ledge, there is a tunnel downward.

[20:07] * Shalanda continues to question her near encounter.

[20:07] * Ryu follows quietly

[20:08] <DM_Tol> The passage goes down 10' and then there's a shift over and then about 17' down.

[20:08] * Berrian looks for a place to tie a rope.

[20:09] <DM_Tol> (This the same rope that's hanging at the main entrance?)

[20:09] * Zadyn has 50' of silk rope.

[20:09] <Berrian> (just looking for a place, not actually tying)

[20:09] <DM_Tol> You see no clear 'tie-off' location. The rock is not smooth, but not so rocky as to appease such a need.

[20:09] <Ryu> (I have 50' Hemp rope I think, it comes in the adventures kit if I remember right)

[20:10] <Untitled-4D118> (Sorry, fell asleep)

[20:10] * Zadyn takes out his grappling hook and ties his rope it then, then looks for a place where he might anchor it.

[20:10] <Untitled-4D118> (Timer woke me up. 😊)

[20:10] <Untitled-4D118> (How late am I?)
[20:10] <DM_Tol> (wb)
[20:10] <Ryu> (10min give or take)
[20:10] <DM_Tol> (just RPing so far)
[20:10] <Untitled-4D118> (Not too bad.)
[20:11] <DM_Tol> (nick = Fox)
[20:11] * Untitled-4D118 is now known as Fox
[20:11] * Fox is now known as `Fox
[20:11] * Ryu sets mode: +v `Fox
[20:11] * Ryu sets mode: +v TolBot
[20:11] <Athas> "Don't see a sign of them."
[20:11] <DM_Tol> Anchoring a grappling hook is more than easy.
[20:13] * ZadyN tosses the end of his rope down and proceeds to shimmy down.
[20:13] <ZadyN> (I shouldn't have used 'down' twice)
[20:13] <Athas> .me looks over the edge...
[20:13] <ZadyN> (What's the DC to climb rope?)
[20:14] <Ryu> (brb, bathroom)
[20:15] <`Fox> Fox cautiously approaches the edge, like a mouse, and peers down, his orange eyes piercing the darkness to the ledge, and then the drop beyond.
[20:15] <DM_Tol> (DC 10 to climb with rope)
[20:15] <ZadyN> 1d20+7 to climb
[20:15] <TolBot> ZadyN's '1d20+7 to climb': 11
[20:16] <DM_Tol> ZadyN reaches the bottom and sees that the tunnel move along ahead. It is a tight fit.
[20:17] <ZadyN> "Clear down here. Athas might have to squeeze to get through."
[20:17] * Shalanda peers down the tunnel.
[20:18] <`Fox> Fox climbs down afterwards, taking his time. (Can't we just take ten?)
[20:18] <DM_Tol> (no check for the first drop. Just to get to where it says DC10 on the map)
[20:18] <Athas> "Down we go."
[20:19] * Berrian goes down the tunnel
[20:19] <Berrian> 1d20+5
[20:19] <TolBot> Berrian's '1d20+5': 17
[20:19] <DM_Tol> Reed: "I'm going to stay here a bit and rest my ankle. I twisted it pushing myself back up."
[20:19] * Athas goes hand over hand.
[20:19] * Shalanda Fey Steps.
[20:21] <DM_Tol> (anyone left to roll? Ryu?)
[20:22] <Athas> (what's the modifier?)
[20:22] <`Fox> The damp ranger takes a handhold, and attempts to climb up towards ZadyN, after stowing his bow.
[20:22] <Ryu> (Yea, one sec)
[20:22] <DM_Tol> (Fox, not gonna call this a mundane task)
[20:22] <Ryu> (its an acrobatics check right?)
[20:22] <DM_Tol> (athle)
[20:23] <Athas> 1d20+11
[20:23] <TolBot> Athas's '1d20+11': 14
[20:23] <Ryu> 1d20+9
[20:23] <TolBot> Ryu's '1d20+9': 17
[20:23] <`Fox> 1d20+7
[20:23] <TolBot> `Fox's '1d20+7': 13
[20:23] <`Fox> (Yeah I know.)

[20:24] <DM_Tol> The group makes it down and then shimmies at times along a passage that climbs up and down.

[20:24] <DM_Tol> After 100 ft or so, you come to another ledge, with a bigger drop.

[20:25] * Athas looks over that ledge

[20:25] <DM_Tol> (You can move yourselfs, though don't really need to keep you all on the map. Just your position in general)

[20:25] <DM_Tol> (Zadyn is in front.)

[20:25] <Athas> "Unless one of you gifts me with wings, I will stay here."

[20:26] <Zadyn> (What're we using as a light source?)

[20:26] <DM_Tol> (An evertorch and a sunrod)

[20:27] <DM_Tol> Over the edge, a 20ft drop reveals a floor below.

[20:28] <Zadyn> "Need more rope and another grapple."

[20:28] <`Fox> (Is this tunnel a natural sort of corkscrew, smoothly twisting and changing direction, or roughly cut out by picks at some point?)

[20:29] <DM_Tol> (roll dungeoneering check)

[20:29] <`Fox> (What's penalty for untrained?)

[20:29] <DM_Tol> (none_

[20:29] <`Fox> 1d20+6

[20:29] <TolBot> `Fox's '1d20+6': 23

[20:29] <Zadyn> 1d20+2 dungeoneering

[20:29] <TolBot> Zadyn's '1d20+2 dungeoneering': 4

[20:30] <Ryu> 1d20+2 Dungeoneering

[20:30] <TolBot> Ryu's '1d20+2 Dungeoneering': 17

[20:30] <DM_Tol> Fox, the tunnel looks like natural rock formations, cracks in the mountain as it was formed.

[20:30] <Shalanda> 1d20+5

[20:30] <TolBot> Shalanda's '1d20+5': 19

[20:30] <DM_Tol> Zadyn, you've lost your sense of direction for the time.

[20:30] <DM_Tol> (🤔)

[20:31] <DM_Tol> (ok, plan for climbing down?)

[20:31] <DM_Tol> (giving up?)

[20:31] <DM_Tol> (taking a nap, like Reed above?)

[20:31] <Athas> (I'm going to slap my arms really hard...)

[20:31] * Ryu looks for a place to tie off his rope

[20:31] <Berrian> (talking to brother before he needs to go to sleep, in 30 minutes... paying attention though)

[20:31] <`Fox> "I've got a rope." Fox says after a time, sighing.

[20:32] <`Fox> He produces a hempen length of rope, and hands it to Zadyn.

[20:32] <Zadyn> "Right, but not very useful without a grapple or a piton."

[20:33] <Athas> (brb)

[20:33] <`Fox> (Is use rope under thievery?)

[20:35] <`Fox> "What if we tied the ends together, and made a great loop around this column?" Fox asks, gesturing to other ropes, such as Ryu's.

[20:35] <DM_Tol> (Not sure how to determine if you can tie it off. Roll suggestion?)

[20:35] <Ryu> (Is there enough room, for two people to be side by side?)

[20:36] <`Fox> He then turns and looks at the massive raised area behind the party, studying it.

[20:36] <DM_Tol> (in the decent, yes, it's about 2x2 square pit)

[20:36] <DM_Tol> (at the tunnel leading up to it, no)

[20:37] * Ryu walks up to the edge and lays down, using the sun light to check for hand-holds in the pit

[20:37] <Ryu> (sun light == sunrod)
[20:37] <DM_Tol> (I said you are more shimmying in this passage, not walking.)
[20:38] <DM_Tol> (I'm gonna have a Dungeoneering check DC15 to get the rope tied off.)
[20:38] <`Fox> Fox will try to make his suggested and ignored loop around the column with his bit of rope.
[20:39] <`Fox> 1d20+6
[20:39] <TolBot> `Fox's '1d20+6': 25
[20:39] <DM_Tol> Fox secures his rope on a column.
[20:39] <Berrian> (are we going to be an 'evil' group, or do you want us to be good?)
[20:39] <`Fox> "Alright, let's go." Says the elf.
[20:40] <`Fox> He passes the end of the rope forward through the tight passage.
[20:40] <Shalanda> (Undecided works for me)
[20:40] <Athas> (define 'evil')
[20:40] <`Fox> (Fox is good.)
[20:40] <Zadyn> (Zadyn is very much not evil, but he couldn't be considered 'good')
[20:40] <DM_Tol> (we have no evil characters)
[20:41] * Zadyn nods. "Nice work, new guy."
[20:41] <Berrian> (just saying...)
[20:41] <DM_Tol> The rope is passed forward through the group and tossed over the side and hits bottom.
[20:41] * Zadyn guesses that he'll go down first once again, and starts to climb down.
[20:41] <Zadyn> 1d20+7 climb check
[20:41] <TolBot> Zadyn's '1d20+7 climb check': 22
[20:42] <DM_Tol> (ok, DC10 to climb down, no +5 bonus for two walls to brace yourself or anything)
[20:42] <`Fox> 1d20+7 Athletics
[20:42] <TolBot> `Fox's '1d20+7 Athletics': 9
[20:42] <Athas> ("Zadyn" must elvish for "canary")
[20:42] <Ryu> 1d20+9
[20:42] <TolBot> Ryu's '1d20+9': 12
[20:42] <Athas> 1d20+11
[20:42] <TolBot> Athas's '1d20+11': 12 (Better luck next time.)
[20:42] <Zadyn> (Maybe if he was elvish)
[20:42] <Ryu> (Ouch, Harl is the Nat 1 guy today)
[20:42] <DM_Tol> (hold up so I can resolve)
[20:43] * Berrian holds back, waiting for the others to call back.
[20:43] <Athas> (and I can plummet to my death)
[20:43] <Zadyn> (I'm possibly getting landed on by two falling people.)
[20:43] <DM_Tol> (technically, can't make it to bottom in one round, but I'll fudge this one)
[20:43] <DM_Tol> Zadyn reaches the bottom, a Fox has to stop and hold on and try again. (roll another, fox)
[20:43] <Athas> (I can -- 32 feet per sec squared)
[20:43] <Zadyn> (please don't roll a 1, Fox)
[20:43] <`Fox> 1d20+7 Athletics
[20:43] <TolBot> `Fox's '1d20+7 Athletics': 17
[20:44] <DM_Tol> Fox reaches the bottom.
[20:44] <DM_Tol> Ryu reaches the bottom.
[20:45] <DM_Tol> Athas gets over and onto the rope and slips, falling.
[20:45] <Berrian> "What do you see down there?"
[20:45] <`Fox> Fox takes his bow and two arrows out and looks around as the others come descending down, legs akimbo.

[20:46] <DM_Tol> (Athletics check to try and grab the rope DC15)
[20:46] <Athas> 1d20+11
[20:46] <TolBot> Athas's '1d20+11': 13
[20:46] <Zadyn> (o_o)
[20:46] <Athas> (...)
[20:46] <Ryu> (*splat*)
[20:46] <DM_Tol> Athas reaches out for the rope but misses it.
[20:46] <Athas> (the first time I play a tank... and this is what I get.)
[20:46] <Ryu> (If you played a female tank... lol)
[20:47] <Shalanda> (That's what you get for making comments about my god needing a sacrifice)
[20:47] <DM_Tol> 2d10 damage for Athas
[20:47] <TolBot> DM_Tol's '2d10 damage for Athas': 17
[20:47] <Athas> (that's it -- from here on out, it's thieves, schizophrenic clerics and swashbucklers)
[20:47] <Ryu> (Or Mute bards lol)
[20:47] <DM_Tol> Athas hits the cavern floor hard.
[20:48] <Athas> "At least the rock stopped me."
[20:48] <Athas> (or mute bards)
[20:48] * Zadyn ducks at the sound of the impact.
[20:48] <`Fox> (Does his scream echo deep into the cavern, alerting those who might be within, too? 😊)
[20:48] <Athas> (can I spend a surge to heal myself?)
[20:48] <Zadyn> (Athas is too much of a badass to scream)
[20:48] <DM_Tol> (Fox knocks a corpse over into a pit. The Balrog wakes up.)
[20:49] <`Fox> (Bitch please. I'm too graceful. 😊)
[20:49] <DM_Tol> Athas licks his wounds as he takes a short rest.
[20:49] <Berrian> (/me dies laughing)
[20:49] <Athas> (how much do i get back from a surge)
[20:49] <Berrian> "Is everyone ok down there?"
[20:49] <DM_Tol> (You can spend healing surges in a short rest)
[20:49] <Athas> "Fine..."
[20:49] <DM_Tol> (one fourth your max)
[20:49] <Zadyn> "I didn't expect you to offer yourself as the Raven Queen's sacrifice, Athas."
[20:50] <DM_Tol> (k, who's next?)
[20:50] * Shalanda shudders
[20:50] <Athas> "Old Man Iron hasn't gotten his due from me, yet."
[20:50] * Berrian waits to hear what is down there, before he follows.
[20:50] * Athas leans up against a stone wall and sighs
[20:51] * Zadyn takes a look around for exits.
[20:51] <Berrian> "Well?"
[20:52] * Berrian picks at his nails while waiting to hear from those below.
[20:52] <DM_Tol> Zadyn, you see the passage continues on a ways.
[20:52] * Athas struggles to his feet and looks up.
[20:52] * Shalanda looks down for a moment, then takes the climbing plunge.
[20:52] <Athas> "That first step is a little deep, be wary."
[20:52] <Shalanda> 1d20+5
[20:52] <TolBot> Shalanda's '1d20+5': 23
[20:53] <`Fox> (Arthas's belly flop was in fact a clever ploy to weaken the floor, sending us falling through to the room beyond!)
[20:53] * Berrian sighs at the news, and climbs down. He is getting a little weary (monotonous) of the climbing.

[20:53] <Berrian> 1d20+5
[20:53] <TolBot> Berrian's '1d20+5': 7
[20:54] <Zadyn> (Obviously)
[20:54] <Athas> (I'll catch you)
[20:55] <Berrian> 1d20+5 ath (why can't these be acro checks?)
[20:55] <TolBot> Berrian's '1d20+5 ath (why can't these be acro checks?)': 8
[20:55] <`Fox> (You could wall jump like mega man and use Acrobatics! But the DC would probably be higher. 😊)
[20:55] <DM_Tol> Shalanda makes it down as Berrian brings up the rear. As he leans over the ledge, he falls
[20:55] <DM_Tol> but then catches himself.
[20:55] <DM_Tol> (roll again)
[20:56] <Ryu> (and the kinder goes *splat*)
[20:56] <DM_Tol> And again, Berrian has trouble getting onto the rope, nearly falling once more. (try again)
[20:57] -> [Berrian] PING
[20:57] <Berrian> 1d20+5
[20:57] <TolBot> Berrian's '1d20+5': 17
[20:57] <DM_Tol> Berrian shakily makes it down.
[20:57] <Berrian> "I am growing weary of this constant climbing, it seems"
[20:58] <Athas> "You're weary?"
[20:59] <Berrian> "Not enough to splat, but yes."
[20:59] * Shalanda looks down on Athas.
[20:59] <DM_Tol> With the group all down, you decide how to proceed.
[20:59] * Athas looks up at Shalanda.
[20:59] <Zadyn> "Rest a few minutes before carrying on?"
[20:59] <DM_Tol> (Remember, you were up on a mountain.)
[21:00] <`Fox> Fox marches on.
[21:00] * Shalanda lends him a hand after a moment's pause.
[21:00] <Athas> "Your god will have to do without the glory of my presence for a long time."
[21:01] * Athas takes Shalanda's hand and stands up
[21:01] * Zadyn shrugs and happily lets the elf take the lead.
[21:01] <DM_Tol> After a brief rest, the progress is VERY slow going and annoying. At times you can nearly stand up, but must crawl often.
[21:01] <Berrian> "on it goes, it seems." joining the party on the way down.
[21:01] <Ryu> (I'm not gonna move on the map until the next climb point, or until I'm needed to)
[21:02] <DM_Tol> The passage goes left and right and up and down, winding around, down through the mountain. At one point, you stop, unsure if all will be able to make it through the passage. (s)
[21:02] <Berrian> (did we see anything up in the opening?)
[21:03] <Ryu> (yes'sir)
[21:03] <Ryu> (about the here that is)
[21:03] <DM_Tol> (Any 'small' characters can squeeze through with ease.)
[21:03] * Athas looks at the opening
[21:04] <Athas> (I'm out)
[21:05] <Zadyn> (Zadyn is pretty skinny, and isn't carrying a whole lot. Might have to take off his scabbard)
[21:06] <DM_Tol> (Berrian, climb check to get up there)
[21:06] <DM_Tol> (DC10)
[21:06] * Ryu is to big to squeeze through, but lets his Dragonling go ahead
[21:06] <DM_Tol> (You mean to room with Mage's PB stash?)

[21:06] <Berrian> (yeah, I want to know what's up in that area. I'll climb check)
[21:06] <Berrian> 1d20+5 athl
[21:06] <TolBot> Berrian's '1d20+5 athl': 21
[21:06] <DM_Tol> (er, that had it a minute ago?)
[21:07] <Shalanda> (Leave my Peanut Butter stash alone)
[21:07] <Berrian> (sorry, that was confusing...)
[21:07] <Ryu> (lol)
[21:07] <DM_Tol> Berrian, you climb up into an upper chamber successfully.
[21:07] * Berrian looks around
[21:07] <Athas> "I will remain here as rear guard."
[21:07] <`Fox> (enjoy your monstrous spider.)
[21:07] <DM_Tol> (Do you have the torch?)
[21:08] <Berrian> (EBT, yes)
[21:08] <DM_Tol> (hehe. he's only large spider)
[21:08] <Athas> (monstrous spiders again?)
[21:08] <DM_Tol> Berrian, you find up in the chamber two burlap sacks.
[21:08] <Athas> (Is there some sort of Monstrous Spider ranch that you have a deal with, Tol?)
[21:08] <Zadyn> (Full of spiders)
[21:08] <DM_Tol> (which each contain one large spider)
[21:09] <DM_Tol> (rotfl)
[21:09] * Berrian gathers the sacks, and looks through them & at the ground under them.
[21:10] <DM_Tol> One sack is empty, while the other contains three jars of canned fruit.
[21:10] * Shalanda peeks through the narrow opening.
[21:10] <Athas> (So... we raided the 7-11?"
[21:11] * Berrian calls out below, then tosses them down, following more carefully (climb check?)
[21:11] <Berrian> (if there wasn't anything else up there...)
[21:11] * Ryu looks around for another way through (s)
[21:11] <DM_Tol> (DC15 to climb down)
[21:11] <Berrian> 1d20+5
[21:11] <TolBot> Berrian's '1d20+5': 13
[21:12] <Ryu> (*splat*)
[21:12] <DM_Tol> Berrian attempts to climb down, but starts to slip. He holds himself over the ledge.
[21:12] * Berrian makes an acrobatics attempt to roll with the landing
[21:12] <DM_Tol> (You have to jump down intentionally to do that, don't you?)
[21:12] <Berrian> 1d20+12 (half damage reduced)
[21:12] <TolBot> Berrian's '1d20+12 (half damage reduced)': 18
[21:13] <DM_Tol> (Roll athletics again to try and climb again.)
[21:13] <Berrian> 1d20+5
[21:13] <TolBot> Berrian's '1d20+5': 13
[21:13] <DM_Tol> (YYou haven't fallen yet. Must fail by 5 to fall)
[21:13] <Berrian> 1d20+5
[21:13] <TolBot> Berrian's '1d20+5': 25 (Yes!)
[21:13] <DM_Tol> Berrian climbs down.
[21:13] <`Fox> Fox wonders idly about it being a look out point, with the raider lookouts hiding from their intrusion, but brushes it off as paranoia. He watches Berrian struggle to not splat.
[21:14] <DM_Tol> Ryu, as you climb down, you see no other exits other than the small passage.
[21:14] <DM_Tol> (If someone attempts to shimmy through, even a small person, you can learn more of the feasibility)
[21:15] * Berrian joins up with the others, after making sure the sacks are secured.
[21:15] <Ryu> (Can I send my dragonling familiar through?)

[21:15] * Shalanda sits by the small entrance and waits for her connection to the fey realm to return, before attempting to step through once more.

[21:18] * Athas sits by the far entrance, waiting for either a fight or the friends to return.

[21:18] <DM_Tol> After a time, Berrian, Shalana and the dragonling make it through the the small passage.

[21:19] <DM_Tol> Berrian, having gone through, you ascertain that larger folks could shimmy through, but it might hurt a little bit (small damage).

[21:19] <Ryu> (Tol, Kira == my dragonling)

[21:19] * Berrian lets the others know

[21:20] * Ryu waits for Kira to come back and report his findings

[21:21] * Ryu slides through after he hears his report

[21:21] <`Fox> Fox follows after, passing his pack and bow through ahead of him.

[21:22] * Zadyne moves on through after the others, being relatively skinny and not hauling much gear.

[21:24] <DM_Tol> Ryu, you shimmy into the jagged, rocky passage, squeezing yourself into a smaller space.

[21:24] <DM_Tol> (Make an Acro check, DC 15)

[21:24] <Ryu> 1d20+2

[21:24] <TolBot> Ryu's '1d20+2': 17

[21:24] <DM_Tol> You make it half way through. (roll again)

[21:24] <Ryu> 1d20+2

[21:24] <TolBot> Ryu's '1d20+2': 10

[21:25] <DM_Tol> (I didn't draw it long enough, but intent was to be 4 squares of squeezing. and you move at half speed when squeezing)

[21:25] <DM_Tol> 1d4

[21:25] <TolBot> DM_Tol's '1d4': 4

[21:25] <DM_Tol> Ryu, you get cut by a rock (4 hps and roll again)

[21:25] <Ryu> 1d20+2

[21:25] <TolBot> Ryu's '1d20+2': 10

[21:25] <Ryu> (roflmao)

[21:26] <DM_Tol> 1d4

[21:26] <TolBot> DM_Tol's '1d4': 2

[21:26] <DM_Tol> You shift uncomfortably and take another cut (2 hp and roll again)

[21:26] <Zadyne> (Ryu is going to get disemboweled by a wall)

[21:26] * Shalanda peers ahead into the darkness.

[21:26] <Ryu> 1d20+2

[21:26] <TolBot> Ryu's '1d20+2': 9

[21:26] <Ryu> (v.v)

[21:26] <DM_Tol> 1d4

[21:26] <TolBot> DM_Tol's '1d4': 1

[21:26] <DM_Tol> (1 more dam and roll again)

[21:26] <Ryu> 1d20+2

[21:26] <TolBot> Ryu's '1d20+2': 21

[21:27] <DM_Tol> Ryu makes it through as Fox enters the hole.

[21:27] <DM_Tol> (roll)

[21:27] <DM_Tol> (Acrobatics, that is)

[21:27] * Ryu rests and bandages himself up on the otherside

[21:27] <Ryu> (Healing surge if I can rest long enough)

[21:27] <Berrian> (The Hole of DOOOOOOOM!!!!!!!)

[21:27] <`Fox> 1d20+11

[21:27] <TolBot> `Fox's '1d20+11': 16

[21:27] <DM_Tol> Shalanda, you wind through quite a ways but don't yet see another obstacle such as that passage or anothe rdrop.

[21:27] <Athas> (can I rest for another healing surge?)

[21:28] <`Fox> 1d20+11

[21:28] <TolBot> `Fox's '1d20+11': 18

[21:28] <DM_Tol> (Yes, Athas)

[21:28] <DM_Tol> Fox makes it through the passage as Athas prepares to go through.

[21:28] * Athas stis down, cradling his axe in his lap and rests.

[21:28] <Berrian> (anything interesting up that area, or just dead space? I want to explore if it's worth exploring)

[21:28] <`Fox> Fox makes it through without difficulty, and looks at the bleeding blue haired guy up and down, as if surprised to see him cut and abraised.

[21:29] <Shalanda> (Ryu = Big, Fox = Petite)

[21:29] <DM_Tol> Berrian, you expore one passage that leads back up but seems to dead end.

[21:29] * Berrian shrugs and continues down

[21:29] <DM_Tol> (Athas, roll)

[21:29] <DM_Tol> (Zadyn?)

[21:29] <`Fox> (Someone's tired of climb checks. 😊)

[21:29] <Zadyn> (Huh?)

[21:30] <Berrian> (I'm curious... good thing I'm not a weretiger, eh?)

[21:30] <Athas> (for what?)

[21:30] <Zadyn> <+`Fox> Fox follows after, passing his pack and bow through ahead of him.

[21:30] <Zadyn> * +Zadyn moves on through after the others, being relatively skinny and not hauling much gear.

[21:30] <Zadyn> <@DM_Tol> Ryu, you shimmy into the jagged, rocky passage, squeezing yourself into a smaller space.

[21:30] <Athas> (I was too big for the first passage)

[21:30] <DM_Tol> (Athas, you can shimmy)

[21:30] <DM_Tol> (just like ryu and fox did)

[21:30] <Athas> (ok...)

[21:31] <Athas> 1d20+11

[21:31] <TolBot> Athas's '1d20+11': 19

[21:31] <DM_Tol> Athas makes it have way through (one more Acrobatics)

[21:31] <DM_Tol> (Zadyn, you need to roll to make it through)

[21:31] <Athas> 1d20+11

[21:31] <TolBot> Athas's '1d20+11': 16

[21:31] <`Fox> Fox heads down, trying to catch up with the rest of the party. He peers up the second tunnel. (Does it look like it goes some where, or does it look like it's just an offshoot that has a finite end to it?)

[21:31] <DM_Tol> Athas makes it through.

[21:32] <DM_Tol> (coming Zadyn?)

[21:32] <Zadyn> (Zadyn's skinny! 5'9" and 165 lbs, that's pretty skinny)

[21:32] <Zadyn> 1d20+11 acrobatics

[21:32] <TolBot> Zadyn's '1d20+11 acrobatics': 19

[21:32] <DM_Tol> (True, but this is determined by size... small or med)

[21:32] <DM_Tol> Zadyn makes it half way through the passage.

[21:32] <Zadyn> (Aren't we all medium sized, except for Reed?)

[21:32] <Zadyn> 1d20+11 acrobatics

[21:32] <TolBot> Zadyn's '1d20+11 acrobatics': 18

[21:33] <DM_Tol> Zadyn makes it through (Berrian is a halfling)

[21:33] <Zadyn> (I coulda sworn he was an eladrin)
[21:33] <Berrian> (umm... I'm Eladrin... do I need to roll?)
[21:33] <DM_Tol> The group moves forward through the passage, cut and scraped and tired.
[21:33] <`Fox> (Eh, not really. Skinny for 5'9" is like 120 lbs)
[21:33] <DM_Tol> *** Take 5 ***
[21:33] <Berrian> 1d20+12
[21:33] <TolBot> Berrian's '1d20+12': 18
[21:34] <Zadyn> (I'm 5'6" and 145 lbs in real life, and though I'm no pencil, I'm pretty slight)
[21:34] <Berrian> (5'4", 180lbs... I've lost some, and more to go)
[21:34] <Zadyn> (5'9" and 120 lbs is /really/ skinny)
[21:35] <Berrian> 1d20+12
[21:35] <TolBot> Berrian's '1d20+12': 15
[21:35] <Ryu> (6'0 and around 250 lol, I feel big XD)
[21:35] <`Fox> (I rolled a human character the other day with random age, height, and weight. He was 5'10" and 125.)
[21:36] <`Fox> (Based on PHB random height and weight. It's skinny, but I don't think it's ribs.)
[21:36] <Athas> (if he turns sideways, is his AC effectively 0?)
[21:37] <Zadyn> (I have a friend who's 5'8 and around 110-120 lbs and he's a beanstalk)
[21:38] <`Fox> (Sounds right.)
[21:38] <`Fox> (So are we going to get to kill something tonight? 😊)
[21:38] <`Fox> (I want to kill something.)
[21:38] <Athas> (I have a list)
[21:38] <Berrian> (I'm overweight, but I don't think obese any more)
[21:39] <`Fox> (I'm 6'1" and over 300 lbs. I'm a fat fucker.)
[21:39] * Shalanda stares ahead, wondering how she ended up in front.
[21:41] <`Fox> Fox continues on ahead, with his bow, wondering how deep the dried up corkscrew of a spring could go.
[21:41] <Ryu> (URm, we're on break unless I missed Tol Resuming it :-P)
[21:41] <Zadyn> (Thought Fox was in front)
[21:41] <Ryu> [21:33:43pm] <DM_Tol> *** Take 5 ***
[21:41] <`Fox> (Well stop taking five!)
[21:41] <Zadyn> (Ok, I can't get the music from Fallout 3 out of my head)
[21:42] <`Fox> (Besides, it's been nearly 10.)
[21:42] <Athas> (watching "Colbert Report")
[21:47] <DM_Tol> (ok, ready?)
[21:47] <Shalanda> (Yeah)
[21:47] <Athas> (has there been any sign of water since we went below the water table?)
[21:47] <Berrian> (whatever...)
[21:47] <Ryu> (yes)
[21:48] <`Fox> (Ready.)
[21:49] <Zadyn> (ready)
[21:49] <Athas> (let's go)
[21:49] <DM_Tol> *** Game resuming ***
[21:50] <DM_Tol> You make your way through the passages that lead down and down and down. Progress is very slow most of the time, and your knees and elbows and hands are sore from the occasional crawling on hard, pebbled stone.
[21:51] <DM_Tol> After a couple hours, you come to another drop that requires more climbing down.
[21:51] <Athas> "Another chance for Old Man Iron."
[21:52] <Zadyn> "And another call for rope. Any left?"

[21:52] <`Fox> "The scratched up blue haired fellow has some, I think." Fox says quietly.

[21:52] <Berrian> "I used mine first."

[21:53] * Ryu hands over his rope

[21:53] <Athas> "None here."

[21:53] * Shalanda pulls some rope from her pack and hands it forward.

[21:54] <DM_Tol> (trying to get this right...)

[21:56] <DM_Tol> The tunnel has opened up into a taller passage. You can all walk standing straight up. You come to a fissure in the stone that after examination must drop in excess of 70 feet.

[21:56] <DM_Tol> (ok, that's it)

[21:57] * Athas looks over hte edge

[21:57] * Ryu looks down the fissure "Fun."

[21:58] <Athas> "Old Man Iron wants his thirst slaked badly."

[21:58] <Berrian> "We've come this far, we may as well continue down. I do not fancy the thought of going back up"

[21:58] * Zadyn looks at Fox. "Can you find a place to secure the rope, as close to the edge as possible?"

[21:59] <`Fox> "A cavern this deep has many exits." Fox says, thinking about Berrian's comment. "The air is not stagnant, so there must be an opening somewhere else."

[21:59] <`Fox> "I can try." He says, taking Shandala's rope. "You want me to climb down, and attach the second rope, yes?"

[22:00] <Shalanda> "Who would go to so much trouble to come up this way?"

[22:01] <DM_Tol> (Dungeoneering DC 15 to secure the rope)

[22:01] <`Fox> 1d20+6

[22:01] <TolBot> `Fox's '1d20+6': 7 (Better luck next time.)

[22:01] <`Fox> (Saw that coming.)

[22:01] <DM_Tol> Fox drops Ryu's rope.

[22:02] <DM_Tol> (hehe, just onto the floor, not into the fissure. 😊)

[22:02] <`Fox> "Well, hell." Fox says quietly to himself as the rope slips down into the darkness below.

[22:02] * Ryu shakes his head

[22:02] <`Fox> "I, uh, need more rope." Fox calls back up.

[22:03] <DM_Tol> (You didn't actually lose the rope. hehe)

[22:03] <DM_Tol> Fox, you see it is still on th edge.

[22:03] <`Fox> (Oh, I see.)

[22:03] <DM_Tol> (someone else needs to attempt to tie it, thogh)

[22:03] <`Fox> (There's no trying again in 4e?)

[22:04] * Berrian grabs the rope. "let me try"

[22:04] <Berrian> 1d20+5

[22:04] <TolBot> Berrian's '1d20+5': 18

[22:04] <`Fox> Fox lets the Eldarin take over.

[22:04] <Shalanda> "You dropped my rope?"

[22:05] <`Fox> "It's not a precious Eldarin crafted artisan ornament egg. It'll be fine." Fox says.

[22:05] <Athas> "Unlike us if we drop."

[22:06] <DM_Tol> Berrian secures the roope.

[22:08] * Berrian looks for the other rope.

[22:08] <Berrian> "We could tie the other one here, then drop them both, making it easier to tie.

[22:08] <DM_Tol> The sides of the cavern are very rough, making for relatively easy climbing.

[22:09] <Zadyn> "That makes an amazing amount of sense."

[22:09] <DM_Tol> (DC15, DC10 with rope)

[22:09] <Berrian> (square knot, if they're the same size)

[22:09] <Ryu> (don't forget your locks :-P)
[22:10] <Athas> (or a parachute)
[22:12] <DM_Tol> (ok, actions?)
[22:12] <DM_Tol> (Fey step is recharged, btw)
[22:12] * Shalanda waits for the others to test their weight on the rope by climibng down.
[22:12] <Ryu> (I wish I could just use my Arcane Teleportation)
[22:12] <`Fox> Fox climbs down.
[22:13] <Athas> (going to try to climb down with rope -- then fall and hit the ground like a sack of wet potatoes)
[22:13] <`Fox> 1d20+7 Athletics
[22:13] <TolBot> `Fox's '1d20+7 Athletics': 12
[22:13] * Berrian takes the rope down. (if the full length is tied and ready to go)
[22:13] <Berrian> 1d20+5
[22:13] <TolBot> Berrian's '1d20+5': 16
[22:13] <Athas> 1d20+11
[22:13] <TolBot> Athas's '1d20+11': 17
[22:13] <Ryu> (I'll wait to roll)
[22:13] <DM_Tol> (ok, remember that one successful check moves you down the number or squares equal o half your speed)
[22:14] <DM_Tol> (one at time plz)
[22:14] <Berrian> 1d20+5
[22:14] <TolBot> Berrian's '1d20+5': 7
[22:14] <Berrian> 1d20+5
[22:14] <TolBot> Berrian's '1d20+5': 22
[22:15] <DM_Tol> (15 squares is the climb)
[22:15] <Berrian> (2 more successes needed?)
[22:15] <Berrian> 1d20+5
[22:15] <TolBot> Berrian's '1d20+5': 16
[22:16] <Berrian> 1d20+5
[22:16] <TolBot> Berrian's '1d20+5': 11
[22:16] <Athas> (I'll hvae to do another one)
[22:16] <DM_Tol> (we'll keep those roll, berrian, your speed is 6?)
[22:16] <DM_Tol> (speed of 6 means 5 successfull athletics checks DC10)
[22:16] <Berrian> (yes. $6/2=3$, $15/3=5$. 5 passes, 1 pause)
[22:17] <DM_Tol> (Y'all DO have enough rope after tying two together?)
[22:17] <DM_Tol> Berrian makes it to the bottom.
[22:17] <Athas> (let me know when you're ready to let me roll)
[22:17] <DM_Tol> Athas makes it down for one move action (4 more)
[22:17] * Zadyne will go down after Athas falls to his death.
[22:17] <Athas> 1d20+11
[22:17] <TolBot> Athas's '1d20+11': 30
[22:17] <Athas> (Ha!)
[22:18] <DM_Tol> (go ahead, 3 more)
[22:18] <Athas> 1d20+11
[22:18] <TolBot> Athas's '1d20+11': 19
[22:18] <Athas> 1d20+11
[22:18] <TolBot> Athas's '1d20+11': 14
[22:18] <Athas> (last one... either way)
[22:18] <Athas> 1d20+11
[22:18] <TolBot> Athas's '1d20+11': 16
[22:18] <DM_Tol> Athas reaches the bottom as Zadyne heads down the rope.

[22:19] <Zadyn> 1d20+7
[22:19] <TolBot> Zadyn's '1d20+7': 25
[22:19] <Zadyn> 1d20+7
[22:19] <TolBot> Zadyn's '1d20+7': 11
[22:19] <Ryu> (I'll go next I guess)
[22:19] <Zadyn> 1d20+7
[22:19] <TolBot> Zadyn's '1d20+7': 17
[22:19] <Zadyn> 1d20+7
[22:19] <TolBot> Zadyn's '1d20+7': 22
[22:19] <Zadyn> (How many more?)
[22:19] <DM_Tol> (one more)
[22:19] <Zadyn> 1d20+7
[22:19] <TolBot> Zadyn's '1d20+7': 21
[22:19] <DM_Tol> Zadyn reaches the bottom as Ryu heads down the rope for 5 climbs down.
[22:19] <Ryu> 1d20+9
[22:19] <TolBot> Ryu's '1d20+9': 16
[22:19] <Ryu> 1d20+9
[22:19] <TolBot> Ryu's '1d20+9': 10 (Yikes!)
[22:20] <DM_Tol> (wait)
[22:20] <Ryu> (Nat 1 but still a 10... hmm)
[22:20] <DM_Tol> Ryu slips off the rope and tries to catch himself (Athletics check DC15)
[22:20] <Ryu> 1d20+9
[22:20] <TolBot> Ryu's '1d20+9': 14
[22:21] <Zadyn> (ouch)
[22:21] <Ryu> (*Splat*)
[22:21] <DM_Tol> 4d10
[22:21] <TolBot> DM_Tol's '4d10': 23
[22:21] <Ryu> (with as far as it is... you think I'd have more than 1 chance to catch myself lol)
[22:21] <DM_Tol> Ryu plummets into the dark, landing on a small ledge below.
[22:21] <DM_Tol> (Rule don't seem to imply that)
[22:22] <Athas> (flap harder! Flap Hard-- never mind...)
[22:22] <DM_Tol> (23 HPs of damage)
[22:22] <Zadyn> (once you miss the rope once, your hands probably fall too far out of reach)
[22:22] * Ryu coughs up blood as he hits, with a groan
[22:22] <`Fox> (Isn't it only 20 feet?)
[22:22] <Zadyn> (70 ft.)
[22:22] <`Fox> (But we used a rope for the first part.)
[22:23] <DM_Tol> (he was 8 squares up and fell off the rope.)
[22:23] <Zadyn> "Queen's mercy, Ryu, are you alright?"
[22:23] <Ryu> (going to rest for a few before trying again (healing surge))
[22:23] <DM_Tol> (see map)
[22:23] <Ryu> "Son of a Dragonborn!"
[22:23] <DM_Tol> Ryu rests for a bit before climbing rest of way down. (roll)
[22:23] <Athas> (I miss the good old days when caves were made of cotton candy)
[22:23] <DM_Tol> (2 more checks)
[22:24] <Ryu> (Recov 13hp, 11 from surge +2 from companion bonus [dragonling])
[22:24] <`Fox> (I don't remember those days. I remember web golems grabbing me and pulling me into the abyss though. Good times...)
[22:24] <Ryu> 1d20+9
[22:24] <TolBot> Ryu's '1d20+9': 25
[22:25] <Athas> (brb)

[22:25] <Ryu> 1d20+9
[22:25] <TolBot> Ryu's '1d20+9': 15
[22:25] <DM_Tol> (one more)
[22:25] <Ryu> (pass pass)
[22:25] <DM_Tol> (who's next?)
[22:25] <DM_Tol> Ryu makes it to the bottom, sore.
[22:26] <Ryu> "Watch that first step, its a doozy"
[22:26] <Shalanda> (I guess I'm up)
[22:26] <Zadyn> (Don't roll a 1)
[22:26] <Shalanda> 1d20+5
[22:26] <TolBot> Shalanda's '1d20+5': 11
[22:26] <Shalanda> 1d20+5
[22:26] <TolBot> Shalanda's '1d20+5': 14
[22:26] <Shalanda> 1d20+5
[22:26] <TolBot> Shalanda's '1d20+5': 24
[22:26] <Shalanda> 1d20+5
[22:26] <TolBot> Shalanda's '1d20+5': 10
[22:27] <`Fox> (Using a rope should allow taking ten on descents, and knotted ropes should for ascents.)
[22:27] <`Fox> (Instead of reducing DC.)
[22:28] <`Fox> (That makes a lot more sense to me.)
[22:28] <DM_Tol> (In real life, I'd like to see you climb 70' down a rope and consider it mundane. :)
)
[22:28] <DM_Tol> Shalanda climbs down.
[22:28] <DM_Tol> (anyone else?)
[22:28] <Athas> (I have a ladder)
[22:28] <`Fox> (Gimme a firmly attached rope, and I would.)
[22:29] <DM_Tol> (lol)
[22:29] <Berrian> (I'd try it, if I could brace myself properly on the descent)
[22:29] <DM_Tol> (that everyone?)
[22:29] <`Fox> (Maybe rappelling wouldn't be, but 70 feet isn't that far.)
[22:29] <`Fox> (I think so. I made my check before.)
[22:30] <`Fox> (Do I need to make another?)
[22:30] <`Fox> (If there's only 5 feet left I can drop as a free action and take no damage.)
[22:30] <DM_Tol> (Fox, actually, you rolled one success)
[22:31] <DM_Tol> (That allows you to successfully move half your speed in squares, so 3 squares)
[22:31] <DM_Tol> (you need to make 4 more climb checks)
[22:31] <`Fox> 1d20+7
[22:31] <TolBot> `Fox's '1d20+7': 19
[22:31] <`Fox> 1d20+7
[22:31] <TolBot> `Fox's '1d20+7': 14
[22:31] <`Fox> 1d20+7
[22:31] <TolBot> `Fox's '1d20+7': 22
[22:31] <`Fox> 1d20+7
[22:31] <TolBot> `Fox's '1d20+7': 14
[22:31] <`Fox> (Done.)
[22:31] <Ryu> (While he's climbing down, I'm resting for another healing surge)
[22:32] <`Fox> (Now let's kill something.)
[22:32] <DM_Tol> Ryu licks his wounds as Fox comes down.
[22:32] * Zadyn checks out the passage leading away.
[22:33] <Shalanda> (Ryu's weak, kill him)

[22:33] <Ryu> (Actually with that surge, I'm back at full health :-P)
[22:34] <Athas> (kill him quickly then)
[22:34] <DM_Tol> The group then heads down the passage, which now seems much more level.
[22:35] <DM_Tol> It goes on for an hour, winding a bit.
[22:35] <DM_Tol> The walls seem different here, more chiselled look at times.
[22:36] <Zadyn> "Things are finally looking more interesting."
[22:36] <Berrian> "Anyone that goes up this set of tunnels must really be desperate, or enjoy the challenge."
[22:36] <DM_Tol> You come to a "Y" in the passage. You may continue left or right.
[22:36] <Athas> "Things are looking dark."
[22:37] * Shalanda (destroyer@6997a70c.cpe.92acce23.net.hmsk) Quit (Read error: Connection reset by peer)
[22:37] <`Fox> "Unnatural walls look dangerous to me." Fox says softly, his tawny eyes looking down each fork.
[22:38] <Zadyn> "Dangerous, interesting, same thing."
[22:38] * Athas re-hefts his axe."
[22:38] * Magestar (destroyer@6997a70c.cpe.92acce23.net.hmsk) has joined #grove
[22:38] * ChanServ sets mode: +o Magestar
[22:38] * Ryu sets mode: +o Magestar
[22:38] <Magestar> (oops)
[22:38] <DM_Tol> You come to a "Y" in the passage. You may continue left or right.
[22:38] * Magestar is now known as Shalanda
[22:39] <`Fox> "The boar caught between two equal patches of truffles can choose neither." Fox comments to himself, nocking an arrow, with a reserve arrow pinched between his fingers. He heads to the left, as if his words settled the matter.
[22:39] * Athas shrugs his shoulders.
[22:39] <Athas> "one is as good as another."
[22:39] <Berrian> "does anyone feel a breeze, or smell a change in the air, between the tunnels?"
[22:40] <DM_Tol> You move down the left passage, for nearly another hour. The walls are no longer cracked stone, but chiseled rock and dirt.
[22:41] <DM_Tol> The passage now is a crossroad. You may move forward, left or right.
[22:41] * Athas takes a big breath through his nose
[22:41] * Ryu simply follows the others
[22:42] <Shalanda> "What does the truffles tell you about three-ways?"
[22:42] * Athas grins at his personal thoughts.
[22:43] <`Fox> The elf thinks for a minute.
[22:43] <`Fox> 1d20+6 Dungeoneering
[22:43] <TolBot> `Fox's '1d20+6 Dungeoneering': 13
[22:43] * Shalanda looks at the ground for any signs of tracks, while Fox things.
[22:43] <Shalanda> (things = thinks)
[22:43] <`Fox> "I believe we should take every left." Fox says.
[22:44] <Berrian> 1d20+5 dungeoneering (may as well)
[22:44] <TolBot> Berrian's '1d20+5 dungeoneering (may as well)': 7
[22:44] <DM_Tol> You move down the left passage. (Marching order?)
[22:44] <Ryu> (next to last)
[22:45] <Berrian> (2nd)
[22:45] <Zadyn> (Near front, 2nd or 3rd)
[22:45] <Zadyn> (3rd I guess)
[22:45] <`Fox> (I guess that puts me, the archer, on point. Wee.)
[22:45] <Athas> 4th
[22:45] <Shalanda> (middle)

[22:45] <Berrian> (I'll swap, or march side-by-side with you, Fox?)
[22:45] <`Fox> (Side by side sounds good.)
[22:46] <`Fox> (I've got powers that get me out of trouble, I think.)
[22:46] <Zadyn> (Zadyn could take point, but it seemed like Fox was leading)
[22:47] <DM_Tol> Around a corner, you hear something flying through the air.
[22:47] <DM_Tol> 1d20+4
[22:47] <TolBot> DM_Tol's '1d20+4': 11
[22:48] <DM_Tol> Around the corner, a spear smashes against the wall, just missing Zadyn and Fox.
[22:48] <DM_Tol> You see a creature dart down the passage.
[22:48] <Athas> "There!"
[22:48] * Athas charges forward
[22:48] <`Fox> Fox will try to shoot it.
[22:48] <Berrian> "Go for a disabling shot!"
[22:49] * Berrian draws out his own bow & arrow, taking careful aim
[22:49] <DM_Tol> (It is out of sight. Must run after to pursue)
[22:49] * Athas takes off
[22:49] * Berrian chases, but tries to be aware of his surroundings
[22:50] <Zadyn> (Ok, did we decide Zadyn will take point, or is Fox/Berrian still up front?)
[22:50] <`Fox> (Can I use my disrupting power?)
[22:50] <`Fox> (It's an immediate interrupt.)
[22:50] * Zadyn is NOT going to rush headlong into the darkness, chasing down an unknown assailant.
[22:50] <Berrian> (I think the dual frontline archers is still going on)
[22:50] <Zadyn> (k(
[22:50] <DM_Tol> (power name, fox?
[22:51] <`Fox> (Disrupting strike)
[22:51] <`Fox> (But I don't think I'll use it.)
[22:51] <DM_Tol> (ok. Anyone following?)
[22:51] <Athas> (I am)
[22:51] <DM_Tol> Athas and ? chases after.
[22:51] <Berrian> (I am, but carefully)
[22:52] <DM_Tol> (The map is up "Caves")
[22:52] <Shalanda> (This is top down view correct?)
[22:52] * Ryu gives chase as well
[22:52] <`Fox> Fox follows with Zadyn carefully, instead of charging into a probable ambush.
[22:53] <DM_Tol> You follow and can hear the small creature running from you, and can follow his direction (>). You follow him into a large cavern.
[22:53] <Berrian> (I think the same order, but shifted back 1 for Athas to charge?)
[22:53] <DM_Tol> (sure)
[22:53] * Zadyn will stays close to the wall and does his best to be stealthy and avoid notice.
[22:53] * Shalanda follows with the group cautiously following and not recklessly chasing after.
[22:54] <DM_Tol> (yes, top down, shal, sorry)
[22:54] <`Fox> (So only Athas runs ahead? Does he come back when he realizes the caution of the rest of the party?)
[22:55] <`Fox> (Oh, Ryu went too.)
[22:55] <Athas> (Caution? Bah!)
[22:56] <DM_Tol> YOU do not immediately see the small creature that lead you here.
[22:56] * Ryu looks around carefully, trying to locate the creature
[22:56] <DM_Tol> You see several small crawl tunnels along the walls, one of which he could've easily entered before you got here.
[22:56] * Shalanda takes a step back into the hall to watch for an ambush, and smelling a trap.

[22:57] <DM_Tol> 1d20+6
[22:57] <TolBot> DM_Tol's '1d20+6': 7 (Uh oh.)
[22:57] * Zadynd hides in the shadows.
[22:57] * Berrian places an arrow on his bow, ready to face whatever may come
[22:58] <`Fox> Fox looks above, and on any ledges where ambushes would likely be launched from.
[22:58] * Athas raises his axe as he charges forward
[22:58] * Zadynd also draws his sword.
[22:58] <DM_Tol> You notice several skeletons of animals and humanoids in the middle of the room.
[22:58] <DM_Tol> And then, you hear and see a large, drooling carrion worm of some type burst into the chamber from one of the small tunnels.
[22:58] * Ryu draws his blade with a wicked grin
[22:58] <`Fox> Fox shoots it with two arrows.
[22:58] <DM_Tol> It empties into the room and draws up high, preparing to pounce on its prey.
[22:59] <DM_Tol> *** as this session of Könnel Land comes to a close ***

8-29-2010: OF DICE AND CRAWLER SLAUGHTER

[19:54] <DM_Tol> *** Game beginning ***
[19:55] <Shalanda> Guarding the rear as I smell ambush
[19:55] <Fox`> `rm 1d20+13 Nature
[19:55] <DM_Tol> Our party made its way, a full days+ worth of squeezing and climbing, through rough cracks and tunnels below the city of Madassa.
[19:55] <Fox`> `throw 1d20+13 Nature
[19:55] <DM_Tol> (just roll, fox)
[19:55] <Fox`> `roll 1d20+13
[19:56] <Fox`> (I don't geddit.)
[19:56] <DM_Tol> (no `throw or whatever, though `dice is it if you must know)
[19:56] <Ryu> (no need to use `.. jus' 1d20+13)
[19:56] <Berrian> (init?)
[19:56] <Fox`> 1d20+13 Nature
[19:56] <TolBot> [Fox`'s 1d20+13 Nature]: 32
[19:56] <DM_Tol> (just wait til I ask for it)
[19:56] <DM_Tol> again
[19:56] <DM_Tol> Our party made its way, a full days+ worth of squeezing and climbing, through rough cracks and tunnels below the city of Madassa.
[19:57] <DM_Tol> After making to a more level, and more manmade portion of the tunnels, they were led a long way through a cave passage.
[19:57] <DM_Tol> After two forks, they happened upon some small creature of unknow origin.
[19:58] <DM_Tol> It scattered and as they pursued, they were led to a large cavern, stinky and ransid, refuse and bones scattered about, with several worm holes in the walls.
[19:58] <DM_Tol> From one came a large carrion worm of some type, ready to eat.
[19:58] <DM_Tol> *** thus begins this session of Können Land ***
[19:58] <DM_Tol> `init please from everyone
[19:58] <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'.
[19:59] <DM_Tol> (gee, sorry)
[19:59] <DM_Tol> `init rolls please
[19:59] <TolBot> Please make an initiative roll (1d20+modifier).
[19:59] <Shalanda> 1d20+3
[19:59] <TolBot> [Shalanda's 1d20+3]: 23 (You da man.)
[19:59] <DM_Tol> (forgot I change the command trigger. 😊)
[19:59] <Fox`> 1d20+10
[19:59] <TolBot> [Fox`'s 1d20+10]: 13
[19:59] <Berrian> 1d20+7
[19:59] <TolBot> [Berrian's 1d20+7]: 8 (That stinks.)
[19:59] <Zadyn> 1d20+6
[19:59] <Ryu> 1d20+2
[19:59] <TolBot> [Zadyn's 1d20+6]: 10
[19:59] <TolBot> [Ryu's 1d20+2]: 14
[20:00] <DM_Tol> 1d20+6 for Worm
[20:00] <TolBot> [DM_Tol's 1d20+6 for Worm]: 23
[20:00] <Berrian> (Tolbot is out to fulfill his prophecy!)
[20:00] <Athas> 1d20+6

[20:00] <TolBot> [Athas's 1d20+6]: 11
[20:00] <DM_Tol> `init report
[20:00] <TolBot> Initiative Order: Worm, 23, Shalanda, 23, Ryu, 14, Fox`, 13, Athas, 11, Zadyn, 10, Berrian, 8
[20:00] <DM_Tol> (Shal, act first)
[20:01] * Shalanda takes a step forwards and summons the blessings of the Raven Queen. (+1 att for all)
[20:01] * Shalanda then resumes watching the rear.
[20:02] <DM_Tol> The large worm-like creature moves forward to eat.
[20:02] <DM_Tol> 1d3
[20:02] <TolBot> [DM_Tol's 1d3]: 1
[20:03] <DM_Tol> The Worm's tentacle slashes out towards Zadyn.
[20:03] <DM_Tol> 1d20+10 for Worm v. Fort
[20:03] <TolBot> [DM_Tol's 1d20+10 for Worm v. Fort]: 19
[20:05] <DM_Tol> (Zadyn? Fortitude?)
[20:05] <DM_Tol> (k, hit)
[20:05] <Fox`> (How much is it a hit by?)
[20:05] <Fox`> (I can use disruptive strike to try to prevent the attack.)
[20:06] <DM_Tol> (hit by 4)
[20:06] <Fox`> (Can't then.)
[20:06] <DM_Tol> 1d4+5 damage and slowed
[20:06] <TolBot> [DM_Tol's 1d4+5 damage and slowed]: 6
[20:06] <DM_Tol> (Ryu)
[20:07] * Ryu marks the Worm with his Aegis of Assault (At-Will Power), then charges forward at attacks with Blazing Pursuit
[20:07] <Fox`> (Oh wait yeah I could have. Oh well.)
[20:07] <Fox`> (Sucks to be you, Zadyn. 😞)
[20:07] <Zadyn> (er, sorry, had to run AFK for a sec)
[20:07] <Ryu> 1d20+11
[20:07] <TolBot> [Ryu's 1d20+11]: 25
[20:08] * DM_Tol (me@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has left #GroveWood
[20:08] <Ryu> 20:07:19pm] * Ryu marks the Worm with his Aegis of Assault (At-Will Power), then charges forward at attacks with Blazing Pursuit
[20:08] <Ryu>
[20:08] <Ryu> 20:07:57pm] <TolBot> [Ryu's 1d20+11]: 25
[20:08] <Shalanda> (Awww, he doesn't love you because you went afk)
[20:08] * DM_Tol (me@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has joined #GroveWood
[20:08] * ChanServ sets mode: +o DM_Tol
[20:08] <Ryu> (...)
[20:09] <Ryu> (Attacking iwth blazing pursuit after marking it, rolled a 1d20+11 and resulted in 25)
[20:09] <DM_Tol> (Ok, vs?)
[20:09] <Ryu> (ac)
[20:09] <DM_Tol> (hit)
[20:09] <Ryu> 1d10+7 (Fire Damage)
[20:09] <TolBot> [Ryu's 1d10+7 (Fire Damage)]: 8
[20:10] <DM_Tol> (Fox, then Athas)
[20:10] <Ryu> (rofl, oh well: Aegis of Assault: You can teleport to a space adjacent to the target even if you do not have line of sight to that space. Hit: 1[W] + Int Mod Fire Damage, If the target is within 5 squares of you at the end of its next turn asa free action you can teleport to a space that must be adjacent to the target)

[20:11] <Fox` > (Made a 32 roll on my nature check to see if I knew anything.)
[20:11] <Fox` > (Then I'll do a Twin-Strike.)
[20:11] <DM_Tol> (yes, but it's a Dungeoneering check in this case)
[20:11] <Ryu> (Oh! was the mob at full health?)
[20:11] <Zadyn> (Can those rolls be made untrained?)
[20:12] <DM_Tol> (I don't think so)
[20:12] <Zadyn> (k)
[20:12] <Fox` > 1d20+6 (I think)
[20:12] <TolBot> [Fox`'s 1d20+6 (I think)]: 17
[20:12] <Ryu> (If Mr. Worm was at full health, I can roll another 1d6 damage)
[20:12] <Fox` > 1d20+6
[20:12] <TolBot> [Fox`'s 1d20+6]: 14
[20:13] <Fox` > (Half level is BAB, right?)
[20:13] <DM_Tol> (Fox, doesn't say in Phb)
[20:13] <DM_Tol> (Ryu, was at full health)
[20:13] <DM_Tol> (BAB?)
[20:13] <Fox` > (Attack bonus.)
[20:14] <DM_Tol> (twin strike is v. AC?)
[20:14] <Ryu> 1d6
[20:14] <TolBot> [Ryu's 1d6]: 5
[20:14] <Fox` > (I have +4 dex mod, but I don't know how much to add to that. And yes vs AC.)
[20:14] <DM_Tol> (yes, add half lvl to att if power says so)
[20:14] <DM_Tol> (I don't actually have your sheet, so can't help. I need ot get it into a PDF)
[20:15] <DM_Tol> (correciton, you need to)
[20:15] <Fox` > ([http://www.myth-weavers.com/sheetview.p ... tid=190133](http://www.myth-weavers.com/sheetview.p...tid=190133))
[20:15] <DM_Tol> (what's the weapon?)
[20:15] <Fox` > (Just a normal bow.)
[20:15] <Fox` > (Longbow.)
[20:16] <DM_Tol> (Miss)
[20:16] <DM_Tol> (Athas)
[20:16] <Fox` > (Both miss? Damn...)
[20:16] <DM_Tol> Fox lets out two arrows which fly off of swinging tentacles.
[20:16] <DM_Tol> (yes, both miss)
[20:17] * Athas makes a short chop to teh worm's body
[20:17] <Shalanda> (Base Attack = Str +1/2 level for melee and heavy thrown OR Dex +1/2 level for thrown/range)
[20:17] <Athas> 1d20+9
[20:17] <TolBot> [Athas's 1d20+9]: 23
[20:17] <DM_Tol> (hit v. AC)
[20:17] * Atreyu (Atreyu@32f0f8aa.hsd1.mi.5aa6454b.net.hmsk) has joined #Grovewood
[20:17] <Athas> (damage?)
[20:17] <DM_Tol> (Yep)
[20:18] <DM_Tol> (Heya, Marr)
[20:18] * Atreyu is now known as Atreyu|
[20:18] <Ryu> (It's a Marr!)
[20:18] <Atreyu|> (yo)
[20:18] <Athas> 1d12+6
[20:18] <TolBot> [Athas's 1d12+6]: 18
[20:18] <Ryu> (Noice)
[20:18] <Zadyn> (Heya)
[20:18] <Athas> (Hey Marr)

[20:18] <DM_Tol> The beast reals back in pain.
[20:18] <Athas> "MY GODS DRINK DEEEEEEEEP!!"
[20:18] <Shalanda> (Hey marr)
[20:19] <TolBot> (Zadyn, then Berrian)
[20:19] * Zadyn calls the shadows down upon the wretched creature.
[20:19] <Zadyn> (Shroud it, attack vs. Will with Nightmare Shades, and turn in the shroud as I do so for +1d6 damage)
[20:20] <Zadyn> 1d20+8 vs Will
[20:20] <TolBot> [Zadyn's 1d20+8 vs Will]: 14
[20:21] <TolBot> (miss)
[20:21] * Berrian takes careful aim of the beast, setting the worm as his quarry, before launching an arrow at it.
[20:21] <Berrian> 1d20+12 vs AC
[20:21] <TolBot> [Berrian's 1d20+12 vs AC]: 23
[20:22] <TolBot> Berrian nails the Carrion Worm with an arrow.
[20:22] <Berrian> 1d10+6 dmg
[20:22] <TolBot> [Berrian's 1d10+6 dmg]: 10
[20:22] <DM_Tol> (oops)
[20:22] <Berrian> 1d8 quarry
[20:22] <TolBot> [Berrian's 1d8 quarry]: 3
[20:23] <Berrian> (oops?)
[20:23] <DM_Tol> (Zadyn, you should have made a save attempt for being Slowed)
[20:24] <DM_Tol> (at a -2, actually. so 1d20-2)
[20:24] <Zadyn> 1d20-2
[20:24] <TolBot> [Zadyn's 1d20-2]: 8
[20:25] <DM_Tol> Zadyn, your slowed joints freeze up as you feel poison through your body and are now immobilized (and take 5 points poison damage).
[20:25] <DM_Tol> `init report
[20:25] <TolBot> Initiative Order: Worm, 23, Shalanda, 23, Ryu, 14, Fox`, 13, Athas, 11, Zadyn, 10, Berrian, 8
[20:25] <DM_Tol> (Go, Shal)
[20:25] <Ryu> (Mr worm isn't attacking or omving?)
[20:25] <DM_Tol> (I'm letting Shal resolve first)
[20:25] <Shalanda> (looking up something, will go after worm)
[20:26] * DM_Tol is a kind DM.
[20:26] <DM_Tol> (k)
[20:26] <DM_Tol> The Worm lashes out with another tentacle.
[20:26] <DM_Tol> 1d2
[20:26] <TolBot> [DM_Tol's 1d2]: 1
[20:27] <DM_Tol> 1d20+10 v. Ryu's Fort
[20:27] <TolBot> [DM_Tol's 1d20+10 v. Ryu's Fort]: 21
[20:27] <Ryu> (Fort = 15)
[20:27] <Fox`> I'll try to make a disruptive strike.
[20:27] <DM_Tol> 1d4+5 damage and Ryu is slowed
[20:27] <TolBot> [DM_Tol's 1d4+5 damage and Ryu is slowed]: 8
[20:27] <Fox`> 1d20+6
[20:27] <TolBot> [Fox`'s 1d20+6]: 19
[20:27] <Fox`> Can I use Elven Accur` to reroll?
[20:28] <DM_Tol> (Inneffective, Fox)
[20:28] <DM_Tol> (hmm... go ahead)
[20:28] <Fox`> 1d20+6

[20:28] <TolBot> [Fox`s 1d20+6]: 15
[20:28] <Fox` > (Fuck you, bot.)
[20:29] <DM_Tol> (Shal, ready? or Ryu now?)
[20:29] * Shalanda looks back into the fight and lets loose one of her Sacred Flames at the worm.
[20:29] <Shalanda> 1d20+5 vs Reflex
[20:29] <TolBot> [Shalanda's 1d20+5 vs Reflex]: 19
[20:29] <DM_Tol> (Hit)
[20:29] <Shalanda> 1d6+3 and Mr. Poison can make another save attempt
[20:29] <TolBot> [Shalanda's 1d6+3 and Mr. Poison can make another save attempt]: 6
[20:30] <Ryu> (?)
[20:30] <DM_Tol> (Ryu?)
[20:30] <DM_Tol> (or Zadyn?)
[20:30] <Ryu> (What modifier for Saving throw?)
[20:30] <Shalanda> (Zadyn)
[20:31] <Shalanda> (Will use an action point to fire off another)
[20:31] <DM_Tol> (Zadyn, 1d20-2)
[20:31] <Zadyn> 1d20-2 to SAVE
[20:31] <TolBot> [Zadyn's 1d20-2 to SAVE]: 9
[20:31] <Shalanda> 1d20+6 vs Reflex
[20:31] <TolBot> [Shalanda's 1d20+6 vs Reflex]: 9
[20:31] <Zadyn> (Oh you bot)
[20:31] <DM_Tol> Zadyn fails save and Shalanda misses with Action point attack.
[20:31] * Shalanda turns to watch the back again
[20:31] <Shalanda> (end action)
[20:32] <DM_Tol> Ryu attacks with his slowed self.
[20:32] <Ryu> (Whats the throw?)
[20:32] <DM_Tol> (Can't save til end of turn)
[20:33] <Ryu> (OK, Booming Blade, vs AC)
[20:33] <Ryu> 1d20+11
[20:33] <TolBot> [Ryu's 1d20+11]: 25
[20:33] <DM_Tol> (hit)
[20:34] <Ryu> 1d10+7 (Next turn if mob is still adjacent to me, it takes an additional 1d6 damage)
[20:34] <TolBot> [Ryu's 1d10+7 (Next turn if mob is still adjacent to me, it takes an additional 1d6 damage)]: 8
[20:34] <Ryu> (Additional damage is Thunder Damage)
[20:34] <Fox` > Fox looses another arrow in an attempt to stop the stinging tentacles, but yet again fails to connect his arrows, his tawny orange eyes narrowing in anger at himself, and hatred for the abomination. He pulls another two arrows from his quiver, nocking the first and holding the second between his knuckles. This beast would die!
[20:35] <DM_Tol> (ryu, the additional damage is only if it tries to get away from you next round)
[20:35] <Fox` > (Hey, how do you guys have +11 bonuses? My attack sucks, I don't want to forget any bonuses.)
[20:35] <Fox` > (Setting worm as my quarry, and using twin strike again.)
[20:35] <Ryu> (I'm a fighter, and the Saving throw for Slow?)
[20:35] <Fox` > 1d20+7
[20:35] <TolBot> [Fox`s 1d20+7]: 9
[20:35] <Fox` > 1d20+7
[20:35] <TolBot> [Fox`s 1d20+7]: 11
[20:36] <Fox` > (GRAAAAAAAAAAH)
[20:36] <DM_Tol> (1d20-2, ryu)
[20:36] <Shalanda> (Note you do get my bless bonus of +1)

[20:36] <Ryu> 1d20+2
[20:36] <TolBot> [Ryu's 1d20+2]: 4
[20:36] <Fox` > (Apparently I'm a skill monkey who is worthless in combat.)
[20:36] <Ryu> (oops lo, well talk about rolling a 0 lol
[20:36] <Fox` > (Yeah, I added that +1 this time, Shalanda.)
[20:36] <DM_Tol> Ryu, you feel poison set in as you become immobilized (and 5HPs damage).
[20:36] <DM_Tol> Fox lets fly two arrows and fails to connect.
[20:36] <Athas> (time to bring this to a close)
[20:37] <DM_Tol> (go, Athas)
[20:37] * Athas winds up and brings his great-axe down with the full fury of Old Man Iron behind him.
[20:37] <Athas> (crushing blow)
[20:38] <Athas> 1d20+6
[20:38] <TolBot> [Athas's 1d20+6]: 25
[20:38] <DM_Tol> (hit)
[20:38] <Athas> 2d12+8
[20:38] <TolBot> [Athas's 2d12+8]: 14
[20:38] <DM_Tol> Athas blasts the carrion worm once more.
[20:39] <Athas> "Old Man Iron drinks deep!"
[20:39] <Zadyn> (Fox, attacks and attack powers using weapons also give an innate proficiency bonus to hit, +2 for most, +3 for some weapons)
[20:39] <DM_Tol> The immobilized Zadyn acts.
[20:39] <Fox` > (Aha. Thanks, Zadyn.)
[20:40] * Zadyn is pulled into Ryu's shadow and slips out on the opposite side of the worm, then he strikes with his khopesh.
[20:40] <DM_Tol> (well, it's simply if using a weapon you're proficient with)
[20:40] <Fox` > (I am new to 4e so I forget things like that. Obviously I'm proficient in longbow. +2 to my attacks makes +9)
[20:41] <Zadyn> (Shroud the worm, attack vs. AC using Shadow Storm, turning in the shroud for +1d6 damage)
[20:41] <Fox` > (So I had a 22 a while ago on my first twin strike.)
[20:41] <Zadyn> 1d20+10 vs. AC
[20:41] <TolBot> [Zadyn's 1d20+10 vs. AC]: 15
[20:41] <Zadyn> (make that 11 vs. AC, forgot Shal's thing)
[20:41] <DM_Tol> (would've hit, Fox)
[20:41] <Zadyn> (So my attack was a 16 vs. AC, probably a miss?)
[20:41] <Athas> (brb)
[20:41] <DM_Tol> (miss, Zadyn)
[20:41] * Zadyn spends an action point to attack again.
[20:42] <DM_Tol> (Roll save first)
[20:42] <DM_Tol> (1d20-2)
[20:42] <Zadyn> (Same attack, minus the shroud)
[20:42] <Zadyn> 1d20-2
[20:42] <TolBot> [Zadyn's 1d20-2]: 9
[20:42] <Zadyn> 1d20+11 vs AC: Shadow Storm
[20:42] <TolBot> [Zadyn's 1d20+11 vs AC: Shadow Storm]: 30
[20:43] <DM_Tol> Zadyn, the poison spreads as you are stunned and unable to take action. (and 5 HPs)
[20:43] <DM_Tol> (Berrian)
[20:43] * Berrian takes careful aim again, and lets fly another arrow. (and I'll remember shal's +1 this time)

[20:43] <Berrian> 1d20+13 vs AC
[20:43] <TolBot> [Berrian's 1d20+13 vs AC]: 28
[20:43] <DM_Tol> (hit)
[20:43] <Berrian> 1d10+6
[20:43] <TolBot> [Berrian's 1d10+6]: 10
[20:43] <Berrian> 1d8 Quarry
[20:43] <TolBot> [Berrian's 1d8 Quarry]: 3
[20:44] <Zadyn> (Ah crap)
[20:44] <DM_Tol> Berrian makes a clean hit on the worm, severing one tentacle.
[20:44] <Berrian> (I did the exact same damage, in the same way, as last round...)
[20:44] <DM_Tol> The worm looks bloodied.
[20:45] <DM_Tol> The worm lashes out.
[20:46] <DM_Tol> 1d20+12
[20:46] <TolBot> [DM_Tol's 1d20+12]: 20
[20:46] <DM_Tol> It bears down on Zadyn, biting at him.
[20:46] <DM_Tol> (hit AC?)
[20:46] <DM_Tol> 1d10+5
[20:46] <Zadyn> (It has combat advantage, sooo)
[20:46] <TolBot> [DM_Tol's 1d10+5]: 14
[20:47] <Zadyn> (Definitely hit, AC 18 normally)
[20:47] <DM_Tol> (14 damage, Zadyn)
[20:47] * Zadyn is bloodied.
[20:47] <DM_Tol> (Shal)
[20:47] <Shalanda> 1d20+6 vs Reflex (Sacred Flame)
[20:47] <TolBot> [Shalanda's 1d20+6 vs Reflex (Sacred Flame)]: 13
[20:47] <DM_Tol> (miss)
[20:47] <Shalanda> (done)
[20:47] <DM_Tol> The immobilized Ryu acts.
[20:48] <Ryu> 1d20-2 Saving throw
[20:48] <TolBot> [Ryu's 1d20-2 Saving throw]: 14
[20:48] <DM_Tol> (no, save after... doesn't count)
[20:48] <Ryu> (fine)
[20:48] <DM_Tol> (sorry, I said that last round)
[20:48] <DM_Tol> (Action?)
[20:48] * Ryu throws his blade away (Whirling Blade Int vs AC)
[20:48] <Ryu> 1d20+11
[20:48] <TolBot> [Ryu's 1d20+11]: 12 (Nooooo!)
[20:49] <Ryu> (roflmao)
[20:49] <Athas> (LOL)
[20:49] <Ryu> (While I'm thinking about it... FUUUUUUUUUUUUUUUUUUUUUU Tolbot!)
[20:49] <Athas> (anyone remember the move "Big Trouble In Little China"?)
[20:49] <DM_Tol> Ryu throws his blade away in odd fashion.
[20:49] <DM_Tol> (yep)
[20:49] <Shalanda> (yeah)
[20:49] <DM_Tol> (ok, if done, Ryu, now roll Save)
[20:49] <Ryu> (Wait... reading something)
[20:49] <Zadyn> (Tolbot is really trying to screw us over tonight)
[20:51] <DM_Tol> (Save Ryu, go Fox)
[20:51] <Fox` > Fox fires two more arrows at the strangely hard to hit carrion crawler, vowing to pincushion his quarry.
[20:51] <Ryu> 1d20-2

[20:51] <TolBot> [Ryu's 1d20-2]: 6
[20:52] <Fox` > 1d20+9
[20:52] <TolBot> [Fox`s 1d20+9]: 23
[20:52] <Ryu> (rofl)
[20:52] <Fox` > 1d10+4
[20:52] <TolBot> [Fox`s 1d10+4]: 12
[20:52] <Fox` > 1d6 quarry
[20:52] <TolBot> [Fox`s 1d6 quarry]: 6
[20:52] <DM_Tol> Ryu, you feel the poison coarse through your veins (5 HPs) as you become stunned and unable to act.
[20:52] <Fox` > 1d20+9
[20:52] <TolBot> [Fox`s 1d20+9]: 28
[20:52] <Fox` > (lol...)
[20:53] <Fox` > 1d10+4
[20:53] <TolBot> [Fox`s 1d10+4]: 7
[20:53] <DM_Tol> Fox hits the worm with two arrows.
[20:53] <Fox` > Both arrows sink through the worm's skin, spurting blood from deep within.
[20:54] <Fox` > (25 damage. Take that, axe weilder. Think you're so tough, with your deep drinkinnng god. 😊)
[20:54] <DM_Tol> The first arrow sticks in a tentacle while the second soars into its throat as the creature turns to flee, and then falls down dead.
[20:55] <Athas> "Drink deep, Old Woman Wood."
[20:55] * Zadynd isn't looking good at all, and he's pretty well paralyzed.
[20:56] <DM_Tol> 1d20+6
[20:56] <TolBot> [DM_Tol's 1d20+6]: 11
[20:56] <DM_Tol> Several of you hear another worm-like noise coming from another portal in the wall.
[20:57] <Fox` > (This party has no healer? Or is Shalanda a healer?)
[20:57] * Athas looks around
[20:57] <Athas> "Another to come?"
[20:57] <Zadynd> (Shalanda is the closest thing we have to a healer)
[20:57] <DM_Tol> (action Athas or Berrian?)
[20:57] <Fox` > (Damn, you guys need my Valorous Bard. He's a badass healer.)
[20:57] <Zadynd> (She really likes to burn stuff, though)
[20:58] <Berrian> "What was that thing, and where can we go to be safe from another attack?"
[20:58] * Athas moves to put himself between the newcomer worm and his allies.
[20:58] <DM_Tol> (save, Athas)
[20:58] <DM_Tol> (er... Zadynd)
[20:58] <Athas> "Get the others out."
[20:58] <Zadynd> 1d20-2
[20:58] <TolBot> [Zadynd's 1d20-2]: 9
[20:59] <Zadynd> (ALWAYS A 9)
[20:59] <DM_Tol> Zadynd, as you hear another worm coming, you are unable to move.
[20:59] <Shalanda> "Archer, watch the entrance we came from while I address the injured."
[20:59] <DM_Tol> (Actions anyone else?)
[20:59] * Shalanda says as she attempts to make her way to Zadynd
[20:59] <Athas> (taking a defensive stance)
[20:59] <Shalanda> Heal check on Zadynd so he can make another save.
[21:00] * Berrian prepares for another attack, while defending the others in their actions
[21:00] <Shalanda> 1d20+5 DC15

[21:00] <TolBot> [Shalanda's 1d20+5 DC15]: 24 Success
[21:00] <Fox` > Fox nods, and takes out two more arrows, staring down the dark corridor from whence they came, ready to let fly at the small spear thrower, should it make an encore appearance.
[21:00] <Berrian> (IE, standing in the way)
[21:00] <Zadyn> (So I get another save?)
[21:00] <Shalanda> (Yes)
[21:00] <Zadyn> 1d20-2
[21:00] <TolBot> [Zadyn's 1d20-2]: 16
[21:00] <Shalanda> (Next action will be Ryu)
[21:01] <DM_Tol> Zadyn, you feel free to move.
[21:01] <Berrian> (where's the sound coming from within the room?)
[21:01] <DM_Tol> (Anyone else an action this free round? You can save, Ryu)
[21:01] <DM_Tol> (Hmm, Berrian, Perception check to tell.)
[21:01] <Berrian> 1d20+8
[21:01] <TolBot> [Berrian's 1d20+8]: 18
[21:02] * Zadyn shakes his head to clear it, and nods to Shalanda. "Many thanks, Priestess."
[21:02] <Zadyn> (Second Wind on my action)
[21:02] <DM_Tol> The sound comes from a hole on the right side of the room (around the w's)
[21:02] <DM_Tol> (Ryu, gonna save?)
[21:03] <Ryu> (sorry, had a hard drive lose a partition)
[21:03] <Ryu> 1d20-2
[21:03] <TolBot> [Ryu's 1d20-2]: 2
[21:03] * Berrian takes a stance to block the others from attack, while going about their healing/evac plans
[21:03] <Shalanda> (Will heal check Ryu when I get the ok)
[21:03] <DM_Tol> Ryu, the poison solidifies in your veins as you remain stunned and take damage (5HPs)
[21:03] <Ryu> (29/44HP left)
[21:04] * Zadyn is looking a little better now that he can move, but is still definitely bloodied.
[21:04] <DM_Tol> 1d4
[21:04] <TolBot> [DM_Tol's 1d4]: 3
[21:04] <DM_Tol> (Shal, you can heal again)
[21:04] <Athas> "Get the wounded out quickly. These worms wish to slake the thirst of Old Man Iron and Old Woman Wood."
[21:04] <Shalanda> 1d20+5 DC15
[21:05] <TolBot> [Shalanda's 1d20+5 DC15]: 12 Fail
[21:05] <DM_Tol> (Ryu, Your action. All you can do is Save)
[21:05] <Shalanda> "Ryu isn't going anywhere until I can pick these barbs out of his wounds. Try to hold them off longer."
[21:05] * Athas grins
[21:05] <DM_Tol> (Then you, Fox)
[21:06] <DM_Tol> (Save, Ryu... Go, Fox)
[21:06] <Ryu> 1d20-2
[21:06] <TolBot> [Ryu's 1d20-2]: 1
[21:06] <Fox` > (Can I do anything?)
[21:06] <DM_Tol> The Worm enters the cavern, drooling.
[21:06] <Ryu> (roflmao... TolBot be nice!)
[21:06] <Fox` > (Quarry, pew pew!)
[21:06] <Fox` > 1d20+9
[21:06] <TolBot> [Fox`'s 1d20+9]: 24
[21:06] <DM_Tol> (Not sure hwat you mean? It's the same encounter, so can't use encouter powers

you've used)

[21:07] <Fox` > 1d20+9

[21:07] <TolBot> [Fox`s 1d20+9]: 15

[21:07] <Fox` > 1d10+4

[21:07] <TolBot> [Fox`s 1d10+4]: 12

[21:07] <Fox` > 1d6

[21:07] <TolBot> [Fox`s 1d6]: 6

[21:07] <DM_Tol> (one hit)

[21:07] <Fox` > (One hit for 18 damage)

[21:07] * Berrian sets the new worm as quarry and prepares a careful aimed attack (when it's his turn)

[21:07] <Athas> (how often can we use standard actions like great cleave and such?)

[21:07] <DM_Tol> Fox make a stunning arrow hit.

[21:07] <Fox` > Fox turns from his sentry, and shoots the worm in the face.

[21:07] <Athas> (You shot Marvin in the face!)

[21:08] <DM_Tol> Ryu, you feel pain as the poison invades further and you remain stunned (5 more HPs)

[21:08] <DM_Tol> (hehe)

[21:08] <DM_Tol> (Athas)

[21:08] <Fox` > He turns back towards the darkness of the hall, a chill running up his spine, his body not trusting a massive abominable worm at his back, but trying to be disciplined.

[21:09] <DM_Tol> (Athas, go)

[21:09] * Athas winds up and throws a hard scything swing.

[21:09] <Athas> (cleave)

[21:10] <Athas> 1d20+9

[21:10] <TolBot> [Athas's 1d20+9]: 15

[21:10] <Athas> (hit, I assume?)

[21:11] <DM_Tol> (v. ac?)

[21:11] <Athas> (unless that worm's wearing platemail)

[21:11] <Ryu> (ebil ebil EBIL hard drives losing their partitions!)-:)

[21:11] <DM_Tol> Athas misses, as Zadyn acts.

[21:12] <Zadyn> (I forget, is there a penalty for using a ranged power on an enemy in melee with an ally?)

[21:12] <DM_Tol> (I don't think so, Zadyn)

[21:12] * Zadyn doesn't intend to run away, but nor does he intend to get in melee range of another of those worms. He steps into Shalanda's shadow and out of Berrian's, then spins a noose of shadowstuff towards the creature.

[21:12] <Zadyn> (Shroud, Executioner's Noose vs. Fortitude, turn in shroud for +1d6 damage)

[21:13] <DM_Tol> The creatures tentacles seem to have a reach of 10 ft (2 sqs)

[21:13] <Zadyn> 1d20+8 vs fortitude

[21:13] <TolBot> [Zadyn's 1d20+8 vs fortitude]: 14

[21:13] * Zadyn fails. Again.

[21:13] <DM_Tol> Zadyn misses as Berrian acts.

[21:13] <Berrian> 1d20+13 (bonus still in play, yes?) vs AC

[21:13] <TolBot> [Berrian's 1d20+13 (bonus still in play, yes?) vs AC]: 18

[21:14] <DM_Tol> Berrian misses as the worm lashes out with a tentacle.

[21:14] <Zadyn> (Can I use my Action Point, since i didn't get to before being stunned last time?)

[21:14] <DM_Tol> (sure)

[21:14] * Zadyn sends the cold reaching hands of shadow towards the worm.

[21:15] <Zadyn> (Daily power, Targetted for Death, attack vs. Will, half damage on a miss)

[21:15] <Zadyn> 1d20+9 vs Will

[21:15] <TolBot> [Zadyn's 1d20+9 vs Will]: 26
[21:15] <DM_Tol> (hit)
[21:16] <Zadyn> 3d8+7 cold damage
[21:16] <TolBot> [Zadyn's 3d8+7 cold damage]: 28
[21:16] <DM_Tol> The worm feels cold as it turns to act.
[21:17] <DM_Tol> 1d20+10
[21:17] <TolBot> [DM_Tol's 1d20+10]: 15
[21:17] <Zadyn> (Until the end of combat, whenever I use a Shroud on it, it gets 2 Shrouds instead of one)
[21:17] <DM_Tol> 1d2
[21:17] <TolBot> [DM_Tol's 1d2]: 1
[21:17] <DM_Tol> The tentacle lashes at Berrian. (15 vs. Fort)
[21:18] <Berrian> (fort of 15)
[21:18] <DM_Tol> 1d4+5 damage on Berrian, plus he is slowed.
[21:18] <TolBot> [DM_Tol's 1d4+5 damage on Berrian, plus he is slowed.]: 6
[21:19] <DM_Tol> (Shal)
[21:19] <Shalanda> 1d20+5 Heal Check DC15
[21:19] <TolBot> [Shalanda's 1d20+5 Heal Check DC15]: 13 Fail
[21:20] <DM_Tol> (Is heal a Standard action?)
[21:20] <Shalanda> (yes)
[21:20] <DM_Tol> (k, any minor or move?)
[21:20] * Shalanda growls in frustration.
[21:20] <Zadyn> (I miss Player Killer)
[21:20] <Shalanda> (done)
[21:20] <DM_Tol> Ryu, you find yourself unable to act (but you can save)
[21:20] <Ryu> 1d20-2
[21:21] <TolBot> [Ryu's 1d20-2]: 9
[21:21] <Ryu> (wtf... Tolman fix tolbot... :-P)
[21:21] <Fox` > Fox grabs a fist full of arrows from his rapidly emptying quiver, and fires them all off one after the other with extraordinary speed. (Will probably be spending my action point unless I somehow kill with the first two shots.)
[21:21] <DM_Tol> Ryu, the poison burns. (5 HPs of damage)
[21:21] <Fox` > 1d20+9
[21:21] <TolBot> [Fox`'s 1d20+9]: 12
[21:21] <Ryu> (/me fixes tolbot's loose bolts)
[21:21] <Fox` > 1d20+9
[21:21] <TolBot> [Fox`'s 1d20+9]: 15
[21:21] <Fox` > 1d20+9
[21:21] <TolBot> [Fox`'s 1d20+9]: 26
[21:21] <Fox` > 1d20+9
[21:21] <TolBot> [Fox`'s 1d20+9]: 28
[21:21] <Ryu> (Bloodied)
[21:21] <Fox` > 1d10+4
[21:21] <TolBot> [Fox`'s 1d10+4]: 11
[21:21] <Fox` > 1d6
[21:21] <TolBot> [Fox`'s 1d6]: 4
[21:21] <Fox` > 1d10+4
[21:21] <TolBot> [Fox`'s 1d10+4]: 6
[21:21] <Fox` > (Two hits, 21 damage)
[21:22] <Fox` > (Is a 19 a critical for a longbow?)
[21:22] <Zadyn> (Pretty sure not)

[21:22] <Shalanda> (no)
[21:22] <Fox` > (Kay.)
[21:22] <DM_Tol> (no)
[21:23] <DM_Tol> Zadyn sends arrows flying at the creature.
[21:23] <DM_Tol> (er... Fox does)
[21:24] <Zadyn> (I wish I had arrows right about now)
[21:24] <Fox` > (I can give you some. In the head. Take you out of your misery. 😊)
[21:24] <DM_Tol> The bloodied creature winces.
[21:24] <DM_Tol> (Athas)
[21:24] * Athas swings hard again
[21:24] <Athas> 1d20+9
[21:24] <TolBot> [Athas's 1d20+9]: 22
[21:25] <Athas> 1d12+6
[21:25] <TolBot> [Athas's 1d12+6]: 8
[21:25] <DM_Tol> (hit)
[21:25] <DM_Tol> Athas pummels the worm as Zadyn acts.
[21:25] * Zadyn lays down a double-shroud on the wormy little bastard, then spins another shadow-noose.
[21:25] <Zadyn> 1d20+9 vs. Fort
[21:25] <TolBot> [Zadyn's 1d20+9 vs. Fort]: 23
[21:25] <DM_Tol> (hit)
[21:25] <Zadyn> (YES, +2d6 damage for the shrouds)
[21:25] <Zadyn> 3d6+8
[21:25] <TolBot> [Zadyn's 3d6+8]: 16
[21:26] <DM_Tol> (I don't know what this shroud business is.)
[21:26] <Zadyn> (Pull 2 squares, but it can't be pulled through Athas' square, so it doesn't move, and it's slowed until the end of my next turn)
[21:26] <DM_Tol> The worm falls over dead.
[21:27] <Zadyn> (Maybe if you read the information I sent you you'd know what this shroud business is. 😊)
[21:27] <Shalanda> 1d20+5 Heal Check DC15
[21:27] <TolBot> [Shalanda's 1d20+5 Heal Check DC15]: 18 Success
[21:28] <Zadyn> "Anyone hear any more of them coming?"
[21:28] <Shalanda> "FINALLY!"
[21:28] <Fox` > Fox refills his quiver wth arrows from his pack, as he stares down the dark hallway.
[21:28] <DM_Tol> (Berrian, save)
[21:28] <DM_Tol> (it's confusing, Zadyn)
[21:28] <Zadyn> (I can explain some other time, before or after a game)
[21:29] <DM_Tol> (Berrian)
[21:29] <Berrian> (what's the roll?)
[21:29] <DM_Tol> (1d20-2)
[21:29] <Berrian> 1d20-2
[21:29] <TolBot> [Berrian's 1d20-2]: 0
[21:29] <DM_Tol> (you get two of them)
[21:29] <Berrian> 1d20-2
[21:29] <TolBot> [Berrian's 1d20-2]: 0
[21:29] <Zadyn> (...)
[21:29] <Fox` > (lawl)
[21:29] <Berrian> 1d20-2 test
[21:29] <TolBot> [Berrian's 1d20-2 test]: 2

[21:29] <DM_Tol> Berrian becomes immobilized (and takes 5 HPs damage)
[21:30] <Zadyn> (TolBot's been absolutely awful on the saving throws tonight)
[21:30] <Shalanda> (Will move to Berrian when able)
[21:30] <Berrian> (can I fey step towards the entrance?)
[21:30] <DM_Tol> (the second save he did was from you)
[21:31] <DM_Tol> (ok, anyone can act, but you need to tell me what your doing)
[21:31] <Ryu> (I'm still immobilized lol)
[21:31] <DM_Tol> (ie. I need to know how long you're staying in this room)
[21:31] <DM_Tol> (Roll, ryu)
[21:31] <Shalanda> (My last roll was for Ryu, I haven't worked on Berrian yet)
[21:31] <Ryu> 1d20-2
[21:31] * Zadyn is keeping a paranoid eye out for any further problems.
[21:31] <Athas> (moving back to be with the core group, never taking my eyes off of the other holes)
[21:31] <TolBot> [Ryu's 1d20-2]: 9
[21:31] <DM_Tol> *you're stunned Ryu)
[21:31] <DM_Tol> (Roll again, Ryu)
[21:31] <Zadyn> (Oh look, another 9 on a saving throw)
[21:31] <Ryu> (what in the bloody f... I want a different dice bot)
[21:32] <Ryu> 1d20-2
[21:32] <TolBot> [Ryu's 1d20-2]: 8
[21:32] <Ryu> (Yea... TolBot isn't being fair...)
[21:32] <DM_Tol> As Ryu takes 5 more damage, the battle ends.
[21:41] <Shalanda> (I'd avoid the FD actually. Had 3 at work and 2 of them are dead.)
[21:41] <Ryu> (Drive failure or enclosure failure?)
[21:41] <Shalanda> (Well not dead HDD but dead componets to hook them externally)
[21:42] <DM_Tol> Berrian as the group licks its wounds, Berrain tries to overcome the poinson (save)
[21:42] <Berrian> 1d20-2
[21:42] <TolBot> [Berrian's 1d20-2]: 13
[21:42] <Berrian> (better than a -1...)
[21:42] <Fox` > Fox looks around for worm holes big enough for the group to fit through.
[21:43] <Shalanda> (Let me know when I can heal check Ryu again)
[21:43] <Zadyn> (The corridor outside this chamber dead-ends, like it does on the map, correct?)
[21:43] <DM_Tol> berrian feels better.
[21:43] <DM_Tol> The group has now remained in the chamber one round.
[21:43] <DM_Tol> (Actions?)
[21:43] * Berrian looks back at the hall, and gets out of the chamber
[21:44] <Shalanda> 1d20+5 Heal Check on Ryu DC15
[21:44] <TolBot> [Shalanda's 1d20+5 Heal Check on Ryu DC15]: 9 Fail
[21:44] <Fox` > (The ... means it continues on, Zadyn.)
[21:44] <Zadyn> (ah, didn't even notice those)
[21:44] * Berrian takes a minute to catch his breath, once in the hall (surge for only 1 missing HP, if my calculations are correct)
[21:44] <Fox` > (Fox suggested last time that the party take every left.)
[21:44] <Fox` > (The ol' dungeon killer.)
[21:45] <Ryu> 1d20-2
[21:45] <TolBot> [Ryu's 1d20-2]: 15
[21:45] <DM_Tol> Fox, the holes look large enough, mostly, at least 4 of them. They are 6 to 10 feet off the ground.
[21:45] <DM_Tol> Ryu feels better.

[21:46] <Shalanda> "There, it's about time you responded to treatment. Why is your race so unhardy?"

[21:46] <Athas> "I will go first."

[21:46] <Zadyn> "Yes, lets move along, quickly."

[21:46] * Ryu grabs his blade as soon as he is able to move, and chops on one of the dead worms, "You piece of crap lowlife, scum sucking worm!" he punctuations every word with a slash.

[21:46] <Fox` > "Shall we examine the exits?" Fox inquires, motioning towards the pile of bones in the center. "Those poor souls probably had equipment. And we still don't know where that little spear fellow ran off to."

[21:47] <Ryu> (Going to use a healing surge, two if we rest here long enough)

[21:47] <DM_Tol> The bones scattered in the room mostly look not like humanoid, but various animal bones.

[21:47] <Fox` > (Oh.)

[21:47] <Fox` > (Scratch that part then.)

[21:48] <DM_Tol> The group has now been in the cavern for 2 rounds.

[21:48] <DM_Tol> (Next actions?)

[21:48] <Ryu> (Healing surges, 2 if we're here long enough, else one)

[21:48] <Shalanda> (Healing Word, targetting Ryu first)

[21:48] <DM_Tol> (can use 1 this round)

[21:49] <DM_Tol> (Still in round mode. If you decide to 'Take 5' in this room, I need to know that)

[21:49] * Zadyn goes to stand next to Berrian and the tunnel.

[21:49] <Shalanda> Use a healing surge and get an extra 1d6+3

[21:49] <Shalanda> 1d6+3

[21:49] <TolBot> [Shalanda's 1d6+3]: 4

[21:49] <Ryu> (back at full health with that)

[21:50] <Berrian> (40/41 for me)

[21:50] <Shalanda> (Next round will be Zadyn)

[21:50] <Zadyn> (18/39 currently)

[21:51] <DM_Tol> Berrian, you see nothing in the halls, as Zadyn stands behind you in the narrow entrance to the cavern.

[21:52] <DM_Tol> The group has now been in the cavern 3 rounds.

[21:52] <DM_Tol> (Next actions?)

[21:52] <Shalanda> 1d6+3 additional hps added to a healing surge Zadyn uses.

[21:52] <TolBot> [Shalanda's 1d6+3 additional hps added to a healing surge Zadyn uses.]: 7

[21:52] * Athas moves for a hole that worm came out of

[21:52] <Fox` > "Let's not forget the spear thrower. Shall we fall back a ways, if we need to rest?"

[21:53] * Zadyn is feeling significantly better. "Again, my thanks, Priestess."

[21:53] <Fox` > Fox looks at the tentacle stings on Zadyn as he approaches, and then looks after Athas, favoring exploring the worm holes as well.

[21:53] <Athas> "We should move and move soon -- they will smell their fallen."

[21:54] <DM_Tol> Athas, you see the tunnel turns quickly. You could easily squeeze into the tunnel.

[21:54] <Zadyn> "Do they even have noses?"

[21:54] * Athas hops inside

[21:54] <Shalanda> "I agree. We can fall back to the tunnel we came from for now."

[21:54] <Ryu> (what check is it to see what we know about these mobs?)

[21:54] <Fox` > "Someone had a ladder, I believe, If you want to get insi--"

[21:54] <DM_Tol> Dungeoneering

[21:54] <Fox` > Fox follows after Athas.

[21:54] <Ryu> 1d20+2

[21:54] <TolBot> [Ryu's 1d20+2]: 20

[21:54] <Shalanda> 1d20+5

[21:54] <TolBot> [Shalanda's 1d20+5]: 6 (Not good.)
[21:55] <Fox` > (So did Reed drop out?)
[21:55] <DM_Tol> Ryu, you examine the Carrion Crawler. They are aggressive, non-tactical creatures which exist to feed.
[21:55] <DM_Tol> (no show 2 weeks in a row now)
[21:56] <Athas> (no message?)
[21:56] <DM_Tol> (nope)
[21:56] <DM_Tol> (Athas, you're attempting to hop into the hole the crawler worm by you came out of?)
[21:56] <Fox` > (Fox has your back, Athas.)
[21:56] <Ryu> "These are hungry beasts that do nothing but feed, I feel traversing their tunnels would not be wise."
[21:57] <Fox` > (Someone has a ladder, if we need one.)
[21:57] <DM_Tol> (Someone has a ladder?)
[21:57] <Fox` > (Pretty sure someone said that they did when we were climbing things non stop last week.)
[21:57] <Zadyn> (Not me. Mine's in my other tunic.)
[21:58] <Fox` > (No?)
[21:58] <DM_Tol> (Someone is carrying a ladder with them? Sounds a little absurd.)
[21:58] <Berrian> "Let us continue on, I do not believe the worms are the ones stealing from the city. Actually, I do not see why anyone would even steal in this manner. I think it may be an inside job."
[21:58] <Fox` > (Well, collapsable ladders wouldn't be. Little thin ones that just give a foot hold.)
[21:58] <DM_Tol> (A stool? oh, ok, hehe)
[21:58] <Ryu> (Bag of holding lol)
[21:58] <DM_Tol> (Athas... clarify please)
[21:58] <Fox` > (Nah, it's not as silly as you think.)
[21:59] <Fox` > (A half foot wide 10 foot tall collapseable ladder.)
[21:59] <Zadyn> "And worms aren't known for collecting much in the way of valuables, if I'm not mistaken. Lets get out of here before more show up."
[21:59] <DM_Tol> The group has now been in the cavern 4 rounds.
[21:59] <DM_Tol> 1d20+6
[21:59] <TolBot> [DM_Tol's 1d20+6]: 18
[21:59] <Fox` > Fox shrugs, waiting for the group to make up its mind.
[22:00] <Zadyn> (Can't be good)
[22:00] * Ryu heads back to the way they came in and looks towards the ...
[22:00] * Shalanda moves towards the entrance
[22:01] <DM_Tol> (Athas is afk?)
[22:01] * Athas moves to the entrance
[22:01] <Athas> (wife telling me what falling apart [again] in hte house)
[22:01] <DM_Tol> (Everyone exiting the cavern this round?)
[22:01] <Atreyu|> (tell her to stop breaking shit)
[22:02] <DM_Tol> (Into the hallway, or into one of the holes?)
[22:02] <Zadyn> (Hallway)
[22:02] <Fox` > (Sounds like consensus is hallway.)
[22:02] * Ryu follows behind Berrian
[22:03] <Fox` > Fox trails the group as they leave for the hallway. He speaks to Athas. "Guess we lose this round."
[22:03] <Athas> (hallway)
[22:03] <Athas> "The war is never over -- we just let the nemy think they have victory."
[22:03] <DM_Tol> The hall forks left and back right the direction you came from.

[22:03] * Fox` chuckles.
[22:04] <Ryu> (Somebody has been reading to much Sun Tzu's The Art of War"
[22:04] * Berrian glances around the corner, making sure the coast is clear before going around
[22:05] <Athas> (getting ready for "Halo:Reach")
[22:05] <Zadyn> (War. War never changes.)
[22:05] <DM_Tol> (Then?)
[22:06] <DM_Tol> (left or right?)
[22:06] <Fox` > (Every left.)
[22:07] <DM_Tol> (ok, only 'party' on map right now)
[22:07] <Berrian> (I changed my location on the map...)
[22:08] <DM_Tol> As the group moves away, out into the passage, the left fork makes a right turn.
[22:08] <DM_Tol> (Everyone gains an Action Point, btw)
[22:08] <Berrian> (HM+1, check...)
[22:08] <DM_Tol> The passage goes on a long way (...) and you feel tired. It must be night time up above ground.
[22:09] <DM_Tol> (HM?)
[22:09] <Berrian> (however many)
[22:10] <DM_Tol> (You start the day with one Action Point. You can spend one AP in an encounter at the end of one of your turns to get an extra Standard Action.)
[22:10] <Berrian> (ok... still not sure about those things...)
[22:10] <DM_Tol> (You gain an AP after a couple encounters. In this case, the skill challenge of the tunnel climbs, and then the worm battle)
[22:11] * Berrian begins looking for a good place to rest
[22:12] <DM_Tol> After half an hour, the winding passage takes you to a small room. You see discarded implements there. (broken bowls, etc.)
[22:13] <Athas> (weapons?)
[22:13] <Shalanda> "Looks like we may have found the short spear thing's house"
[22:13] <DM_Tol> Berrian, you think this a good place at least for a short rest.
[22:13] <Berrian> "Shall we rest, before continuing on?"
[22:13] <DM_Tol> Athas, you see maybe a broken cheap short sword hilt.
[22:13] <Fox` > The ranger walks quietly near the back of the party, and looks mildly suprised when signs of intelligent life exist beyond the worms. But then again, whatever threw its spear at them had also been intelligent.
[22:14] <Athas> "Trash. Old Man Iron did well to desert them."
[22:16] * Athas looks for a place to sit
[22:16] * Berrian stops and takes off his shoes, rubs them for a bit, then places the shoes back on. "We must keep our feet happy."
[22:17] <DM_Tol> (Short rest? or Extended rest here?)
[22:17] <Athas> (brb)
[22:17] <Zadyn> (Extended, I believe)
[22:18] <DM_Tol> The group settles in to make camp for the 'night'.
[22:18] <Ryu> (Guys, I'm not going to be on much longer, I'm on Allergy pills and they're kicking my ass... as in making me very tired)
[22:18] <DM_Tol> (Keeping watches?)
[22:19] * Shalanda eats some rations and positions her resting spot facing the direction they came from so she can keep watch in her fey trance.
[22:19] <DM_Tol> (I better make the room a little bigger for you, hehe)
[22:19] <DM_Tol> (there)
[22:19] <Berrian> "Shalanda, do you want first or second watch? I will take the other."
[22:19] <Shalanda> "I will rest now."
[22:19] <Fox` > (Hmm. Elves don't have trance/reverie in 4e?)

[22:20] <Berrian> "Fair enough. This way the others can be fully rested as well."
[22:20] <Shalanda> (The Eladrin do)
[22:20] <Fox` > (What, they sleep like normal Humans?!)
[22:20] <Shalanda> (Yup)
[22:20] <Fox` > (Laaame.)
[22:20] <Athas> "Wake when it's my turn."
[22:20] <Ryu> (I'm going to go hit the sack guys. See ya next week, and sorry for bailing mid game, I'll get the log up tomorrow)
[22:20] <Fox` > (That's just wrong.)
[22:21] <DM_Tol> (who's on first watch)
[22:21] <Zadyn> (Only of the eladrin)
[22:21] <Zadyn> (Er)
[22:21] <Berrian> (me. then after 4 hours, shal will replace me and I'll get rest)
[22:21] <Zadyn> (That was supposed to be 'One of the eladrin')
[22:21] <DM_Tol> (Berrian, roll your Percept check for your watch)
[22:21] <Berrian> 1d20+8
[22:21] <TolBot> [Berrian's 1d20+8]: 16
[22:21] <Shalanda> (Berrian is awake, but I'm fey trancing in the direction we came so I can watch that)
[22:21] <Fox` > (This pisses me off. Sleep immunity is the iconic elven trait.)
[22:21] <Ryu> (Peace guys)
[22:22] <Shalanda> (Peace)
[22:22] <Fox` > (Eldarin get to teleport around and trance and all the cool stuff, now.)
[22:22] <Fox` > (Later, Ryu.)
[22:22] <Berrian> (that's why I'm the better ranger, fox)
[22:22] <Fox` > (IN YOUR DREAMS, OLIVE EYE.)
[22:22] <DM_Tol> 1d20+11
[22:22] <TolBot> [DM_Tol's 1d20+11]: 14
[22:22] <Zadyn> (Elven sleep immunity/trance/whatever has really been pretty random every since it was thought up)
[22:23] <Fox` > (OH WAIT, YOU DON'T HAVE THEM.)
[22:23] <DM_Tol> Berrian, you detect someone in the hall, the direction you've not yet travelled.
[22:23] <Fox` > (ENJOY YOUR GRAPES, THEY'RE PROBABLY SOUR ANYWAY.)
[22:23] * Berrian tries to notice any more about the person, while preparing to wake Shalanda to help
[22:24] <Berrian> (2nd perc for a better descrip?)
[22:24] <Shalanda> (Can I see Berrian's distress from my vantage point?)
[22:24] <DM_Tol> (You can't detect more from where you are. YOU can go investigate)
[22:24] <DM_Tol> (Berrian is not in distress.)
[22:25] * Berrian wakes Shalanda up and lets her know I see something. Then I wander over to the end of the corridor, with my bow ready
[22:25] <DM_Tol> (roll again, Berrian)
[22:25] <Berrian> 1d20+8
[22:25] <TolBot> [Berrian's 1d20+8]: 26
[22:25] <DM_Tol> You definitely hear the 'creature' scurrying away down the passage, now.
[22:26] * Shalanda nods quietly
[22:26] * Berrian whispers "It's running away. Should we wake the others, or continue to rest?"
[22:27] <Shalanda> "Rest for now."
[22:28] * Berrian nods and retakes his position, guarding the corridor. Bow in hand, but not knocked.
[22:28] <DM_Tol> Berrian, time passes as your watch ends.
[22:28] * Shalanda returns to her spot and resumes her trance

[22:28] <DM_Tol> Shalanda, make a percept roll for your watch.
[22:28] <Shalanda> 1d20+5
[22:28] <TolBot> [Shalanda's 1d20+5]: 17
[22:29] <DM_Tol> 1d20+11
[22:29] <TolBot> [DM_Tol's 1d20+11]: 23
[22:29] <DM_Tol> Just as you begin your watch, you hear a sound like a rock falling from the wall behind you.
[22:29] <Berrian> (passive 18 here, so I don't perceive it either)
[22:29] <Berrian> (or do?)
[22:30] <DM_Tol> (you do.)
[22:30] <DM_Tol> Everyone awakes from a loud *Boom*
[22:30] <DM_Tol> 1d4
[22:30] <TolBot> [DM_Tol's 1d4]: 2
[22:30] * Shalanda looks over briefly in that direction.
[22:30] * Athas lurches up, axe at teh ready
[22:30] <DM_Tol> (2 HPs damage from flying debris as the chamber begins to fill up with smoke.)
[22:31] * Zadyn sits up, eyes wide.
[22:31] <DM_Tol> You all awaken, sluggish.
[22:31] <Shalanda> (all of us?)
[22:31] <DM_Tol> (except Shal)
[22:31] <Berrian> (I just went to trance)
[22:31] <DM_Tol> (All are awake. All are exhausted except Shal)
[22:32] <DM_Tol> Breathing in this area becomes difficult as your lungs sting.
[22:32] <Berrian> "Is everyone safe? Do we need to evacuate the area?"
[22:32] <DM_Tol> (I'm sorry. Yes, area burst, all take 2 HPs)
[22:32] * Berrian coughs a bit, moving towards the corridor they hadn't taken yet.
[22:32] <Zadyn> (What does exhausted do?)
[22:32] <Fox` > The elf awakens, and rolls out of his hammock, covering his head as he is attacked by debris. He unhooks his hammock, slings his backpack, and picks up his bow.
[22:33] * Shalanda looks around for the source of the attack(?)
[22:33] <DM_Tol> As lungs fill with smoke and sting, your breath leaves you as you hear something like a war cry coming down the passage..
[22:33] <Shalanda> (language?)
[22:33] <DM_Tol> *** As this session of Können Land Campaign comes to a close ***

[20:07] <DM_Tol> The party entered a natural cavern from atop the city of Madassa. After a day - long descent through fissures and hazzards, they reaced a network of caves, clearly inhabitted by something.

[20:08] <DM_Tol> After chasing one inhabitant into a cavern of huge, waste or refuse mulching systems (WORMS), they continued downt the caves, and sough an extended rest in a small chamber.

[20:09] <DM_Tol> But their presence was not ignored, as half-way through the rest, the group is disturbed by an igniting projectile, now filling the chamber with smoke.

[20:10] <DM_Tol> Your lungs fill with smoke and sting, your breath leaves you as you hear something like a war cry coming down the passage.

[20:10] <DM_Tol> *** as this session of Können Land begins ***

[20:11] * Ryu sits bolt upright, grabbing at his throat and coughing trying to fill his lungs with fresh air

[20:11] * Athas scrambled to his feet.

[20:11] * Berrian grabs his shrunken belongings, slings it over his shoulder, and then places an arrow on his bow, before trying to escape the smoke.

[20:11] * Zadyn reaches for his sword and he climbs to his feet, coughing smoke from his lungs and peering around for sign of the assailants.

[20:11] * Shalanda attempts to figure out where the attackers are approaching from so she can intercept them and give the party time to awaken and get ready .

[20:12] * Ryu gets to his feet and grabs his gear, exhausted, and gasping for breath as he makes for fresh air

[20:12] <Athas> "HURRY TO SLAKE MY GODS THIRST!"

[20:12] <DM_Tol> (Roll perception to detect sounds)

[20:13] <Shalanda> 1d20+5

[20:13] <TolBot> [Shalanda's 1d20+5]: 24

[20:13] <Berrian> 1d20+8

[20:13] <TolBot> [Berrian's 1d20+8]: 27

[20:13] <Ryu> (looking it up)

[20:13] <Zadyn> 1d20+7

[20:13] <TolBot> [Zadyn's 1d20+7]: 12

[20:13] <Athas> 1d20+2

[20:13] <TolBot> [Athas's 1d20+2]: 17

[20:14] <Ryu> 1d20+2

[20:14] <TolBot> [Ryu's 1d20+2]: 18

[20:14] <DM_Tol> Shalanda and Berrian, from the sounds down the hall, the war cry sounds more like a blitzkrieg, hit and run attack, from how many or few its hard to tell.

[20:14] <DM_Tol> You wonder if disturbing your rest wasn't the primary goal.

[20:15] * Berrian grabs a second arrow, ready to fire a twin strike, as he finds a good LOS position.

[20:16] <Shalanda> "Our attacker may be trying to divide us for an easier attack." (South or east passage did this come from?)

[20:16] * Athas looks for a tunnel that might belch forth creatures.

[20:18] <DM_Tol> (south... says "war cry"_)

[20:18] * Zadyne takes the opportunity to slip to the side and put his back to a wall and try to blend into the darkness.

[20:18] * Shalanda heads towards the south tunnel for air and to find the attacker(s)

[20:18] <Zadyne> 1d20+11 Stealth check

[20:18] <TolBot> [Zadyne's 1d20+11 Stealth check]: 22

[20:19] * Ryu follows Shal

[20:19] <DM_Tol> (one round past... endurance check DC12 from all)

[20:19] <Ryu> 1d20+7 dc12

[20:19] <TolBot> [Ryu's 1d20+7 dc12]: 27 Critical success

[20:19] <Athas> 1d20+8

[20:19] <TolBot> [Athas's 1d20+8]: 26

[20:19] <Ryu> (hehehehe)

[20:19] <Zadyne> 1d20+3

[20:19] <TolBot> [Zadyne's 1d20+3]: 8

[20:19] <Shalanda> 1d20+7 vs DC12

[20:19] <TolBot> [Shalanda's 1d20+7 vs DC12]: 12 Success

[20:20] <DM_Tol> (all who fail are "Dazed" from the smoke.)

[20:20] <Berrian> 1d20+9 vs DC12

[20:20] <TolBot> [Berrian's 1d20+9 vs DC12]: 18 Success

[20:21] <DM_Tol> (Berrian, you see nothing to shoot)

[20:21] <DM_Tol> The smoke stings your lungs and eyes.

[20:21] <Athas> (who failed?)

[20:21] <Zadyne> (Me)

[20:22] <Berrian> "I'm moving forward, to try to see the targets. Keep behind me, and be ready to help or retreat."

[20:22] <Ryu> (I'm going to run to my folks and see if they need me yet, I know my dad well enough that they'll probably try without calling me, so if I'm not back in 5, I'm slapping the plywood up)

[20:22] <DM_Tol> (Zadyne, you can either move or attack when dazed.)

[20:22] * Berrian moves forward, trying to get out of the smoke, while also looking for a target

[20:23] <Zadyne> (How long does it last?)

[20:23] <DM_Tol> (k, Ryu... gone how long then?)

[20:23] * Athas looks around for attackers.

[20:24] <DM_Tol> (This effect you can begin to Save against once you're out of the smoke.)

[20:26] <Ryu> (Ok back, they quit for the night lol)

[20:27] <DM_Tol> (I'm waiting to hear what you all ar going to do)

[20:27] * Shalanda is advancing down the tunnel to find the attacker(s), making sure the party is near by.

[20:27] * Athas moves with Berriman

[20:27] <DM_Tol> Berrian, you move forward, getting clear of the smoke.

[20:28] <DM_Tol> You each attempt to grab your gear in the smoky darkness and pursue down the hall.

[20:29] <DM_Tol> As you leave the small chamber and move down the hall, a few bits of rubble fall from the ceiling of the passage above you, apparently disturbed by the previous explosion.

[20:30] * Reed (IceChat7@8ea623a3.hfc.f2428a0b.net.hmsk) has joined #grovewood

[20:30] <Ryu> (Theres reed)

[20:31] <Reed> ((hey guys, missed ya))

[20:31] <DM_Tol> (We missed you!)

[20:31] <DM_Tol> (You rejoining?)

[20:31] <Athas> (hey Reed -- just in time to watch up being smothered by tons of earth)

[20:32] <Reed> (I know I'm here tonight, but the future depends on my work schedule. just got a new job)

[20:33] <Shalanda> (Congrats)

[20:33] <DM_Tol> (so, that a no? and yes, congrats)

[20:33] <DM_Tol> (I can get you in tonight, but it'd be right now)

[20:33] <Ryu> (grats on the job)

[20:33] <Reed> (it's a hopefully yes, let's rock)

[20:34] <DM_Tol> (so, join now?)

[20:34] <Reed> (yeah, I've been needing it)

[20:34] <^ThEeYe^> (yeah right in time for cave celing colapse)

[20:34] <DM_Tol> (k)

[20:35] <DM_Tol> Reed, it was a full day ago that you went with the group in to the watery cavern under the mountain city of Madassa.

[20:35] <DM_Tol> After climing through one treacherous fissure, you wounded your foot, and decided to stay behind for an extended rest to recuperate.

[20:36] <DM_Tol> After awaking, and able to move on, you worked your way down, down, down the crevices of the fissures, aided by the ropes the party left behind.

[20:37] <DM_Tol> In time, the formations emptied into a cave system. Tracking the groups' progress, you stumble into a smoky cavern.

[20:37] <Athas> (... and get shot, chopped and beheaded by a nervous group -- sorry about that)

[20:37] <DM_Tol> Athas, as you exit the smoky chamber, to follow the others in pursuit of whomevr through this smoky projectile, you feel someone run into you from behind.

[20:38] * Athas jabs an elbow back and gets ready to swing

[20:38] * Reed jumps back. "Oye! Easy there big guy. The halfling is fragile!"

[20:40] * Zadyne hacks up a lung and peers around in the smoke. "Halfling? I thought we lost you down a hole half a day back."

[20:40] * Athas grins

[20:40] <Athas> "Move forward and sate your gods' thirst."

[20:40] * Berrian continues to guard the front, moving slowly down the passage, waiting to see an attacker.

[20:41] * Shalanda follows closely behind Berrian.

[20:41] * Reed readies his crossbow. "Miss anything good?"

[20:42] <Zadyne> (Do I get to make a save now?)

[20:42] <Athas> "We're slaking our gods' thirst -- nothing is better."

[20:44] <DM_Tol> As you move forward down the passage carefully, you clear the smoke.

[20:45] <DM_Tol> (save dc10 Zadyne to clear the smoke from your lungs)

[20:45] <Zadyne> 1d20 dc10

[20:45] <TolBot> [Zadyne's 1d20 dc10]: 1 Critical fail

[20:45] <Zadyne> (sigh)

[20:45] <Reed> (and. he. dies.)

[20:46] <Zadyne> (Critical failures are a house rule, dammit. 😊)

[20:46] <DM_Tol> Zadyne, you cough up more smoke, inhaled deep into your system as you remained Dazed (You can still move normally but not also attack)

[20:46] <Athas> (any of us see him?)

[20:46] <DM_Tol> (See who?)

[20:46] <Athas> (Zadyne)

[20:46] <DM_Tol> (He's moving along with you, so yes)

[20:46] <Zadyne> (I doubt I'm very sneaky while hacking up a lung)

[20:47] <DM_Tol> As Zadyne moves with your party, you can tell he doesn't look good from the smoke.

[20:47] <Ryu> (That's what you get Mr. Chain Smoker)

[20:47] <Athas> (dude... exhale...)

[20:47] <DM_Tol> Berrian and Shalanda, you lead the group down the passage. One small cave to the left is empty, and you continue on. It winds left and right.

[20:48] * Athas grabs Zadyne and pulls him forward

[20:48] * Shalanda stops at the small cave.

[20:49] <Zadyne> (Interesting fact: Because of my Human Perseverance feat, I get a +1 bonus to saving throws... Which means I should have made several of those saves from the last session... --)

[20:49] <Shalanda> "Perhaps we should stop here for rest, or attack is probably long gone by now?"

[20:49] <Athas> "Come along -- your gods don't want you yet."

[20:49] <DM_Tol> After 20 minutes, of winding cave, another opening to the right seems empty.

[20:49] <DM_Tol> As then up ahead, you see light.

[20:49] <Shalanda> (Or stop at that cave)

[20:49] <Shalanda> (Or that lit area)

[20:50] * Berrian smiles, but continues at a safe pace. It could be a trap

[20:50] <Zadyn> (Just lemme know whenever I get to make a new save)

[20:50] <Reed> (it's a trap!)

[20:50] * Zadyn looks miserable.

[20:50] <DM_Tol> (k)

[20:51] * Reed looks toward the light, encouraged by it. "Let's check it out."

[20:54] * Shalanda sighs, the party ignoring her attempts to get them to rest. She mutters to herself about the "excitable impatient races", but allows them to continue on.

[20:55] <Athas> (Reed... go to the light...)

[20:55] <DM_Tol> You move towards the light, and see ahead a lit chamber.

[20:55] * Berrian turns to look at Shalanda. "You do realize that I heard that, and I am in the lead, correct?"

[20:56] * Berrian tries to not be seen while looking inside the chamber

[20:56] * Shalanda nods

[20:56] <DM_Tol> Berrian, you empty into a large, large chamber.

[20:57] <DM_Tol> Across the vast cavern, you see two small creatures peering down a passage at the opposite end, as if trying to see into the passage or even awaiting for something to come down the hall.

[20:58] * Ryu quietly follows after Shal

[20:58] <Berrian> 1d20+12 stealth to circle around to the other side of the cavern

[20:58] <ToIBot> [Berrian's 1d20+12 stealth to circle around to the other side of the cavern]: 29

[20:59] * Athas follows in, keeping his eyes open

[20:59] * Shalanda waits at the entrance, allowing Berrian to continue onwards.

[20:59] <DM_Tol> Zadyn, you cough, attempting to clear your lungs. (Save)

[20:59] <Zadyn> 1d20+1 dc10

[20:59] <ToIBot> [Zadyn's 1d20+1 dc10]: 12 Success

[21:00] <DM_Tol> (ok, room is at the bottom of the battle map grid.

[21:00] <DM_Tol> (anyone not see it?)

[21:00] <Reed> (link please?)

[21:00] <DM_Tol> (<http://tiny.cc/battlegrid>)

[21:01] * Zadyn has finally managed to clear the smoke from his lungs.

[21:01] <Shalanda> (It's not where I expected it, but yes I see it)

[21:01] * Reed follows behind Athas, taking advantage of his companion's size to obscure himself a bit.

[21:02] <DM_Tol> Ahead is a large chamber, maybe 75 feet in diameter and nearly as tall.

[21:02] <DM_Tol> A few columns of rough stone are in the chamber, as well as torches on them.

[21:03] <DM_Tol> (no moving till I tel lyou)

[21:03] <DM_Tol> (back, Berrian *whip*)

[21:03] <Reed> (oh wow, found it

[21:03] <Berrian> (eep)

[21:03] <Zadyn> (There's gonna be a dragon.)

[21:03] <DM_Tol> Berrian, as you hear your party join behind you, you see others pour into the room.

[21:04] <Berrian> (hey, I guess DM has larger than 30 perception...)

[21:05] <Athas> (dragons... why did it have to be dragons...)

[21:05] <Shalanda> (No those are c's, why did there have to be so many c's)

[21:06] <Berrian> (we want to attack these?)

[21:06] <DM_Tol> The room fills as you prepare to react.

[21:06] <DM_Tol> `init rolls please

[21:06] <TolBot> Please make an initiative roll (1d20+modifier).

[21:06] <Zadyn> (According to Nethack, a low-case 'c' is a centaur.)

[21:06] <Athas> 1d20+6

[21:06] <TolBot> [Athas's 1d20+6]: 16

[21:06] <Berrian> 1d20+7

[21:06] <TolBot> [Berrian's 1d20+7]: 27 (Yes!)

[21:06] <Shalanda> 1d20+3

[21:06] <TolBot> [Shalanda's 1d20+3]: 4 (Not good.)

[21:06] <Zadyn> 1d20+6

[21:06] <TolBot> [Zadyn's 1d20+6]: 16

[21:06] <Reed> 1d20+11

[21:06] <TolBot> [Reed's 1d20+11]: 27

[21:07] <Zadyn> (The capital 'D's would be dragons, and the 'G's would be gnomes.)

[21:07] <Reed> (the time of Reed has come!)

[21:07] <Ryu> 1d20+2

[21:07] <TolBot> [Ryu's 1d20+2]: 3 (Better luck next time.)

[21:07] <DM_Tol> 1d20+8 for GS

[21:07] <TolBot> [DM_Tol's 1d20+8 for GS]: 15

[21:07] <DM_Tol> 1d20+8 for GA

[21:07] <TolBot> [DM_Tol's 1d20+8 for GA]: 17

[21:07] <Shalanda> (You're not helpping)

[21:08] <DM_Tol> 1d20 for GM

[21:08] <TolBot> [DM_Tol's 1d20 for GM]: 17

[21:08] <DM_Tol> 1d20+5 for ID
[21:08] <TolBot> [DM_Tol's 1d20+5 for ID]: 6 (Ouch!)
[21:08] <DM_Tol> `init report
[21:08] <TolBot> Initiative Order: Reed, 27, Berrian, 27, GM, 17, GA, 17, Athas, 16, Zadyn, 16, GS, 15, ID, 6, Shalanda, 4, Ryu, 3
[21:08] <Ryu> (/me sheaths his blade and flips his AR-15 from his back)
[21:10] <Zadyn> (I think we could take the 2 gnomes)
[21:10] <DM_Tol> Before you are several small humanoids (all but the D's). They are dressed in robes or other simple clothes.
[21:10] <Berrian> (is a roll for species check a minor action, still allowing an attack round?)
[21:10] <DM_Tol> (yes, Berrian)
[21:10] <Athas> (ahh... stone age tech vs. Post-Industrial Revolution tech...)
[21:10] <Ryu> (Maybe they're friendly)
[21:10] <DM_Tol> (Arcana check to id these creatures)
[21:11] <Ryu> (aight)
[21:11] <Ryu> 1d20+12
[21:11] <TolBot> [Ryu's 1d20+12]: 23
[21:11] <Shalanda> 1d20+10
[21:11] <TolBot> [Shalanda's 1d20+10]: 24
[21:11] <Berrian> 1d20+8
[21:11] <TolBot> [Berrian's 1d20+8]: 23
[21:12] <DM_Tol> All the humanoid appear to be Gnomes, though of different ilk and size.
[21:12] <Athas> (KILL 'EM ALL!"
[21:12] * Reed makes his way to the front of the group for a better look at the Gnomes.
[21:12] <DM_Tol> Your knowledge of Gnomes reminds you to be wary of illusions.
[21:13] <Athas> (but they're not wary of axes to the face)
[21:13] <DM_Tol> Reed moves forward (any other action?)
[21:13] <DM_Tol> (Berrian, you're up too)
[21:13] <Athas> (I move forward, axe at the ready)
[21:14] <Berrian> (but what are the D's?)
[21:14] <DM_Tol> (not your turn yet, athas)
[21:14] <Zadyn> (Dragon-gnomes)
[21:14] <DM_Tol> Behind the front row of gnomes are two, doglike metallic creatures.
[21:14] <Athas> (bleep)
[21:15] * Berrian tries to stay hidden, watching the goings-on (until someone else begins attacking.)
[21:15] * Reed looks the gnomes over, debating on what course of action to take. "Oye! You lot speak common?"
[21:15] <Berrian> (ready for a twin strike, when necessary)

[21:16] <Reed> (making sure that I actually need to kill them)

[21:17] <DM_Tol> The row of gnomes up front point crossbows at you.

[21:17] <DM_Tol> As the gnomes in the back dissappear.

[21:17] <Athas> "I do."

[21:18] * Reed shakes his head. "I'll take that as a no."

[21:18] <Shalanda> "He wasn't asking you."

[21:18] * Reed fires a bolt at the nearest gnome.

[21:18] <DM_Tol> You hear a voice from the air.

[21:19] <DM_Tol> Gnome: "Why do you seek out these caves? They are not for earth walkers."

[21:19] <DM_Tol> (*land walkers may be more appropriate *shrug*)

[21:19] <Reed> (oops, looks like I just started a fight)

[21:19] <Athas> (thanks, Reed)

[21:20] <Ryu> "We are here seeking the being or beings that have been stealing from the lands above," he holds out his arms in the only non-threatening manner he can think of

[21:20] <DM_Tol> (ignoreing, reed)

[21:20] <Reed> (much obliged)

[21:20] <DM_Tol> (assuming you want me to ignore it)

[21:20] <Ryu> (Diplomacy check?)

[21:21] <DM_Tol> Gnome: "What 'land above'?"

[21:21] <DM_Tol> (in a moment)

[21:21] <Shalanda> "The earth above your caves."

[21:21] <Reed> (it might be funny if I did just shoot, but yes)

[21:21] <Ryu> "The city of Humans, thats well has connected to these caves."

[21:21] <DM_Tol> There is a break in the conversation.

[21:22] <DM_Tol> (perception check dc20)

[21:22] <DM_Tol> (anyone)

[21:22] <Berrian> 1d20+8 vs DC20

[21:22] <TolBot> [Berrian's 1d20+8 vs DC20]: 23 Success

[21:22] <Shalanda> 1d20+5

[21:22] <TolBot> [Shalanda's 1d20+5]: 7

[21:22] <Ryu> 1d20+2 dc20

[21:22] <TolBot> [Ryu's 1d20+2 dc20]: 22 Critical success

[21:22] <DM_Tol> Berrian and Ryu, you hear some whispering during the pause.

[21:22] <Athas> (I ain't no diplomat... I am a cupbearer for my gods)

[21:22] <DM_Tol> Gnome: "You come down from the human mountain city?"

[21:23] <Zadyn> 1d20+7 perception

[21:23] <TolBot> [Zadyn's 1d20+7 perception]: 12

[21:23] <Ryu> "Yes, that is where we have came from, at their request."

[21:24] <DM_Tol> Gnome: "We care not of human cities. Your assault here is your peril."
[21:25] * Reed frowns. "You won't grant us passage?"
[21:25] <Athas> "We're here to save young ones..."
[21:25] <Ryu> "Since it was not you, we mean you no harm, Master Gnome, but may I ask one question of you?"
[21:25] <DM_Tol> Gnome: "Passage? Passage into our city?"
[21:26] * Athas 's hands tighten around the handle of his axe
[21:26] <Shalanda> "We do not seek to assault you, we seek to determine who has been taking from the human city. If it is not you, then perhaps you can help direct us to those who have been."
[21:26] <DM_Tol> (Insight check DC15 for anyone)
[21:26] <Shalanda> 1d20+10 vs dc 15
[21:26] <TolBot> [Shalanda's 1d20+10 vs dc 15]: 16
[21:26] <Ryu> 1d20+2 dc15
[21:26] <TolBot> [Ryu's 1d20+2 dc15]: 7 Fail
[21:26] <Zadyn> 1d20+2
[21:26] <TolBot> [Zadyn's 1d20+2]: 4
[21:27] <Berrian> 1d20+5 vs DC15
[21:27] <TolBot> [Berrian's 1d20+5 vs DC15]: 21 Success
[21:27] <DM_Tol> Gnome: "What would we care of these matters?"
[21:27] <Reed> 1d20+2
[21:27] <TolBot> [Reed's 1d20+2]: 21
[21:27] <DM_Tol> Shalanda, you and Berrian and Reed seem to think the speaker is covering up some knowledge of the city invaders.
[21:28] <Shalanda> "You would care, because the human city wants the invasions to stop. It threatens your homelands if these raids on the human city continue."
[21:28] <DM_Tol> You hear a chuckle come from another space in the room.
[21:29] <DM_Tol> Gnome: "Your threat means nothing to us."
[21:29] <Berrian> "If you will not help us, we will need to fight. I would prefer not to, but I will if necessary." *raises bow towards nearest gnome* (and rolls for intimidation)
[21:29] <Ryu> "She speaks correctly, if these raids do not stop, many humans will be coming to these caves in search of those who have been raiding them."
[21:29] <Berrian> 1d20+3
[21:29] <TolBot> [Berrian's 1d20+3]: 22
[21:29] * Athas lays the flat of his axe on Berrian's arm.
[21:29] <DM_Tol> Berrian, the g gnome you point at takes a step back.
[21:30] <Athas> "Not yet."
[21:30] <Athas> "
[21:30] <Reed> (Something's wrong. Athas is not wanting to behead gnomes.)

[21:30] <Berrian> (I'm not firing, just giving a message)

[21:30] <Zadyn> (Zadyn is kinda wanting to behead gnomes)

[21:31] <Athas> (I want them to make the first move -- we are at a somewhat tactical disadvantage)

[21:31] <Berrian> (somewhat? just somewhat?)

[21:31] <Shalanda> "Is it not wise to consider that? Why should both sides suffer losses when there is more to be gained from friendship?"

[21:31] <Berrian> (It's like me with my pocket knife vs the US Armed Forces)

[21:31] <Reed> (I get combat advantage if I attack first, which gives me sneak attack)

[21:31] <Ryu> "I have no quarels with gnomes, simply because if we, intelligent, creatures can not get along, whats the point? I can only say, if it was you, Gnomes, raiding the city, it would be wiser to trade than to steal, it looks bad."

[21:32] * Berrian wonders where Fox is, but keeps the bow pointed at the intimidated gnome.

[21:32] <Ryu> "And seeing as how we've been getting attacked by Gnomes, along the way, I beleive you are hiding something from us."

[21:34] <DM_Tol> Gnome: "*Chuckle* The small wares from your mountain were hardly worth the climb, I hear."

[21:34] <DM_Tol> Gnome: "A shame for you to lose your lives over it."

[21:34] <Ryu> "Its not wares that have been getting stolen, but Gold my little Friend."

[21:35] <Berrian> (don't make me crack eggs at you. ack, that's what I get for watching Return to Oz recently)

[21:36] <Zadyn> (Can I do something? This conversation seems to be taking place outside of initiative, but I wanna do something)

[21:36] <Shalanda> 1d20+10 vs DC 15 minimum

[21:36] <TolBot> [Shalanda's 1d20+10 vs DC 15 minimum]: 12

[21:36] <DM_Tol> (state action, Zadyn)

[21:36] * Ryu throws back his hood, "I do not want to fight you; but if I must..." he draws his blade, "It's a shame to spill the blood of noble creatures."

[21:36] * Athas rolls his eyes

[21:36] * Reed strokes his crossbow and licks his lips. Reed fires a shot at the nearest gnome, tired them.

[21:37] <Zadyn> (Minor action to use Shade Form, which makes me insubstantial and allows me to use any cover or concealment, including allies, to hide. Then I will hide.)

[21:37] <DM_Tol> (roll hit, Reed)

[21:37] <Berrian> (so we are attacking? yay!)

[21:37] <Reed> (I'm trying to remember how to add it up. Sly Flourish)

[21:38] <Reed> (oh, wait, got it)

[21:38] <Reed> 1d20+12

[21:38] <TolBot> [Reed's 1d20+12]: 20
[21:38] <DM_Tol> (Zadyn, back in init order, wait a bit)
[21:38] <DM_Tol> Reed sends a bolt into a gnome.
[21:38] <DM_Tol> (damage)
[21:38] <Zadyn> (Wanted to do it while people were still talking. 😞)
[21:38] * Shalanda sighs
[21:39] <Reed> 1d6+9
[21:39] <TolBot> [Reed's 1d6+9]: 13
[21:39] <DM_Tol> The gnome collapses dead.
[21:39] <Athas> (... and here we go ...)
[21:39] * Ryu sighs again, "The impatient fools."
[21:39] <Reed> (dammit, my sneak attack dice are wasted)
[21:39] * Shalanda gives Berrian a "see I told you... impatient" look.
[21:40] <DM_Tol> As the gnome falls, 5 others let loose a volley from their pointed crossbows.
[21:40] * Berrian lets loose at his gnome, and targets again. (twin strike, 2nd arrow at the same, or a different if down)
[21:40] <Berrian> 1d20+11
[21:40] <TolBot> [Berrian's 1d20+11]: 30
[21:40] <Reed> (action point for another shot?)
[21:40] <Berrian> 1d10+6 and
[21:40] <TolBot> [Berrian's 1d10+6 and]: 15
[21:40] <DM_Tol> 5#1d20+4
[21:40] <TolBot> [DM_Tol's 5#1d20+4]: 11, 10, 17, 13, 8 (Sum:59)
[21:40] <Berrian> 1d8
[21:40] <TolBot> [Berrian's 1d8]: 8
[21:41] <Berrian> 1d20+11
[21:41] <TolBot> [Berrian's 1d20+11]: 29
[21:41] <Berrian> 1d10+6
[21:41] <TolBot> [Berrian's 1d10+6]: 12
[21:41] <DM_Tol> Berrian hits two gnomes, which fall dead.
[21:42] <Berrian> (yeah, glad I have a nice bow.)
[21:42] <^ThEeYe^> (breaks out popcorn)
[21:42] <Zadyn> (Careful, the gnomes might have minions)
[21:42] <DM_Tol> 1d6+3
[21:42] <TolBot> [DM_Tol's 1d6+3]: 9
[21:42] <DM_Tol> Reed, one bolt plants in your leg (9 damage)
[21:44] <Reed> (what was the defense on that?)
[21:44] <Berrian> (I'll do 2#1d20+11 next time I need to do twin strike)

[21:44] <Reed> (or is it just virtue of having five bolts shot at me that one is going to hit)

[21:45] <DM_Tol> (Reed, you're right, your AC is 19, one hit was 17).

[21:45] <DM_Tol> (I was just looking that up. sorry)

[21:46] <Reed> (sweet)

[21:46] <DM_Tol> As the bolts fly past, a seering light blinds you a moment.

[21:46] * Reed shields his eyes.

[21:46] <DM_Tol> The cave floor below you is torn up in the blast.

[21:47] * Ryu looks for the source

[21:47] * Athas lowers his head

[21:47] <DM_Tol> 1d20+7

[21:47] <TolBot> [DM_Tol's 1d20+7]: 24

[21:48] <DM_Tol> Ryu, Shal, Berian and Reed are slowed down by the terrain.

[21:48] <DM_Tol> YOu see a gnome move away from you.

[21:49] <DM_Tol> 1d20+6

[21:49] <TolBot> [DM_Tol's 1d20+6]: 23

[21:50] <DM_Tol> Reed, a bolt sears towards you from behind a column.

[21:50] <DM_Tol> 1d6+4 Radiant damage for Reed

[21:50] <TolBot> [DM_Tol's 1d6+4 Radiant damage for Reed]: 7

[21:50] <DM_Tol> Reed, you are dazed.

[21:50] <Berrian> (I want to use an AP to target 2 more)

[21:50] <Reed> (second chance as an interrupt)

[21:51] <DM_Tol> (Go ahead)

[21:52] <DM_Tol> 1d20+6

[21:52] <TolBot> [DM_Tol's 1d20+6]: 25

[21:52] <Berrian> 2#1d20+11 twin strike (AP)

[21:52] <TolBot> [Berrian's 2#1d20+11 twin strike (AP)]: 21, 14 (Sum:35)

[21:52] <Reed> (going to stop attempting to be clever)

[21:52] <DM_Tol> (was good idea)

[21:52] * Athas looks up, then looks back.

[21:52] <DM_Tol> (attackign which g's?)

[21:53] <Reed> (is it still Berrian and Reed, I'd wanted to AP earlier)

[21:53] <Berrian> (GA1 and the one above it)

[21:54] <Berrian> (any hits/how many?)

[21:54] <DM_Tol> (ok)

[21:54] <DM_Tol> 1d2

[21:54] <TolBot> [DM_Tol's 1d2]: 2

[21:54] <Athas> (can I get an updated link?)

[21:54] <DM_Tol> (<http://tiny.cc/battlegrid>)

[21:55] <DM_Tol> (the `link command gives them to you, btw)

[21:55] <DM_Tol> The closer gnome is hit.

[21:55] <DM_Tol> (damage)

[21:55] <Berrian> 1d10+6

[21:55] <TolBot> [Berrian's 1d10+6]: 16

[21:55] <^ThEeYe^> 'link

[21:55] <DM_Tol> and falls dead.

[21:56] <DM_Tol> (Now, Reed wants an AP I hear?)

[21:56] <DM_Tol> (sorry for those waiting in the back)

[21:56] <Reed> ((what was GA1 again? that's all I've got a clear shot at)

[21:56] <Berrian> (clear out the minions to get to the real baddies. we're doing them a favor in the back)

[21:57] <DM_Tol> All are gnomes except the ID doglike, metallic creatures.

[21:57] <Athas> (I guess I'm in the fight now...)

[21:57] <Athas> (should I roll initiative?)

[21:57] <Zadyn> (You had a 16, same as me, I think)

[21:57] <DM_Tol> (it's your turn in the initiative, Athas, as soon as Reed goes)

[21:57] <Reed> (yeah, I'll have a shot at the dog thing I suppose)

[21:58] <Athas> (ok)

[21:58] * Reed readies his crossbow and fires a shot at the abomination before him.

[21:58] <Reed> (has it acted yet?)

[21:58] <DM_Tol> (yes)

[21:59] <DM_Tol> (They had first actions)

[21:59] <Reed> (ah, good deal)

[21:59] <Reed> 1d20+10

[21:59] <TolBot> [Reed's 1d20+10]: 14

[21:59] <DM_Tol> (vs AC?)

[21:59] <Reed> (sly flourish agai

[22:00] <Reed> (so yeah)

[22:00] <DM_Tol> (Miss. Go Athas)

[22:00] * Athas rushes forward, axe at the ready and looking for the nearest gnome.

[22:01] <Athas> (I'm in the back so I'd imagine that it would be a while before I get to the front)

[22:02] <DM_Tol> (you can move through your friendlies)

[22:03] <Athas> (attack next round?)

[22:03] <Berrian> (plus you said you held me up from firing earlier, meaning you were next to me already)

[22:03] <DM_Tol> (Athas, you can move your speed and still attack. Or move twice if you want)

[22:04] <Athas> (oh -- then let kill all around me...)

[22:04] <DM_Tol> (speed is 6, right? You can move 6 squares)

[22:04] <Zadyn> (You could double-move over to GA1 and the two g's, then use an Action Point to attack)

[22:05] <DM_Tol> (cmon people)

[22:05] <Reed> (or throw something at them. I have lots of sharp things)

[22:06] <Ryu> (is it my go yet?)

[22:06] <Athas> (OK -- I'll do that)

[22:06] <Shalanda> (Throw Reed at them, then you have lots of sharp things and a blunt thing to hit them with.)

[22:06] <Reed> (hmm, that could be fun. Halfiling cannon.)

[22:07] * Athas sprints forward -- he raises his axe and brings it down with the flat to cripple one gnome.

[22:07] <Athas> (using knee breaker)

[22:07] <DM_Tol> (move, then roll)

[22:08] <DM_Tol> (move, then roll)!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

[22:08] <Athas> 1d20+9

[22:08] <TolBot> [Athas's 1d20+9]: 14

[22:09] <DM_Tol> (Vs?)

[22:09] <Athas> (Strength vs AC)

[22:09] <DM_Tol> (Miss. (Go Zadyn))

[22:09] <Zadyn> (Minor action Cloak of Shadows, gives me concealment against all, and invisible against anyone more than 5 squares away, then move forward near the pillar on the right, free action to place an Assassin's Shroud on GA2, then make a hide check.)

[22:09] <Zadyn> (Done)

[22:10] <Zadyn> 1d20+11 sneakiness

[22:10] <TolBot> [Zadyn's 1d20+11 sneakiness]: 26

[22:10] <DM_Tol> (vs.?)

[22:10] <Zadyn> (That's just my stealth check)

[22:10] <DM_Tol> (k)

[22:11] <Zadyn> (On top of that, I'm still invisible against anymore more than 5 squares away, until my next turn)

[22:11] <Zadyn> (And I've nothing else to do. Next!)

[22:13] <DM_Tol> Two gnomes appear, one attacks Zadyn with a pickaxe, the other hurls another projectile.

[22:13] <DM_Tol> 1d20+6

[22:13] <TolBot> [DM_Tol's 1d20+6]: 21

[22:13] <DM_Tol> 1d20+7

[22:13] <TolBot> [DM_Tol's 1d20+7]: 18

[22:13] <Zadyn> (Doesn't it need a perception check to notice my hiddenness? That's above and beyond my invisibility)

[22:14] <DM_Tol> (dunno)

[22:15] <Zadyn> (Was using the concealment from the Cloak of Shadows to hide after I had moved, in case there was anyone within 5 squares who could see through the invisibility)

[22:16] <Berrian> (not my turn yet, so back in 5.)

[22:17] <DM_Tol> (what does gain concealment really mean?)

[22:17] <Zadyn> (Uh, lemme look up the definition)

[22:18] <Shalanda> (concealment: 281)

[22:18] <DM_Tol> (k, -1 to attack. so, 19, not 21)

[22:18] <DM_Tol> (what's your AC?)

[22:19] <Zadyn> (-2 to attack, and I think concealment is enough to make a Stealth check to hide, in which case it would need a Perception check to see me at all)

[22:19] <Zadyn> (Normal AC is 18)

[22:19] <DM_Tol> (gonna disagree there)

[22:20] <DM_Tol> Zadyn is hit with a pickaxe.

[22:20] <DM_Tol> 1d8+3

[22:20] <TolBot> [DM_Tol's 1d8+3]: 5

[22:20] <DM_Tol> (5 damage)

[22:20] <DM_Tol> The group at the entrance, a projectile lands at you dispersing concussive damage.

[22:20] <Zadyn> (Well, under the Stealth skill it says concealment will do, but you have to maintain the concealment to maintain the stealth. My concealment will last until the start of my next turn)

[22:20] <DM_Tol> (18 vs. Reflex.)

[22:21] <Shalanda> (hit)

[22:21] <DM_Tol> 1d6+1 damage for all with Refl 18 or below

[22:21] <TolBot> [DM_Tol's 1d6+1 damage for all with Refl 18 or below]: 3

[22:21] <Berrian> (18 ref here)

[22:21] <DM_Tol> (if you have 18, its a hit)

[22:21] <Reed> (miss)

[22:21] <DM_Tol> (Shal, your turn. Remember, you're slowed. so speed of 2)

[22:21] <Shalanda> 1d20+5 (Fey Step, Sacred Flame against GA1 wis vs ref)

[22:21] <TolBot> [Shalanda's 1d20+5 (Fey Step, Sacred Flame against GA1 wis vs ref)]: 22

[22:21] * Berrian almost dodges the concussive force, but still takes damage.

[22:21] <DM_Tol> (hit)

[22:22] <Shalanda> 1d6+3

[22:22] <TolBot> [Shalanda's 1d6+3]: 9

[22:22] <Shalanda> (Athas may make a save or get 3 temp hps)

[22:23] <Shalanda> (End turn)

[22:23] * Reed manages to avoid being caught in the blast.
[22:23] <Athas> (what kind of save?)
[22:23] <DM_Tol> Shalanda, the two Iron Defenders attack you.
[22:23] <DM_Tol> (save vs. slow, Shal)
[22:23] <Shalanda> 1d20
[22:23] <TolBot> [Shalanda's 1d20]: 3
[22:24] <Athas> (but I'll take the three points)
[22:24] <DM_Tol> 2#1d20+8
[22:24] <TolBot> [DM_Tol's 2#1d20+8]: 20, 19 (Sum:39)
[22:24] <DM_Tol> (AC 19, right?)
[22:24] <Shalanda> (Yes)
[22:25] <DM_Tol> 1d8+3
[22:25] <TolBot> [DM_Tol's 1d8+3]: 4
[22:25] <DM_Tol> 1d8+3
[22:25] <TolBot> [DM_Tol's 1d8+3]: 6
[22:25] <DM_Tol> (12 damage)
[22:25] <DM_Tol> (lol... 10)
[22:25] <Shalanda> (noted)
[22:25] <^ThEeYe^> (i told you he is cheating)
[22:25] <Ryu> (/me checks to see if Tol's drink is spiked)
[22:26] * Athas adds more spike to the punch
[22:27] <DM_Tol> (Ryu, go)
[22:27] <Ryu> (I'm not slowed am I?)
[22:27] <Reed> (more spike, less punch)
[22:27] <DM_Tol> (yes you are... speed = 2)
[22:28] <DM_Tol> 1d20+2
[22:28] <TolBot> [DM_Tol's 1d20+2]: 4
[22:28] <Ryu> (hmm hmm hmm... if I move and spend an action point to move more, will I get out of the slow?)
[22:28] <DM_Tol> (no)
[22:28] <DM_Tol> (you maybe can use an AP for an extra save)
[22:29] <DM_Tol> (you can double move for 4 squares, or 6 with an AP)
[22:29] <Ryu> (OK, spending AP for save first, then moveing if thats fine)
[22:30] <DM_Tol> (Ryu, the 5 HPs from teh projectile hit you too, btw)
[22:30] <DM_Tol> (no)
[22:30] <DM_Tol> (AP can only come at end of turn)
[22:30] <DM_Tol> (save happens after turn is over)
[22:30] <Ryu> (Moved...)

[22:31] <DM_Tol> (k, still have a standard and a mior)
[22:31] <DM_Tol> (any other action?)
[22:31] <Ryu> (Hmm, Whirling Blade if I can)
[22:31] <Ryu> (Ranged 5, vs ID)
[22:32] <DM_Tol> Ryu, as you move past Berrian, a stone hits you, falling from the roof above where the blast was.
[22:32] <DM_Tol> (roll)
[22:32] * Ryu throws his blade with all the strength he can muster at one of the dog like creatures
[22:32] <Ryu> 1d20+10
[22:32] <TolBot> [Ryu's 1d20+10]: 12
[22:32] <Ryu> (if miss, I can roll it again, vs another creature, which would be the other ID)
[22:33] <Ryu> (as long as 2nd target is within 5 squares of the first)
[22:33] <DM_Tol> (miss)
[22:33] <Ryu> 1d20+10
[22:33] <TolBot> [Ryu's 1d20+10]: 25
[22:34] <DM_Tol> (hit)
[22:34] <Ryu> 2d10+7 (+1d6 if mob is at full health)
[22:34] <TolBot> [Ryu's 2d10+7 (+1d6 if mob is at full health)]: 21
[22:34] <DM_Tol> The blade gashed the defender creature.
[22:34] <DM_Tol> (Round 2!!!!!! Slow Reed, act)
[22:35] * Ryu catches his blade with a grin (Was the mob at full health? ID2 that would be)
[22:35] <DM_Tol> (yes)
[22:35] <Ryu> 1d6
[22:35] <TolBot> [Ryu's 1d6]: 1
[22:35] <Shalanda> (Can we mark which one ID2 is?)
[22:35] <Ryu> (22 damage total, ID2 would be the one next to the Pillar which is my guess)
[22:36] <Berrian> 2#1d20+11 twin strike (towards left GS2 after setting him as my quarry)
[22:36] <TolBot> [Berrian's 2#1d20+11 twin strike (towards left GS2 after setting him as my quarry)]: 13, 31 (Sum:44)
[22:36] <DM_Tol> (one hit)
[22:36] <Berrian> 1d10+6
[22:36] <TolBot> [Berrian's 1d10+6]: 12
[22:36] <Berrian> 1d8
[22:36] <TolBot> [Berrian's 1d8]: 1
[22:37] <DM_Tol> The Gnome grunts from the damage.
[22:37] * Reed takes a step forward, loading his crossbow again and loosing a bolt toward the wounded defender.
[22:37] <DM_Tol> (roll save, berrian)

[22:37] <Berrian> 1d20
[22:37] <TolBot> [Berrian's 1d20]: 12
[22:37] <Reed> (Trickster's Blade)
[22:38] <DM_Tol> (Ryu, you roll save)
[22:38] <Berrian> (what's it for?)
[22:38] <DM_Tol> (you were slowed)
[22:38] <Reed> 1d20+10
[22:38] <TolBot> [Reed's 1d20+10]: 23
[22:38] <Ryu> (no, whats the save vs?)
[22:38] <Reed> (vs ac)
[22:38] <DM_Tol> (All saving throws are DC10)
[22:38] <Ryu> (fort, ref, will?)
[22:38] <DM_Tol> (no)
[22:38] <Ryu> 1d20 dc10
[22:38] <TolBot> [Ryu's 1d20 dc10]: 7 Fail
[22:39] <DM_Tol> (just hush and roll a d20)
[22:39] <DM_Tol> (thanks)
[22:39] <Ryu> (AP for 2nd save?)
[22:39] <DM_Tol> (look that up)
[22:39] <Reed> (did I hit?)
[22:39] <DM_Tol> (Reed, hit)
[22:39] <Reed> 2d6+6
[22:39] <TolBot> [Reed's 2d6+6]: 18
[22:39] <Athas> (brb)
[22:40] <Reed> (I also get a +3 to my AC until the end of my next turn)
[22:41] <Ryu> (screw it, I'll just wait till my next turn lol)
[22:42] <DM_Tol> 2#1d20+7
[22:42] <TolBot> [DM_Tol's 2#1d20+7]: 23, 24 (Sum:47)
[22:43] <DM_Tol> 1d8+3
[22:43] <TolBot> [DM_Tol's 1d8+3]: 9
[22:43] <DM_Tol> 1d8+3
[22:43] <TolBot> [DM_Tol's 1d8+3]: 5
[22:43] <DM_Tol> Two gnomes g attack Athas tiwh War picks (14 damage)
[22:44] <DM_Tol> 1d20+6 v Fort
[22:44] <TolBot> [DM_Tol's 1d20+6 v Fort]: 22
[22:44] <DM_Tol> Athas, the Gnome Arcanist hits you with a scinitillating Bolt. You are Dazed.
[22:44] <DM_Tol> 1d6+4
[22:44] <TolBot> [DM_Tol's 1d6+4]: 8

[22:44] <DM_Tol> (And you take 8 Radiant damage)
[22:45] <DM_Tol> 1d20+7 v. Will
[22:45] <TolBot> [DM_Tol's 1d20+7 v. Will]: 23
[22:46] <Athas> (ok -- so action for me this round?)
[22:46] <Athas> (no action)
[22:46] <Zadyn> (Dazed means either a standard or a move action, not both)
[22:46] <DM_Tol> Berrian, you are shoved back one square.
[22:47] <DM_Tol> Shalanda, the Gnome farther away GA2 fires a bolt at you.
[22:47] <DM_Tol> 1d20+6 v. Fort.
[22:47] <TolBot> [DM_Tol's 1d20+6 v. Fort.]: 8
[22:47] <Shalanda> (Miss)
[22:48] <DM_Tol> (Athas, you're up)
[22:49] * Athas blinks and swings hard
[22:49] <Athas> 1d20+9
[22:49] <TolBot> [Athas's 1d20+9]: 13
[22:50] <Athas> (...WHIFFFFFFFFF)
[22:50] <DM_Tol> (AC? Versus a g?)
[22:50] <DM_Tol> (Miss, Zadyn, you're up)
[22:50] <Zadyn> (Free action: 2nd Assassin's Shroud on GA2; Standard Action: Nightmare Shades on GS2, attack vs. Will; possibly a move action afterwards.)
[22:50] <Zadyn> 1d20+8 attack vs. Will
[22:50] <TolBot> [Zadyn's 1d20+8 attack vs. Will]: 25
[22:50] <Zadyn> 2d8+8 damage
[22:50] <TolBot> [Zadyn's 2d8+8 damage]: 15
[22:51] <Zadyn> (GS2 grants me combat advantage until the end of my next round, and +3 damage against it until the end of my next round)
[22:51] <Zadyn> (Action point to attack again)
[22:51] <Zadyn> (if it's still alive)
[22:52] <DM_Tol> (hit).
[22:53] <Zadyn> (it's still alive?)
[22:53] <DM_Tol> (Yes)
[22:53] <Zadyn> (Shadow Storm vs. GS2, attack vs. AC, at +2 due to combat advantage)
[22:53] <Zadyn> 1d20+12 attack vs. AC
[22:53] <TolBot> [Zadyn's 1d20+12 attack vs. AC]: 24
[22:53] <DM_Tol> (Hit)
[22:54] <Zadyn> 1d8+12 damage
[22:54] <TolBot> [Zadyn's 1d8+12 damage]: 19
[22:54] <Zadyn> (Nothing else from me)

[22:54] <Reed> (maybe if we kill the gnomes the big nasties will go away...)

[22:54] <DM_Tol> The gnome disappears

[22:54] <Zadyn> (gah, the sneaky little blighter)

[22:55] <DM_Tol> 1d20+7

[22:55] <TolBot> [DM_Tol's 1d20+7]: 11

[22:55] <DM_Tol> 1d20+6

[22:55] <TolBot> [DM_Tol's 1d20+6]: 23

[22:56] <DM_Tol> A gnome hurls another projectile, hitting in front of the pillar in front of Shal and Athas (Hits reflex 11)

[22:56] <Shalanda> (miss)

[22:56] <DM_Tol> A gnome swings a war pick at Zadyn.

[22:57] <DM_Tol> 1d8+3

[22:57] <TolBot> [DM_Tol's 1d8+3]: 9

[22:57] <DM_Tol> (9 damage, Zadyn)

[22:57] <DM_Tol> 2#1d20+8

[22:57] <TolBot> [DM_Tol's 2#1d20+8]: 28, 21 (Sum:49)

[22:57] <DM_Tol> (The defenders bits at Shalanda)

[22:57] <DM_Tol> 1d8+3

[22:57] <TolBot> [DM_Tol's 1d8+3]: 5

[22:57] <DM_Tol> 1d8+3

[22:57] <TolBot> [DM_Tol's 1d8+3]: 11

[22:57] <DM_Tol> (For 16 damage)

[22:58] <Shalanda> (Bloodied)

[22:58] <DM_Tol> (As slow Ryu finishes the round)

[22:58] <Shalanda> (I haven't had my 2nd round action yet)

[22:58] <Ryu> (moved, determining action)

[22:58] * Zadyn has been bloodied for a little while now.

[22:59] <Zadyn> (Which gnome hit me, GS2?)

[22:59] <DM_Tol> (yes)

[22:59] <Zadyn> (k)

[23:00] <Ryu> (At Will/Minor: Marking ID1 :: and, since Shal jus' got bit (if thats considered a Melee attack, Dimensional Vortex as my attack, its an Immediate Interrupt)

[23:00] <Ryu> (PMing details)

[23:01] <DM_Tol> (Shal... it's your att. sorry. go)

[23:01] <DM_Tol> (Ryu... too slow dude. I've already recorded it man)

[23:01] <Shalanda> 1d20+7 (Healing Strike vs ID2, str vs ac attack)

[23:01] <TolBot> [Shalanda's 1d20+7 (Healing Strike vs ID2, str vs ac attack)]: 14

[23:02] <DM_Tol> (miss)

[23:02] <Shalanda> (Action Point: Consecrated Ground, marked on map)
[23:03] <Shalanda> (Or would if I could change cell colors)
[23:03] <DM_Tol> (no move action?)
[23:03] <Shalanda> (No move action)
[23:03] <DM_Tol> (Shal, sorry. I have rules set up)
[23:03] <Ryu> (No action then...)
[23:04] <DM_Tol> (K, Ryu, you moved, but no standar?)
[23:04] <DM_Tol> (then save)
[23:04] <Ryu> (Nothing in range...)
[23:04] <Shalanda> (Close 1 burst from me, so hits Athas, myself, ID1, and ID2 right now)
[23:04] <Ryu> 1d20 dc10
[23:04] <TolBot> [Ryu's 1d20 dc10]: 19 Success
[23:05] <Athas> 1d20
[23:05] <TolBot> [Athas's 1d20]: 11
[23:05] <DM_Tol> Athas and Shalanda, you see Ryu coming up from behind to assist soon. Before you, the pillar shakes a bit from the projectile. The mobs close in, wounded as they are...
[23:05] <DM_Tol> *** as this session of Können Land comes to a close ***

9-19-2010: RETREAT!

[20:03] <DM_Tol> *** Game recap ***

[20:04] <DM_Tol> The group, searching the tunnels below the mountain city of Madassa entered into an extension of a cave network. After being discovered by some inhabitant, they were eventually led to a large chamber.

[20:05] <DM_Tol> The chamber seems to hold the entrance on the opposite side a larger entrance into what must be the home of these gnome inhabitants who ambushed them in the chamber.

[20:06] <DM_Tol> After two rounds of fighting, wounds are aplenty on both sides.

[20:06] <DM_Tol> *** as this session of Können Land begins ***

[20:06] <DM_Tol> Reed, 27, Berrian, 27, GM, 17, GA, 17, Athas, 16, Zadyne, 16, GS, 15, ID, 6, Shalanda, 4, Ryu,

[20:06] <DM_Tol> Shalanda and Athas, you see Ryu approaching you from behind to aid, as debris from a concussive projectile harmlessly dusts you.

[20:07] <DM_Tol> Reed prepares to act.

[20:07] <Reed> (map?)

[20:07] <Berrian> (still 2 GS2s on the map...)

[20:07] <DM_Tol> (<http://tiny.cc/battlegrid>)

[20:07] <Reed> (danke)

[20:09] <Reed> (can I hit the gnome through the defender, I forget)

[20:10] <DM_Tol> (C'mon. You've had a week to prepare this. 😊)

[20:10] * DM_Tol nudges Reed, who is about to lose initiative.

[20:11] <Shalanda> (He wants to know if he can attack the gnome through the defender)

[20:11] <Harlequin_J_Goat> (finally)

[20:11] [Shalanda: #grove wood PING]

[20:11] <DM_Tol> (Go Berrian)

[20:11] <DM_Tol> (am I alone in here?)

[20:11] * Berrian aims at GS1 and rapid fires 2 arrows.

[20:12] <Berrian> 2#1d20+13

[20:12] <Shalanda> (Tol is lagging)

[20:12] <Reed> ((aw, ignore me. I see how it is)

[20:12] <Berrian> (we share init rolls)

[20:12] <Berrian> (gah, 1d20+11...)

[20:12] <Shalanda> (When he realizes that he's lagging, he'll switch servers)

[20:13] <Berrian> (+13 is for careful aim, not twin)

[20:13] * Reed loads and levels his crossbow, firing at the enemy before him.

[20:14] <Harlequin_J_Goat> (can we turn that lag into an attack of opportunity?)

[20:14] <DM_Tol> (hello?)

[20:14] <DM_Tol> (please someone respond)

[20:14] * Player-Killer (Overlord@6997a70c.cpe.92acce23.net.hmsk) has joined #grove wood

[20:14] <Player-Killer> You are lagging tol

[20:14] -> -DM_Tol- Your lagging

[20:14] <Player-Killer> Switch servers.

[20:14] * DM_Tol (me@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) Quit (Quit: DM_Tol)

[20:14] * Player-Killer (Overlord@6997a70c.cpe.92acce23.net.hmsk) Quit (Client Quit)

[20:14] * TolBot (TolBot@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) Quit (Quit: TolBot)

[20:14] * Tolman (me@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has joined #grove wood

[20:14] * ChanServ sets mode: +o Tolman

[20:14] * TolBot (TolBot@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has joined #grove wood

[20:14] <Shalanda> (That's much better)

[20:15] <Tolman> (what was that?)
[20:15] <Shalanda> (You lagging super badly.)
[20:15] <Harlequin_J_Goat> (mice)
[20:15] <Tolman> (k, last post you saw?)
[20:15] <Ryu> (aight)
[20:15] <Shalanda> (You telling Reed to go, asking him to go, telling Berrian to go, then you quitting pretty much)
[20:16] <Tolman> (lol. ok, go reed)
[20:16] <Shalanda> (Oh and the will anybody talk to me posts)
[20:16] <Reed> (I had my question about whether I can target the gnome when there's an enemy between us)
[20:17] <Tolman> (-2 concealment)
[20:17] <Reed> (sly flourish on the gnome then)
[20:18] <Reed> 1d20+8
[20:18] <TolBot> [Reed's 1d20+8]: 16
[20:18] <Reed> (vs AC)
[20:18] <Tolman> (which gnome? the "g" on the right?)
[20:18] <Reed> (yes, he's nearest)
[20:19] <Tolman> (k)
[20:19] <Tolman> (did you already take the -2 for concealment?)
[20:19] <Reed> (yup, I normally get a +10)
[20:19] <Tolman> (hit)
[20:20] <Reed> 1d6+9
[20:20] <TolBot> [Reed's 1d6+9]: 10
[20:20] * Berrian takes aim at GS1 and fires 2 arrows (vs AC)
[20:20] <Tolman> The gnome falls.
[20:20] <Reed> (I like how week they are)
[20:20] <Berrian> 2#1d20+11
[20:20] <TolBot> [Berrian's 2#1d20+11]: 23, 24 (Sum:47)
[20:22] <Tolman> (Berrian, you must state action and then roll)
[20:22] * Berrian (webchat@767542c2.bf48f449.com.hmsk) has left #groveewood
[20:23] * Berrian (webchat@767542c2.bf48f449.com.hmsk) has joined #groveewood
[20:23] <Tolman> (Berrian, you must state action and then roll)
[20:23] <Berrian> (I saw everything you were writing)
[20:23] <Berrian> [21:16] * Berrian takes aim at GS1 and fires 2 arrows (vs AC)
[20:23] <Berrian> (did you get the rolls?)
[20:23] <Tolman> (ah see it, sorry)
[20:24] <Tolman> (2 hits)
[20:24] <Berrian> 2#1d10+6
[20:24] <TolBot> [Berrian's 2#1d10+6]: 13, 8 (Sum:21)
[20:25] <Tolman> The Gnome (GS!) falls dead.
[20:25] <Tolman> 1d20+7
[20:25] <TolBot> [Tolman's 1d20+7]: 20
[20:25] <Tolman> The gnome swings a pickaxe at Athas.
[20:26] <Tolman> 1d8+3
[20:26] <TolBot> [Tolman's 1d8+3]: 7
[20:26] <Tolman> He hits Athas (7 hps)
[20:26] <Harlequin_J_Goat> (the impudence!)
[20:26] <Tolman> (change nick, Harl. you still standing?)
[20:26] * Harlequin_J_Goat is now known as Athas
[20:27] <Athas> (now can I smite him?)

[20:27] <Athas> (pretty please with sugar on top, can I use his head as a soup bowl?)
[20:27] <Tolman> (not yet. You're getting attacked again, if you're still standing)
[20:28] <Reed> (oh, I want to bring one back for my garden)
[20:28] <Tolman> (sigh no answer?)
[20:28] <Athas> (I'll mail you the pieces)
[20:29] <Reed> (by my count Athas has 11 hp)
[20:29] <Shalanda> (I think Zad and I were the only characters blooded last game Tol, so he should be standing)
[20:29] <Zadyn> (All I know is I was at 18)
[20:29] <Tolman> (that doesn't preclude him from answering when the DM asks a question)
[20:30] <Berrian> (I know I have -3hp from full, but I think I'm down a heal or 2 from before the 'resting')
[20:30] <Zadyn> (Quick question: Is GA2 dead, or did he go invisible?)
[20:30] <Berrian> (and my auto-scroll doesn't work now)
[20:30] <Tolman> (good question,k Zadyn)
[20:31] -> [Berrian] VERSION
[20:31] <Zadyn> (My turn?)
[20:31] <Tolman> The Gnome (GA1) sends a bolt at the nearest enemy.
[20:31] <Tolman> 1d20+6
[20:31] <TolBot> [Tolman's 1d20+6]: 17
[20:31] <Tolman> (17 vs will)
[20:31] <Shalanda> (If me, miss)
[20:32] <Tolman> (Athas is the nearest enemy)
[20:32] <Reed> (Athas is getting boned)
[20:32] <Tolman> (Harl, are you busy watching a movie or something?)
[20:33] <Athas> (trying to balance wife and game)
[20:33] -> [Athas] PING
[20:33] <Tolman> (you Will, please)
[20:33] <Athas> (13)
[20:34] <Tolman> 1d6+4 damage and Athas is dazed, again
[20:34] <TolBot> [Tolman's 1d6+4 damage and Athas is dazed, again]: 9
[20:34] <Athas> (let me whack my wife with a frying pan)
[20:34] <Tolman> The gnome then points a hand at Shalanda.
[20:34] <Tolman> 1d20+7
[20:34] <TolBot> [Tolman's 1d20+7]: 11
[20:35] <Shalanda> (Misses all defenses)
[20:35] <Tolman> (no effect)
[20:35] <Tolman> (Athas is up.)
[20:35] <Shalanda> (If Athas is blooded, +5hp)
[20:35] * Athas winds up and swings as hard as he can at the gnome in front of him.
[20:36] <Athas> (crushing blow)
[20:36] <Athas> 1d20+9
[20:36] <TolBot> [Athas's 1d20+9]: 28
[20:36] <Athas> (yessss!)
[20:36] <Tolman> (hit)
[20:36] <Athas> 2d12+8
[20:36] <TolBot> [Athas's 2d12+8]: 16
[20:36] <Athas> (who wants a lawn ornament?)
[20:36] <Tolman> The gnome dies as Athas hack at it.
[20:37] <Tolman> (Zadyn)
[20:37] <Zadyn> (Standard Action: Hit GS2 with Shadow Storm, attack vs. AC; Move Action: Shadow

Step to behind Reed; Free Action: Place 3rd Assassin's Shroud around GA1.)

[20:37] <Reed> (ohhh yeaaaah)

[20:37] <Zadyn> 1d20+10

[20:37] <TolBot> [Zadyn's 1d20+10]: 13

[20:37] <Zadyn> (sigh)

[20:37] <Tolman> (miss)

[20:38] <Zadyn> (All finished)

[20:38] <Tolman> (You can change targets with you mark!?)

[20:38] <Zadyn> (Wasn't my shrouds on GA1?)

[20:38] <Reed> (I freaking love this bread. Panera rocks my world)

[20:38] <Tolman> (nope, you lose the other 2 shrouds)

[20:39] <Zadyn> (Who were they on?)

[20:39] <Tolman> (The Gnome on teh right acts, GS2)

[20:39] <Tolman> (The one you hit that went invisible, the one you asked about a second ago)

[20:39] <Tolman> (aka GA2)

[20:40] <Zadyn> (Ah)

[20:41] <Tolman> The gnome hurls a projectile.

[20:41] <Tolman> 1d20+7

[20:41] <TolBot> [Tolman's 1d20+7]: 11

[20:41] <Tolman> (vs Relfex, lands between Ryu and Zadyn, 3 sq blast (so , miss))

[20:42] <Tolman> One of the doglike creatures prepares to bite Shalanda, taking damage.

[20:42] <Shalanda> 1d6+1

[20:42] <TolBot> [Shalanda's 1d6+1]: 2

[20:43] <Tolman> 1d20+8

[20:43] <TolBot> [Tolman's 1d20+8]: 20

[20:43] <Tolman> 1d20+8

[20:43] <TolBot> [Tolman's 1d20+8]: 19

[20:43] <Shalanda> (Ouch)

[20:43] <Tolman> (vs AC)

[20:43] <Shalanda> (Hit)

[20:43] <Tolman> 1d8+3

[20:43] <TolBot> [Tolman's 1d8+3]: 7

[20:43] <Tolman> 1d8+3

[20:43] <TolBot> [Tolman's 1d8+3]: 10

[20:43] <Ryu> (Wait! If thats Melee! I can inturrpt!

[20:44] <Tolman> Each construction takes a chomp out of the priestess (17)

[20:44] <Ryu> (If its not to late this time :-\)

[20:44] <Athas> (OK -- now I know what to do...)

[20:44] <Tolman> (pwer name?)

[20:45] <Ryu> (Dimensional Vortex, Imm Interrupt, Ranged 10)

[20:45] <Ryu> (Need me to PM full details?)

[20:46] <Tolman> (no, I'm looking at it. Doesn't say if before or after roll)

[20:46] <Tolman> (ah, after)

[20:46] <Ryu> (just if an enemy hits an ally with a melee attack)

[20:46] <Tolman> (ok, roll)

[20:46] <Ryu> 1d20+8

[20:46] <TolBot> [Ryu's 1d20+8]: 17

[20:46] <Ryu> vs Will

[20:46] <Tolman> hit. moving who where?

[20:47] <Ryu> (Gonna make it attack its buddy, ID2 lol)

[20:47] <Tolman> k

[20:47] <Tolman> (10 hps for you, shal)
[20:47] * Shalanda looks in really bad shape after that bite.
[20:47] <Ryu> (with that, I dunno if I can move shal with another power...)
[20:48] <Ryu> (Arcane Transport, Trigger: you teleport using a swordmage power... if possible with that, I'd like to move Shal)
[20:48] <Tolman> (ok, go, shal)
[20:48] <Ryu> (Dunno if thst means "me me" or I teleport something)
[20:48] <Tolman> (can only use one trigger)
[20:49] <Ryu> (moved ID1 to my teleported location)
[20:49] <Tolman> (he thanks you)
[20:49] <Athas> (cool, now I have a power I can use on my next turn to take them both out)
[20:50] <Tolman> (ok, go, shal)
[20:50] <Shalanda> (Standard: Second Wind, Minor: Sustain Consecrated Ground, Move: No change)
[20:50] <Shalanda> (Done)
[20:50] <Tolman> (Ryu)
[20:50] * Ryu rushes forward at ID1, and seemingly dances while attacking (Int vs will, Close Burst 2, so both ID1 and ID2 getting attacked, Hit: neither can make opportunity attacks or shift (save ends), Miss: Half Damage and until the end of my next turn neither can make opportunity attacks or shift)
[20:50] * Shalanda takes up a defensive position and attempts to stop some of the larger bleeding.
[20:51] <Ryu> 1d20+8 vs Will
[20:51] <TolBot> [Ryu's 1d20+8 vs Will]: 28 (Way to go!)
[20:51] <Ryu> (should I roll it again since 2 mobs are in range)
[20:51] <Tolman> (full hp)
[20:51] <Tolman> (depends. lemme read)
[20:51] <Tolman> (power name?)
[20:51] <Ryu> (Close Burst 2,Target: Each enemy in burst, Power: Dance of the Sword)
[20:53] <Tolman> (i don't think so)
[20:53] <Ryu> (and since that was a Crit, shouldn't ID1 get full damage, which would be 1d8+6 + 1d6)
[20:53] <Tolman> (yes, I said that)
[20:53] <Tolman> One of the Iron Defenders goes down.
[20:54] <Tolman> (Athas, you didn't make your save vs. dazed. d20 vs dc10)
[20:54] <Ryu> "How dare you attack a priestess! DIE NOW!"
[20:54] <Athas> (being dazed means... I can't act this turn?)
[20:54] <Tolman> (no, you only get one action. you were fine on your turn, you took no move or minor action)
[20:54] <Ryu> (Oh, ID2 took the damage that would have been dealt to Shal by ID1)
[20:54] <Tolman> (but you need to save now)
[20:55] <Athas> ok
[20:55] <Athas> 1d20
[20:55] <TolBot> [Athas's 1d20]: 10
[20:55] <Tolman> (save)
[20:55] <Tolman> (go Reed)
[20:55] <Reed> "Let's end this!"
[20:55] <Tolman> You hear someone shouting commands from the thin air, in a gnomish sounding language.
[20:56] * Reed loads and launches a bolt at the defender.
[20:56] <Reed> 1d20+10 vs AC
[20:56] <TolBot> [Reed's 1d20+10 vs AC]: 25
[20:57] <Tolman> (anyone who understands Elvish, can roll a perception to hear some of it)

[20:57] <Tolman> (hit, reed)
[20:57] <Reed> 1d6+9
[20:57] <TolBot> [Reed's 1d6+9]: 14
[20:57] <Ryu> 1d20+2 Perception
[20:57] <TolBot> [Ryu's 1d20+2 Perception]: 13
[20:57] <Berrian> 1d20+8
[20:57] <TolBot> [Berrian's 1d20+8]: 10
[20:58] <Shalanda> 1d20+5
[20:58] <TolBot> [Shalanda's 1d20+5]: 17
[20:58] <Tolman> (Go, Berrian)
[20:59] <Berrian> (can I fey step at diagonal?)
[21:00] <Tolman> (yes. I think you FSed to get in front last week)
[21:00] <Shalanda> (That was me)
[21:00] <Shalanda> (I think)
[21:00] <Tolman> (If you haven't used it, then you can)
[21:01] * Berrian fey steps out of the corridor to get a better aim at GA1, and fires 2 arrows.
[21:01] <Berrian> 2#1d20+11
[21:01] <TolBot> [Berrian's 2#1d20+11]: 28, 20 (Sum:48)
[21:01] <Tolman> (AC? hit)
[21:01] <Berrian> 2#1d10+6
[21:01] <TolBot> [Berrian's 2#1d10+6]: 15, 8 (Sum:23)
[21:02] <Tolman> The Gnome gets pelted with arrows as he shifts.
[21:02] <Tolman> The gnome disappears.
[21:04] <Tolman> One of the previous disappearing gnomes reappears behind a pillar and fires a bolt.
[21:04] <Tolman> 1d20+6 vs Fort
[21:04] <TolBot> [Tolman's 1d20+6 vs Fort]: 19
[21:06] <Tolman> 1d6+4 radiant damage to Berrian and dazed
[21:06] <TolBot> [Tolman's 1d6+4 radiant damage to Berrian and dazed]: 6
[21:06] <Tolman> (Athas)
[21:07] <Tolman> (Mrs. Harl, it's Athas' turn for a sec here)
[21:07] <Athas> (another hit of the frying pan)
[21:08] <Tolman> (go, zadyn)
[21:08] <Athas> (GA shot at Shal? -- moving in close)
[21:08] <Tolman> (shot at Berrain)
[21:08] <Athas> (I'll move in anyways -- my gods thirst)
[21:09] <Athas> (now, do I count diagonal squares as 1, or do I have to move like a chess knight?)
[21:09] <Tolman> (diag as 1)
[21:10] <Tolman> (The GA is bloodied)
[21:10] <Athas> (made my move)
[21:10] <Berrian> (back in 5)
[21:11] <Tolman> (attack?)(
[21:11] <Tolman> (go zadyn)
[21:11] <Zadyn> (Move: Shadow Step next to GS2; Standard: Attack GS2 with Shadow Storm vs. AC.)
[21:11] <Zadyn> 1d20+10 vs. GS2's AC
[21:11] <TolBot> [Zadyn's 1d20+10 vs. GS2's AC]: 19
[21:11] * Athas rushes to the gnomish archer like a wave of snow rushing down a peak
[21:11] <Tolman> (hit)
[21:12] <Zadyn> 1d8+10 damage
[21:12] <TolBot> [Zadyn's 1d8+10 damage]: 12

[21:12] <Tolman> The gnome reels in pain.
[21:13] <Tolman> (attacvk, athas?) arg
[21:13] * Zadyne steps out from the gnome's shadow and delivers a wicked shadow-infused slice with his khopesh.
[21:13] <Tolman> (move yourself, zad)
[21:13] <Tolman> (Athas... seriously, man)
[21:14] <Tolman> The Gnome attacks back at Zadyne.
[21:14] <Athas> (what? I can move 6)
[21:14] <Tolman> 1d20+7 vs AC
[21:14] <TolBot> [Tolman's 1d20+7 vs AC]: 21
[21:14] <Zadyne> (Hit)
[21:14] <Tolman> (and any action, then? any attack?)
[21:14] <Tolman> 1d8+3 dam to Zadyne
[21:14] <TolBot> [Tolman's 1d8+3 dam to Zadyne]: 11
[21:14] <Athas> (oh, that's right -- still thinking AD&D)
[21:15] <Zadyne> (max damage, of course. >_>)
[21:15] <Tolman> The Iron Defender takes damage from Shal's zone.
[21:15] * Zadyne can't help but cry out a little in pain as the gnome strikes him. He's not looking very good.
[21:15] <Shalanda> 1d6+1
[21:15] <TolBot> [Shalanda's 1d6+1]: 2
[21:16] <Athas> 1d20+9
[21:16] <TolBot> [Athas's 1d20+9]: 11
[21:17] <Tolman> 1d20+8 vs Shal's AC
[21:17] <TolBot> [Tolman's 1d20+8 vs Shal's AC]: 28 (Way to go!)
[21:17] <Shalanda> (Groan)
[21:17] <Tolman> (11 hp damage from bite)
[21:17] * Shalanda lets out a groan, but remains standing.
[21:17] <Tolman> (Go Shal)
[21:17] <Shalanda> 1d20+7 (Standard: Righteous Brand vs ID2 str vs ac, Minor: Sustain Consecrated Ground, Move: Shift 1)
[21:17] <TolBot> [Shalanda's 1d20+7 (Standard: Righteous Brand vs ID2 str vs ac, Minor: Sustain Consecrated Ground, Move: Shift 1)]: 11
[21:17] <Zadyne> (The servants of the Raven Queen are getting seriously battered)
[21:18] <Shalanda> (I recover 5 hps for being in my C.G.)
[21:18] <Tolman> Shalanda benefits from her consecrated ground, but misses her attack as Ryu moves.
[21:18] * Ryu infuses his blade with his brand of magic, and brutally assaults ID2 not only with his blade, but with sound as well. (Booming Blade, Melee 1, Int vs AC)
[21:18] <Ryu> 1d20+10
[21:18] <TolBot> [Ryu's 1d20+10]: 11 (Not good.)
[21:18] <Ryu> (roflmao)
[21:19] <Ryu> (Have I used my action point yet?)
[21:19] <Sentagur> (if this was wild west tolbot would have been called a cheater and shot by now)
[21:19] <Tolman> Many of you see an increasing amount of dirt and stone falling from the two front pillars.
[21:19] <Tolman> (Reed)
[21:19] <Tolman> (hey, a PC just got a crit, too)
[21:20] <Ryu> (If I haven't used my Action Point, I'd like to use it)
[21:20] <Berrian> (and I'm back, just about the correct time?)
[21:20] <Athas> (yeah -- we're going to die by being buried by tons of earth and stone. Good

Times!)

[21:20] <Tolman> (like 4 of you used it in round 1. I can check the log)

[21:21] <Ryu> (I jus' searched it and I didn't see me using it)

[21:21] * Reed growls at the defender as he loads and fires a bolt toward it.

[21:21] <Ryu> (talked about it, but didn't it seems)

[21:21] <Reed> 1d20+10

[21:21] <TolBot> [Reed's 1d20+10]: 23

[21:21] <Reed> (ac)

[21:21] <Tolman> (who did use ap then?)

[21:21] <Shalanda> (I have)

[21:21] <Zadyn> (I have)

[21:21] <Berrian> (I did)

[21:22] <Tolman> (you can use it. But if I check log later and wrong, you forfeit xp from this battle)

[21:22] <Ryu> (Zadyn, Shal, Reed, and thats it)

[21:22] <Reed> (yeah)

[21:22] <Tolman> (hit, reed)

[21:22] <Athas> (you can use action points for minor things, right?)

[21:22] <Reed> 1d6+9

[21:22] <TolBot> [Reed's 1d6+9]: 15

[21:22] <Tolman> (you can do any single action with an AP. Move, standard, or minor)

[21:23] <Ryu> (double checking)

[21:23] <Tolman> (Go, Berrian)

[21:24] <Ryu> (OK! I see what happened, I was going to use it, but you told me to look something up about using a AP for a 2nd save, and I left it at that)

[21:24] * Berrian doesn't see a good target where he is, and moves to a better one before firing

[21:24] <Ryu> (Looks like Berrian used his AP too)

[21:24] <Tolman> (that is familiar)

[21:24] <Tolman> (go ahead, Ryu, if you're sure)

[21:25] <Ryu> (Pretty sure)

[21:25] * Ryu changes magics in his blade, and attacks again (Sword Burst, Int vs Reflex, Close Burst 1)

[21:25] <Berrian> (I'll wait. Already moved though)

[21:25] <Ryu> 1d20+8

[21:25] <TolBot> [Ryu's 1d20+8]: 28 (You da man.)

[21:26] <Ryu> (Damage = 1d6+6, so 12 since it critted, and its Force damage)

[21:26] <Tolman> (.o°O = falling rubble)

[21:27] <Tolman> (attacking whom?)

[21:27] <Reed> "Oye, the little bastards are bringing the roof down on us!"

[21:27] <Ryu> (ID2 only mob in range)

[21:27] <Tolman> (Go ahead, Berrian)

[21:27] <Tolman> The doglike creature yelps from Ryu's blow.

[21:27] <Berrian> 2#1d20+11 attacking ID2

[21:27] <TolBot> [Berrian's 2#1d20+11 attacking ID2]: 16, 18 (Sum:34)

[21:28] <Tolman> The Iron Defender collapses destroyed.

[21:28] <Tolman> (vs?)

[21:28] <Berrian> (wait, what? ID2 dead now? I need a different target then)

[21:29] <Berrian> (GS2 within my aim?)

[21:29] <Tolman> (I never saw you name a target. that was my complaint)

[21:29] <Berrian> ([22:22] <Berrian> 2#1d20+11 attacking ID2)

[21:29] <Tolman> (you have to name target, and then reroll attack)

[21:29] <Tolman> (oh, ok, nm)

[21:30] <Tolman> (one hit)
[21:30] <Tolman> (Berrain, you were dazed)
[21:30] <Tolman> (You can't attack)
[21:30] <Tolman> (save now)
[21:30] <Berrian> (right, sorry. move ok still?)
[21:30] <Berrian> 1d20
[21:30] <TolBot> [Berrian's 1d20]: 13
[21:30] <Tolman> (yep, you can move or attack)
[21:30] <Tolman> (Berrian clears his mind.)
[21:30] <Berrian> (this no-scroll is messing with my flow of the game)
[21:31] <Tolman> The Gnome by the pillar attacks Athas.
[21:31] <Athas> (didn't he see what I did to his friend?)
[21:31] <Tolman> 1d20+6
[21:31] <TolBot> [Tolman's 1d20+6]: 17
[21:32] <Tolman> (vs. Fort)
[21:33] <Tolman> 1d6+4 HP on Athas and he's dazed.
[21:33] <TolBot> [Tolman's 1d6+4 HP on Athas and he's dazed.]: 8
[21:34] <Tolman> He retreats from teh Dazed Athas (who falls unconcious)
[21:35] <Tolman> (go Zadyn)
[21:35] <Zadyn> (Standard: Shadow Storm vs. GS2's AC; further actions depending)
[21:35] <Zadyn> 1d20+10 vs. AC
[21:35] <TolBot> [Zadyn's 1d20+10 vs. AC]: 26
[21:35] <Tolman> 1d20+6
[21:35] <TolBot> [Tolman's 1d20+6]: 12
[21:36] <Zadyn> 1d8+10 damage (assuming it's a hit?)
[21:36] <Tolman> (hit)
[21:36] <TolBot> [Zadyn's 1d8+10 damage (assuming it's a hit?): 11
[21:36] <Tolman> The gnome is hit (other action?)
[21:36] <Zadyn> (Khopesh are Brutal, so I get to reroll 1s on their damage dice)
[21:37] <Zadyn> 1d8+10 damage (reroll)
[21:37] <TolBot> [Zadyn's 1d8+10 damage (reroll)]: 14
[21:37] <Tolman> (page and book?)
[21:38] <Zadyn> (Adventurer's Vault, page 8 for the Brutal quality (might be in the PHB as well, I dunno), Khopeshs are on the next page.)
[21:38] <Tolman> (I've never heard of that.)
[21:38] <Tolman> (lol, sorry. don't have that)
[21:38] <Zadyn> (Brutal 1 = reroll 1s on the weapon's damage dice only)
[21:38] <Tolman> (it's not in PHB or DMG)
[21:38] <Tolman> (that I recall. those are all I've read)
[21:39] <Tolman> The gnome lashes back at Zadyn.
[21:39] <Tolman> 1d20+7
[21:39] <TolBot> [Tolman's 1d20+7]: 27 (That's awesome.)
[21:39] <Zadyn> (I didn't finish my actions, or is that a reaction?)
[21:39] <Tolman> (ok, now there's a problem)
[21:40] <Tolman> (I have no way of knowing if you other actions is what you wold've done)
[21:40] <Zadyn> (You didn't wait, I was explaining the Brutal quality)
[21:40] <Zadyn> (When have I /ever/ attacked and /not/ Shadow Stepped away, if I had the move action available?)
[21:40] <Tolman> (you can try, I may allow it)
[21:41] <Zadyn> (My action was going to Shadow Step behind Reed, if the gnome didn't go down)
[21:41] <Tolman> (ok, move it)

[21:42] <Tolman> (but since I already rolled, I'm gonna have him chase you)
[21:42] <Zadyn> (ok)
[21:42] <Tolman> (sorry)
[21:43] <Tolman> 1d20+3
[21:43] <TolBot> [Tolman's 1d20+3]: 12
[21:43] <Tolman> (grr)
[21:43] <Tolman> 1d8+3
[21:43] <TolBot> [Tolman's 1d8+3]: 7
[21:44] <Tolman> (oh yeah, crit damage.)
[21:44] <Tolman> Zaydn nails the gnome skulker, who in turn gives pursuit, hitting him for 11 dam)
[21:44] <Tolman> (go Shal)
[21:44] * Zadyn drops, unconscious.
[21:44] <Shalanda> 1d20+5 (+5hps from CG, Standard: Command vs GS2 Wis vs Will, Minor: Sustain Consecrated Ground, Move: Con Ground movement)
[21:44] <TolBot> [Shalanda's 1d20+5 (+5hps from CG, Standard: Command vs GS2 Wis vs Will, Minor: Sustain Consecrated Ground, Move: Con Ground movement)]: 23
[21:45] <Tolman> (hit)
[21:45] <Shalanda> (Command causes the gnome to be dazed and I shift him up to 4 squares, which I'll now do)
[21:45] <Tolman> (got it)
[21:45] <Tolman> (by my count, you now have two players down)
[21:45] <Tolman> (go Ryu)
[21:45] <Shalanda> (Shal, Ryu, Reed, and Zad will gain 5 hps on the start of their turns if bloodied)
[21:46] <Ryu> (Straight attack vs GS2)
[21:46] <Zadyn> (Does that include being unconscious and dying?)
[21:46] <Tolman> (if unconsc, don't get a turn)
[21:46] <Ryu> 1d20+10
[21:46] <TolBot> [Ryu's 1d20+10]: 12
[21:46] <Tolman> (yes, zad)
[21:46] <Zadyn> (k)
[21:46] <Reed> (haha, I've only taken 7 damage this whole fight)
[21:46] <Shalanda> (Shhh)
[21:46] <Zadyn> (Ranged combat vs. melee combat)
[21:46] <Tolman> (vs AC? miss)
[21:47] <Tolman> 1d20+6
[21:47] <TolBot> [Tolman's 1d20+6]: 9
[21:47] <Tolman> A pillar behind you is hit with a concussive missile, Berrian. You dodge the shrapnel.
[21:47] <Berrian> (phew)
[21:48] <Tolman> As another pillar is hit, the room starts to see more rubble falling.
[21:49] <Tolman> (go reed)
[21:50] * Reed runs in Athas' direction while loading a bolt into his crossbow.
[21:50] <Tolman> (if not attacking, you can double move, btw, and reach him)
[21:51] * Reed takes careful aim at the gnome that incapacitated his ally.
[21:51] <Tolman> (GS2 gets an Opp Attack)
[21:51] <Reed> (okay)
[21:51] <Shalanda> (GS2 is dazed and does not.)
[21:51] <Tolman> (correct)
[21:51] <Tolman> (shoot, reed)
[21:51] <Reed> (unbalancing shot on GA)
[21:52] <Ryu> (afk for a few, bathroom, and baby check)

[21:52] * Reed loses his bolt on the gnome.
[21:52] <Tolman> (GA1?)
[21:52] <Reed> 1d20+10
[21:52] <TolBot> [Reed's 1d20+10]: 25
[21:52] <Reed> (the one I can see, in the corner)
[21:52] <Tolman> (hit)
[21:53] <Reed> 1d6+6
[21:53] <TolBot> [Reed's 1d6+6]: 8
[21:53] <Tolman> The gnome grimaces as Berrain acts.
[21:53] <Reed> (he's slowed until the end of my next turn)
[21:53] * Berrian targets GA1 and lets loose 2 arrows, after setting it as quarry
[21:53] <Ryu> (ok back)
[21:53] <Tolman> (noted)
[21:53] <Berrian> 2#1d20+11
[21:53] <TolBot> [Berrian's 2#1d20+11]: 23, 12 (Sum:35)
[21:54] <Tolman> (-2 for concealment. one hit)
[21:54] <Berrian> 1d10+6 (dmg and)
[21:54] <TolBot> [Berrian's 1d10+6 (dmg and)]: 15
[21:54] <Berrian> 1d8 (quarry bonus)
[21:54] <TolBot> [Berrian's 1d8 (quarry bonus)]: 2
[21:55] <Tolman> The gnome is nailed as they both disappear.
[21:56] <Tolman> One of them reappears against the wall and hurls a projectile.
[21:56] <Tolman> 1d20+6
[21:56] <TolBot> [Tolman's 1d20+6]: 13
[21:57] <Tolman> The projectile nails the final pillar (Reed and Athas att vs Refl 13)
[21:57] <Reed> (miss)
[21:57] <Tolman> (Zadyn, you're up)
[21:57] <Shalanda> (Athas is out cold)
[21:58] <Athas> (and so not snoring)
[21:58] <Tolman> (lol)
[21:58] <Zadyn> (Standing up will provoke an OA from GS2, won't it?)
[21:58] <Shalanda> (GS2 is dazed and can't AoO)
[21:59] <Tolman> (Athas, roll a save 1d20 vs DC10)
[22:00] <Athas> 1d20
[22:00] <TolBot> [Athas's 1d20]: 12
[22:00] <Tolman> (not sure.)
[22:00] <Tolman> (he's dazed, so no AO)
[22:01] * Zadyn climbs shakily to his feet, gripping his side with one hand and his sword with the other.
[22:02] <Zadyn> (That's a move action, or full-round?)
[22:03] <Tolman> (move action)
[22:03] <Tolman> (phb 292)
[22:04] <Tolman> (action?)
[22:04] <Zadyn> (Leaping Shade attack vs. AC against GS2)
[22:04] <Zadyn> 1d20+10 vs. AC
[22:04] <TolBot> [Zadyn's 1d20+10 vs. AC]: 17
[22:04] <Tolman> (hit)
[22:04] <Zadyn> 1d8+9 damage
[22:04] <TolBot> [Zadyn's 1d8+9 damage]: 14
[22:05] <Tolman> The gnome is destroyed.
[22:06] <Tolman> (go shal)

[22:06] * Shalanda moves to aid Athas and uses a healing word on him. (Sustain CG as minor)
[22:06] <Shalanda> 1d6+3 extra hps on top of Athas using a healing surge
[22:06] <TolBot> [Shalanda's 1d6+3 extra hps on top of Athas using a healing surge]: 4
[22:07] <Athas> (I get a total of 4?)
[22:07] <Tolman> (done? Ryu, go)
[22:07] <Ryu> (plus your healing surge)
[22:07] <Shalanda> (4 plus whatever you get for using a healing surge)
[22:07] * Shalanda is no longer bloodied
[22:07] <Ryu> (Moved, holding attack)
[22:07] <Tolman> (no, 4 plus one quarter of your max HPs. and spend a healing surge)
[22:08] <Ryu> (actually, if I have a close burst power, one sec)
[22:08] * Athas stirs and sits up.
[22:08] <Tolman> Stones and dirt fall from the ceiling. Further, and two squares with adjacent rubble are unpassable.
[22:08] <Shalanda> "I'm not ready for your gods to have you yet. I still have use for you."
[22:09] <Athas> "My gods still thirst... these small people can not possibly slake Old Man Iron's thirst."
[22:09] <Ryu> (OK, I have to place Kira on the map, which will be near me anyways, then using Kira's encounter power. (I can use Kira's position as the origin square for a close burst attack)
[22:09] <Tolman> Each round, you must make an Acrobatics check vs DC10 or take damage.
[22:09] <Tolman> And, any single space with rubble is half movement.
[22:10] <Zadyn> (I've gotta go, sorry guys. Assume Zadyn, uh, tries not to die.)
[22:10] <Tolman> (questions?)
[22:10] <Ryu> (Nope)
[22:10] <Berrian> (I don't remember what my acro score is... 8? It's on my other computer)
[22:10] <Tolman> (ok, Reed, go)
[22:11] <Zadyn> (see ya all next week)
[22:11] <Ryu> (nvm, I can't use my burst power XD)
[22:11] * Zadyn (ovinnik85@cd0e2e21.hsd1.wv.5aa6454b.net.hmsk) Quit
[22:11] <Tolman> (+10 berrian. only fail on nat 1)
[22:12] * Reed loads his crossbow while moving to get a good shot on a gnome.
[22:12] <Berrian> (ok)
[22:12] * Reed licks his lips and fires.
[22:12] <Reed> 1d20+10
[22:12] <TolBot> [Reed's 1d20+10]: 23
[22:12] <Tolman> (at GA?)
[22:13] <Tolman> (hit)
[22:13] <Reed> (yup, he's the only gnome I see)
[22:13] <Tolman> (yep. dam?)
[22:13] <Reed> 1d6+9
[22:13] <TolBot> [Reed's 1d6+9]: 12
[22:13] <Tolman> 1d20
[22:13] <TolBot> [Tolman's 1d20]: 5
[22:14] <Tolman> The severely wounded, Gnome, slowed, sees his retreat is blocked, and panics.
[22:14] <Tolman> It disappears.
[22:14] <Reed> "Come back here you coward!"
[22:15] <Tolman> (No enemies are visible. you're up, Athas)
[22:15] <Sentagur> (more AOE damage i say 😊)
[22:15] <Tolman> (I'm not cruel like you)
[22:15] <Sentagur> (but you have a cheating bot)

[22:16] <Tolman> (Athas... go)
[22:16] <Shalanda> (You have to as a DM, I certainly do.)
[22:16] <Tolman> (Zadyn flees)
[22:16] * Athas stands up on his feet, wobbles a little.
[22:16] <Athas> "My gods still thirst."
[22:17] * Athas looks around so something to feed his gods.
[22:17] <Tolman> Athas, you see no enemies.
[22:17] <Sentagur> (your god eats gravel?)
[22:17] <Athas> "Bah."
[22:18] <Tolman> Athas, you can still take a minor and standard action
[22:18] <Tolman> Go Shal.
[22:18] * Athas sits down again and tries to gather himself.
[22:19] <Shalanda> 1d6+3 (Standard: Healing word use #2 on Athas, Minor: Sustain C.G., Move: 6 towards the way we came from)
[22:19] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[22:19] <Shalanda> 1d6+3
[22:19] <TolBot> [Shalanda's 1d6+3]: 6
[22:20] <Shalanda> "Let's go before the walls bury you and your old man."
[22:20] <Tolman> (go ryu)
[22:20] <Berrian> "We need to get out of this cavern before it collapses and kills us all."
[22:20] <Ryu> (Moved, and holding)
[22:20] <Shalanda> (+6hps and spend a healing surge Athas)
[22:21] <Tolman> (not sure about holding part of a turn, Ryu)
[22:21] <Tolman> (Reed, go)
[22:21] <Athas> (another surge and another 6 hps
[22:21] <Shalanda> (yes)
[22:21] <Ryu> (in otherwords, not attacking)
[22:22] <Tolman> (when turn's over, you forfeit any other action you didn't take. k)
[22:22] <Reed> "Damn gnomes!"
[22:22] * Athas grabs Shal and runs for the cavern opening.
[22:22] <Shalanda> (Um... you must have gotten hit in the head with a rock. I'm already futher than you)
[22:23] * Reed fires a bolt in frustration at the spot next to the last place he saw the gnome before turning back and running for the entrance.
[22:23] <Tolman> (roll attack)
[22:23] <Reed> 1d20+10
[22:23] <TolBot> [Reed's 1d20+10]: 12
[22:23] <Tolman> (Miss. Move yourself. remember, takes 2 to move through rubble.)
[22:23] <Tolman> (Berrian)
[22:24] <Athas> (ok, then I'll just leave)
[22:24] <Tolman> (Athas turn)
[22:24] * Berrian attempts to escape the cavern (double move to get over the rubble and such)
[22:25] <Tolman> (MOVE yourself pls, Athas)
[22:25] <Shalanda> (Is the south exit caved in and not passable?)
[22:25] <Tolman> (sigh)
[22:25] <Tolman> (yes. two adjacent rubbles)
[22:26] <Tolman> (Athas, you can move twice if you don't attack)
[22:26] <Berrian> (wait, what?)
[22:26] <Reed> Berrian's trapped
[22:27] <Tolman> (Berrian couldn't have gotten there in the first place, hehe)

[22:27] <Berrian> (I just went there. Not passable? then I need to not have moved there to begin with)

[22:27] <Tolman> Berrian, after sprinting to the entrance, beside Ryu, you find in impassable.

[22:27] <Tolman> (still one action left, berr)

[22:28] <Tolman> (Athas, why are you back down now? what part of this is confusing folks?)

[22:28] * Athas turns around and runs for Berrian

[22:29] <Tolman> (Berrain, plz answer now? staying beside Ryu, or moving north?)

[22:29] <Berrian> "Are we trapped in here to die? There must be a way out!"

[22:29] <Tolman> (Answer!)

[22:30] <Tolman> (k, Athas... move yourself)

[22:30] <Sentagur> (rubble only blocks passage if its 2 adjacent squares)

[22:31] <Athas> (moves)

[22:31] <Tolman> (Ryu, you see a gnome GA appear and die under rubble beside you.)

[22:31] <Tolman> (Athas... for the last time...)

[22:31] <Tolman> (... you can move twice if you want, since you're not attacking)

[22:32] <Tolman> (Zadyn flees, apparently the only one who cares about living.)

[22:32] <Tolman> (go shal)

[22:32] * Shalanda stops to grab the gnome that was killed in the area of her C.G. and then continues to the entrance they came from.

[22:32] <Shalanda> "Stop fooling around down there and get over here before you do become trapped forever!"

[22:32] <Ryu> "Well, that was some good rocks, killed that last gnome."

[22:32] <Shalanda> (Drop C.G.)

[22:32] * Athas runs for the entrance.

[22:32] <Tolman> (half movement, shal)

[22:32] <Shalanda> (Corrected)

[22:33] <Tolman> (go ryu)

[22:33] <Ryu> (Moved)

[22:33] <Tolman> (reed)

[22:33] <Tolman> (wait)

[22:33] <Tolman> (new round, more rubble)

[22:34] * Reed continues to run toward the entrance, pushing himself hard.

[22:34] <Ryu> "Leave the gnome priestess, your life is more important"

[22:34] <Tolman> (k, reed, move)

[22:35] <Reed> "Take it! I want it for my garden!"

[22:35] <Shalanda> "You worry about getting yourself out, and I'll worry about my affairs with my deity!"

[22:35] <Berrian> (took my move)

[22:35] * Ryu shakes his head, and helps Shalanda with the gnome as far as he can

[22:35] <Reed> (double moved, should be right on the math)

[22:36] <Tolman> (remember, takes 2 moves to get through a .o°O)

[22:36] <Tolman> (Berrian)

[22:36] <Berrian> (already moved)

[22:36] <Tolman> (Athas, move)

[22:37] * Athas rushes ahead.

[22:37] <Shalanda> "Help Athas, his wounds obviously are slowing him down.

[22:37] <Tolman> (oops.)

[22:38] <Tolman> (forgot the Acro rolls)

[22:38] <Tolman> (Reed, two Acrobatics rolls)

[22:38] <Tolman> (Berrian, 2 acrobatics rolls)

[22:38] <Reed> 1d20+16

[22:38] <TolBot> [Reed's 1d20+16]: 18
[22:38] <Reed> 1d20+16
[22:38] <TolBot> [Reed's 1d20+16]: 20
[22:39] <Tolman> (Athas, 2 acrobatics rolls)
[22:39] <Tolman> 2#1d20
[22:39] <TolBot> [Tolman's 2#1d20]: 4, 3 (Sum:7)
[22:39] <Berrian> 2#1d20
[22:39] <TolBot> [Berrian's 2#1d20]: 10, 14 (Sum:24)
[22:39] <Athas> 1d20+1
[22:39] <TolBot> [Athas's 1d20+1]: 12
[22:40] <Athas> 1d20+1
[22:40] <TolBot> [Athas's 1d20+1]: 13
[22:40] <Tolman> (Shal, move, and two Acro rolls)
[22:40] <Shalanda> 1d20+3 vs DC10
[22:40] <TolBot> [Shalanda's 1d20+3 vs DC10]: 15 Success
[22:40] <Shalanda> 1d20+3 vs DC10
[22:40] <TolBot> [Shalanda's 1d20+3 vs DC10]: 5 Fail
[22:40] <Shalanda> (Want me to move still?)
[22:40] <Reed> (you don't have an acro bonus Ber?)
[22:41] <Tolman> 1d6
[22:41] <TolBot> [Tolman's 1d6]: 6
[22:41] <Tolman> (6 damage, shal)
[22:41] <Shalanda> Shalanda is bloodied
[22:41] <Berrian> (I get a +10. I just need to not get a nat 1)
[22:42] <Reed> nice
[22:42] <Tolman> (fail acro = half movement, which would be one fourth if you'r still dragging the gnome)
[22:42] <Berrian> (at least, that's what Tol said earlier)
[22:42] <Tolman> (Ryu, two acro rolls and then move)
[22:42] <Ryu> 2#1d20+2
[22:42] <TolBot> [Ryu's 2#1d20+2]: 9, 3 (Sum:12)
[22:42] <Shalanda> (Noted)
[22:42] <Ryu> (ROFLMAO)
[22:42] <Tolman> Ryu, last two turns were half movement, so just stay where you are.
[22:42] <Tolman> More rubble falls.
[22:43] <Tolman> (Go, Berrian, roll Acro, half speed if fail)
[22:43] <Tolman> (Go, Reed, roll Acro, half speed if fail)
[22:44] <Berrian> 1d20+10
[22:44] <TolBot> [Berrian's 1d20+10]: 23
[22:44] <Reed> 1d20+16
[22:44] <TolBot> [Reed's 1d20+16]: 25
[22:44] <Tolman> (you get two moves at full, both)
[22:45] <Tolman> (remember takes two count to get through a .o°O space
[22:45] <Berrian> (with rubble being 2 spaces, I'm at full double movement)
[22:45] <Tolman> (go, Athas)
[22:46] * Reed keeps running, not looking back.
[22:46] <Athas> rolling acro?
[22:46] <Athas> 1d20+1
[22:46] <TolBot> [Athas's 1d20+1]: 14
[22:46] <Tolman> (yes, pass.)
[22:46] <Tolman> (move)

[22:47] <Athas> (moved)
[22:47] <Tolman> (Athas. I've tried to tell you several times...)
[22:47] <Tolman> (If you don't attack on your turn, you can use your standard action as a second move action)
[22:47] <Tolman> (if you don't take advantage of that, you will probably die in here)
[22:48] <Tolman> (well done)
[22:48] <Tolman> (shal)
[22:48] <Shalanda> 1d20+3 vs DC10
[22:48] <TolBot> [Shalanda's 1d20+3 vs DC10]: 16 Success
[22:48] <Shalanda> (Done)
[22:48] <Tolman> (ryu)
[22:48] <Ryu> 1d20+2 dc10
[22:48] <TolBot> [Ryu's 1d20+2 dc10]: 17 Success
[22:49] <Ryu> (Hmm, double move places me in the same square as Athas, or on Rubble...lol)
[22:49] <Tolman> (Can't end in rubble or PCs space, so further back)
[22:49] <Tolman> (more rubble falls)
[22:49] <Ryu> (so basically I got a single move)
[22:50] <Shalanda> (Yup)
[22:50] <Tolman> (Go, reed. roll acro then move)
[22:50] <Reed> 1d20+16 vs DC10
[22:50] <TolBot> [Reed's 1d20+16 vs DC10]: 25 Success
[22:51] <Berrian> 1d20+10 vs dc10
[22:51] <TolBot> [Berrian's 1d20+10 vs dc10]: 18 Success
[22:51] <Tolman> (Go Athas)
[22:52] <Reed> (caught up to Zadyn 😊))
[22:52] <Tolman> (I missed one move for him)
[22:52] <Athas> 1d20+1
[22:52] <TolBot> [Athas's 1d20+1]: 11
[22:52] <Tolman> (Zadyn move, and you Shal)
[22:53] <Shalanda> 1d20+3 vs DC10
[22:53] <TolBot> [Shalanda's 1d20+3 vs DC10]: 18 Success
[22:53] <Tolman> (go, ryu)
[22:53] <Ryu> 1d20+2 dc10
[22:53] <TolBot> [Ryu's 1d20+2 dc10]: 17 Success
[22:54] <Tolman> More rubble falls ahead
[22:54] <Tolman> (reed and berr)
[22:54] <Reed> 1d20+16 vs dc10
[22:54] <TolBot> [Reed's 1d20+16 vs dc10]: 30 Success
[22:54] <Ryu> (as soon as Shal rolls, I'll roll)
[22:55] <Berrian> 1d20+10 vs dc10
[22:55] <TolBot> [Berrian's 1d20+10 vs dc10]: 20 Success
[22:55] <Tolman> (i didn't understand that, ryu)
[22:55] <Tolman> (go athas)
[22:55] <Athas> 1d20+1
[22:55] <TolBot> [Athas's 1d20+1]: 18
[22:55] <Ryu> (In otherwords, when I see Shalandas Acro roll, I'll throw mine instead of waiting for you to say my name)
[22:55] <Tolman> (ok)
[22:56] <Tolman> (moved? athas?)
[22:56] <Shalanda> 1d20+3 vs DC10

[22:56] <TolBot> [Shalanda's 1d20+3 vs DC10]: 18 Success
[22:56] <Athas> (moved)
[22:56] <Ryu> 1d20+2 dc10
[22:56] <TolBot> [Ryu's 1d20+2 dc10]: 9 Fail
[22:56] <Tolman> (you did a single move, athas)
[22:56] * Shalanda yells ahead of her. "Why are you moving so slow Athas!"
[22:56] <Tolman> (ryu, you were half speed, and quarter seed on rubble, so that's too far, no?)
[22:57] <Tolman> (you moved, shal?)
[22:57] <Shalanda> (Yeah, I got held up by Athas and Ryu)
[22:57] <Ryu> (half speed on a double move should place me there)
[22:57] <Tolman> k
[22:57] <Shalanda> (Which I can correct if Athas is fixing his single into a double move)
[22:57] <Reed> "Come on big guy! We've got drinking to do on the surface!"
[22:57] <Tolman> More rubble falls as Reed and Berr move
[22:58] <Athas> (now moved ahead again)
[22:58] <Reed> 1d20+16
[22:58] <TolBot> [Reed's 1d20+16]: 21
[22:58] <Berrian> 1d20+10 vs dc10
[22:58] <TolBot> [Berrian's 1d20+10 vs dc10]: 11 Success
[22:58] <Ryu> (this is getting to be a bit much thinking and math :-\)
[22:58] <Ryu> (Nat 1)
[22:59] <Berrian> ((gah...)
[22:59] <Tolman> (Athas)
[22:59] <Tolman> 1d20
[22:59] <TolBot> [Tolman's 1d20]: 12
[22:59] <Shalanda> 1d20+3 vs DC10
[22:59] <TolBot> [Shalanda's 1d20+3 vs DC10]: 16 Success
[22:59] <Ryu> 1d20+2 dc10
[22:59] <TolBot> [Ryu's 1d20+2 dc10]: 14 Success
[22:59] <Athas> 1d20+1
[22:59] <TolBot> [Athas's 1d20+1]: 17
[22:59] <Berrian> (and the rubble keeps falling just in a place where I'd stop on, if it wasn't there...
hmm...)
[23:00] <Shalanda> (moved)
[23:00] <Athas> (moved)
[23:00] <Ryu> (I would have ended up on Rubble XD)
[23:00] <Tolman> (whose next?)
[23:00] <Tolman> 1d6
[23:00] <TolBot> [Tolman's 1d6]: 6
[23:00] <Tolman> (that's 6 damage for Ryu from last round)
[23:01] <Ryu> (I went)
[23:01] <Tolman> (more rubble falls)
[23:01] <Berrian> (I have 3+ rounds before I get to the safe zone)
[23:01] <Reed> 1d20+16
[23:01] <TolBot> [Reed's 1d20+16]: 26
[23:01] <Tolman> As reed and berrian move.
[23:02] <Berrian> 1d20+10 vs dc10
[23:02] <TolBot> [Berrian's 1d20+10 vs dc10]: 18 Success
[23:02] <Athas> (the world is sucked into a singularity)
[23:02] <Tolman> (Athas, move)
[23:02] <Tolman> (roll and move, actually)

[23:03] <Athas> 1d20+1
[23:03] <TolBot> [Athas's 1d20+1]: 14
[23:03] <Shalanda> 1d20+3 vs DC10
[23:03] <TolBot> [Shalanda's 1d20+3 vs DC10]: 15 Success
[23:03] <Ryu> 1d20+2 dc10
[23:03] <TolBot> [Ryu's 1d20+2 dc10]: 16 Success
[23:03] <Ryu> (Moved)
[23:03] * Shalanda breaks into a run.
[23:03] <Ryu> (double move Athas)
[23:03] <Tolman> (Ryu, I think Athas would end up where you are.)
[23:04] <Tolman> (Shal, running adds +2 to speed, so +4 if double move, but it is -5 to your Acro check)
[23:04] <Ryu> (I agree, moved back and placed Athas in my square)
[23:04] <Shalanda> (Noted, so I will stop after this round, realizing it's too dangerous)
[23:04] <Tolman> (k)
[23:05] <Tolman> More rubble falls as Reed and Berrian act.
[23:05] <Berrian> 1d20+10 vs dc10
[23:05] <TolBot> [Berrian's 1d20+10 vs dc10]: 30 Critical success
[23:05] <Athas> (brb)
[23:05] <Ryu> (noice)
[23:05] <Berrian> (umm... rule for this situation?)
[23:05] <Reed> 1d20+16 vs dc10
[23:05] <Ryu> (no change I believe)
[23:05] <Reed> 1d20+16
[23:05] <TolBot> [Reed's 1d20+16]: 29
[23:06] <Tolman> Berrian looks amazingly agile as he dodges the falling rocks.
[23:06] <Tolman> (Athas)
[23:06] <Berrian> (yay!)
[23:06] <Athas> 1d20+1
[23:06] <TolBot> [Athas's 1d20+1]: 17
[23:06] <Shalanda> 1d20+3 vs DC10
[23:06] <TolBot> [Shalanda's 1d20+3 vs DC10]: 21 Success
[23:06] <Ryu> 1d20+2 dc10
[23:06] <TolBot> [Ryu's 1d20+2 dc10]: 11 Success
[23:07] <Ryu> (moved)
[23:07] * Reed pants and looks back, thinking he's seen the last of the falling rubble.
[23:07] <Athas> (moved)
[23:07] <Tolman> More rubble falls as Reed reaches a safe zone in the passage and Berrian makes for it, just past where you rested before.
[23:07] <Berrian> 1d20+10 vs dc10
[23:07] <TolBot> [Berrian's 1d20+10 vs dc10]: 29 Success
[23:08] <Tolman> (athas)
[23:08] <Athas> 1d20+1
[23:08] <TolBot> [Athas's 1d20+1]: 10
[23:08] <Shalanda> 1d20+3 vs DC10
[23:08] <TolBot> [Shalanda's 1d20+3 vs DC10]: 10 Success
[23:08] <Ryu> 1d20+2 dc10
[23:08] <TolBot> [Ryu's 1d20+2 dc10]: 9 Fail
[23:08] <Tolman> 1d6
[23:08] <TolBot> [Tolman's 1d6]: 1
[23:09] <Berrian> (ugh, not more worms! and then a 2-day climb back to the surface? ick)

[23:09] <Tolman> Ryu and Shal, you hear the rubble falling more and more behind you.
[23:09] <Tolman> (Athas)
[23:10] <Athas> 1d20+1
[23:10] <TolBot> [Athas's 1d20+1]: 17
[23:10] <Ryu> (he keeps forgetting the double move)
[23:10] <Tolman> (Athas reaches the safe zone)
[23:10] <Shalanda> 1d20+3 vs DC10
[23:10] <TolBot> [Shalanda's 1d20+3 vs DC10]: 22 Success
[23:10] <Tolman> (Shal and Ryu)
[23:10] <Ryu> 1d20+2 dc10
[23:10] <TolBot> [Ryu's 1d20+2 dc10]: 3 Critical fail
[23:10] <Ryu> ROFLMAO
[23:10] * Shalanda discards the gnome
[23:10] <Tolman> 1d6
[23:10] <TolBot> [Tolman's 1d6]: 2
[23:11] <Tolman> More rubble falls, knocking Ryu back.
[23:11] <Tolman> (go shal and ryu)
[23:11] <Ryu> 1d20+2 dc10
[23:11] <TolBot> [Ryu's 1d20+2 dc10]: 13 Success
[23:11] <Shalanda> 1d20+3 vs DC10
[23:11] <TolBot> [Shalanda's 1d20+3 vs DC10]: 11 Success
[23:11] <Shalanda> 1d20+3 vs DC10
[23:11] <TolBot> [Shalanda's 1d20+3 vs DC10]: 13 Success
[23:12] <Tolman> Shalanda and Ryu reach the passage past the chamber your rested in.
[23:12] * Shalanda pants from that workout.
[23:12] <Tolman> The walls and roof seem stable here.
[23:12] * Athas looks to Shal and grins
[23:12] <Tolman> You look ahead into the dark passage, happy to have your lives...
[23:12] <Shalanda> "So much for the evidence I planned on bringing back."
[23:12] * Ryu huffs, "I think," he gasps for air, "That will" ... "Keep them from" ... "stealing from the"
.... "City"
[23:13] <Tolman> *** as this session of Können Land comes to a close ***
[23:13] <Athas> "Give this place a few minutes, then all you'll need is a basket."

9-26-2010: THE GNOME RETURNS

[20:13] <DM_Tol> *** Game Recap ***

[20:14] <DM_Tol> The party, having traversed the dark for so long, encountered a large chamber that stood before gates to what must be some lower gnome city.

[20:15] <DM_Tol> After dispensing with diplomacy, they attacked the gnomes and then felt the return of their sneaky wrath. They defeated the foe, but nearly too late realized their foe's tactic consisted of leveling the cavern to prevent entry into the gates ahead.

[20:17] <DM_Tol> The party ran as the cavern collapsed around them. Having moved just beyond where the structure remains secure, they collapse against the walls, panting and dusty. After a short rest, there in the dark, next decisions, still unexplored passageways and further adventures await them.

[20:17] <DM_Tol> *** as this session of Können Land begins ***

[20:18] <Shalanda> (milestone?)

[20:18] <Berrian> "I am will need to rest soon. I have yet had a chance to trance."

[20:18] <DM_Tol> (AP for everyone for the battle and the skill challenge of getting out)

[20:18] <Zadyn> (I wasn't here for the skill challenge)

[20:19] <DM_Tol> (I ran you, zadyn... I had you run like a girl. You made it.)

[20:19] <Ryu> (While i'm thinking about it, XP after game?)

[20:19] <Zadyn> (Running like a girl is a pretty good plan with only 8 HP left)

[20:20] <Shalanda> 1d6+3

[20:20] <TolBot> [Shalanda's 1d6+3]: 5

[20:20] <DM_Tol> You all line the cave hallway, outside of the chamber where the Carrion Worms were.

[20:20] <Shalanda> 1d6+3

[20:20] <TolBot> [Shalanda's 1d6+3]: 5

[20:21] * Shalanda takes the time to heal her wounds and recover from that battle.

[20:22] * Zadyn leans against a wall and rests for a time, breathing heavily.

[20:23] * Berrian rests for a moment (using a healing surge. Down 2? now. Fully healed), waiting to hear what the others choose to do.

[20:25] <Shalanda> "I am fortunate the Raven Queen blessed me with the vision of how to consecrated the ground in battle, or I fear that fight may have turned for the worse."

[20:25] <DM_Tol> Reed leans against a wall, exhausted.

[20:27] <Zadyn> "Alright, so, the raids on the city should stop now. Anyone have any idea how to get out of here?"

[20:27] <Shalanda> "I think you may be mistaken."

[20:28] <Shalanda> "The first gnome we encountered escaped into the worm lair. It may be that another entrance to their home may be located in that cave, in which case we have only annoyed them."

[20:29] <Zadyn> "Could be. But either way, we can't wipe out an entire gnomish city. We discovered the problem; the city may have to send people down to close off the cave leading down from their cistern."

[20:32] <DM_Tol> Time passes.

[20:33] * Shalanda stands

[20:33] <Shalanda> (I want to see if I can recover that gnome body I discarded or if the way is too buried)

[20:34] <Ryu> (okb ack)

[20:35] <Ryu> (Guess I pop off a healing surge too)

[20:35] <DM_Tol> Shal shimmies back into the small chamber where you first attempted an extended rest, and finds the long passage completely collapses.

[20:35] <DM_Tol> (collapsed)
[20:35] * Shalanda mutter Eladrin curses.
[20:36] * Harlequin_J_Goat is now known as Athas
[20:36] <Ryu> (Harl, you lied, that wasn't a quicky :-P)
[20:36] <DM_Tol> (Harl woke up!)
[20:37] <Athas> (sorry -- got caught up in something)
[20:37] <Athas> (Are we all dead yet?)
[20:38] <Zadyn> (i'll be using 2 healing surges, btw, so at least I won't be bloodied)
[20:38] <Sentagur> (give it a few more minutes Athas)
[20:38] <Athas> (oh, right...)
[20:38] * Berrian glances into the worm lair
[20:38] <Athas> (calmly awaits dead)
[20:39] <DM_Tol> The worm lair is empty.
[20:39] * Athas sinks down against a wall and sighs.
[20:40] * Athas looks to Shalanda and grins.
[20:40] <Berrian> "Are we going to rest long here?"
[20:41] <Shalanda> "If you all think you are up for travel, then let's go."
[20:42] <Berrian> "I will need to rest for 4 hours, within the next hour or so. I am barely able to pull my bow back, currently."
[20:43] * Ryu stretches, ready to travel some more
[20:43] <Athas> "We should rest."
[20:43] <Shalanda> "Then I'll take watch for now and rest later when needed."
[20:43] <Zadyn> "Rest would be nice, but this might not be the safest place..."
[20:45] <Ryu> (why not take an extended rest, 6 hours)
[20:45] <Berrian> "Let us travel for an hour, then rest."
[20:45] <Athas> (how about take the day off? with pay?)
[20:45] <Athas> (make it a real fantasy game?)
[20:45] <DM_Tol> (Moving down hall? marching order?)
[20:46] <Athas> (rear guard)
[20:46] <Zadyn> (Middle somewhere?)
[20:46] <Shalanda> "Put it to a vote then, I'll not cast a vote unless it is a tie. Rest here or move on for an hour then rest?"
[20:47] <Ryu> (I'm somewhere lol)
[20:47] <Zadyn> "Move, then rest."
[20:47] <Ryu> (I can take Point I guess)
[20:47] <DM_Tol> You move past where the gnome had tossed a spear at you and come to a fork.
(see Party on map)
[20:47] <DM_Tol> (sorry. can stop if you want)
[20:48] * Athas walks, looking behind him every now and then.
[20:49] * Shalanda takes position somewhere near point as she shakes her head at the party's choice to continue.
[20:49] <Berrian> "I suppose before we go left again, we should rest. There may be more enemies down another passage."
[20:50] <DM_Tol> You decide which direction to go.
[20:50] <Athas> "We should rest on the surface, where there are friendlier allies."
[20:50] <Shalanda> "I would assume we go back the way we came, or do you all want to explore?"
[20:51] <Zadyn> "I wouldn't mind getting out of these bloody caves, if it's all the same."
[20:52] <DM_Tol> As you moved past the point where the spear hit the wall before, you notice that it is now gone.
[20:52] <Athas> "Go back the way we came -- more familiar threats."
[20:53] <Zadyn> "Lots of climbing... Hopefully our ropes are still there."

[20:54] <Athas> "That would be nice -- I don't think I can flap my arms hard enough to take all of you."

[20:54] * Zadyne snorts.

[20:57] <DM_Tol> (k guys... moving like molasses here)

[20:57] * Shalanda takes point and heads back the way we came.

[20:57] * Athas picks up the pace

[20:58] * Ryu follows behind Shal

[20:58] * Berrian takes 4th

[20:59] <DM_Tol> The party turns to the right, forsaking the full task of discerning the origins of the caves, and heads for the long passage that will lead them back under the mountain.

[21:00] <DM_Tol> 1d20+6

[21:00] <TolBot> [DM_Tol's 1d20+6]: 9

[21:01] <DM_Tol> Athas, as you move up behind the others, you spy the same gnome who met you in the caves in the first place, chuck a spear at you and run away up the passage opposite.

[21:02] <DM_Tol> The spear smashes against the wall. You hear him scream as he runs, "So much work you destroyed!"

[21:02] * Athas sprints after him

[21:02] * Shalanda looks towards the back at the commotion.

[21:03] <DM_Tol> The rest of you see or hear the attack and see Athas give chase.

[21:03] <Athas> "COME BACK HERE!"

[21:03] * Shalanda groans

[21:03] * Zadyne sighs and draws his sword

[21:04] * Shalanda also gives chase

[21:04] * Athas gets his swinging arm ready

[21:04] * Berrian turns and groans, then follows Shalanda, grabbing an arrow for his bow.

[21:04] <DM_Tol> Athas, you can't really see the gnome ahead, but it sounds like you are a teeny bit faster than he and gaining.

[21:05] <DM_Tol> (assuming all chasing?)

[21:05] <Athas> (cool)

[21:05] * Zadyne follows after the others, but keeps a keen eye on the rear

[21:05] <Ryu> (Sure)

[21:05] <DM_Tol> (K, name light sources please)

[21:05] <Berrian> (EBT, but not sure how I'm carrying it, as I have a bow and arrow in my hands)

[21:06] <Zadyne> (Sunrod)

[21:06] <DM_Tol> (Then you're not)

[21:07] <DM_Tol> (than all the light sources? zadyne's sunrod?)

[21:08] <Ryu> (Guess I'll use my other sunrod)

[21:08] <Shalanda> (Looks that way, unless I pull out my sunrod.)

[21:08] <Berrian> (Can I stick my EBT within my pack so the light is just over my shoulder?)

[21:08] <Zadyne> (Dammit, only light source = I'm the target)

[21:08] <DM_Tol> (No, berrian. YOU can hold the torch and the bow, but must drop it to fire.)

[21:09] <Athas> (I think I have some spare low-light goggles...)

[21:09] <DM_Tol> You give chase, but find you are not able to move as quickly as the gnome, due to lighting constraints.

[21:10] <Athas> "FIGHT LIKE A MAN, YOU TUNNEL RAT!"

[21:10] * Shalanda slows long enough to pull out her sunrod, then breaks into a run to get to the front of the party.

[21:10] <Zadyne> "I'm sure that'll convince him to come back."

[21:10] <DM_Tol> After a couple of minutes, this portion of the tunnel is the most cleanly hewn. Rather carefully, it seems. And, undersized, as if to facilitate easy passage for small (gnome-sized creatures) only.

[21:11] <Athas> "BAH!"
[21:11] <DM_Tol> Shal moves into the front, just past Athas. (So, I have Shal, Athas, Berrian, Zady, Ryou)
[21:11] <Athas> "COWARDS"
[21:12] <DM_Tol> Any medium-sized creature finds this smaller passage as difficult terrain.
[21:13] <Berrian> "Hmm. I wonder if he will come back and throw another spear if we walk back a few minutes?"
[21:13] <DM_Tol> After 10+ more minutes of running pursuit,
[21:13] <Shalanda> (Reed with us?)
[21:13] <Athas> "Would not surprise me."
[21:13] * Athas turns around, spits on the hole and backtracks.
[21:14] <DM_Tol> (Yes, I guess Reed in the middle)
[21:14] * Shalanda gives Reed the "you're short, take point" look.
[21:14] <DM_Tol> Reed runs ahead of Shalanda.
[21:15] * Berrian leans precariously to one side for a moment, before righting himself. "I am getting very tired."
[21:15] <DM_Tol> Reed runs and then Shalanda feels a blade sweep across the passage, cutting a swath through the air.
[21:15] * Athas looks around
[21:16] <DM_Tol> 1d20+9
[21:16] <TolBot> [DM_Tol's 1d20+9]: 12
[21:16] <Shalanda> (Trap or attack?)
[21:16] <DM_Tol> It misses you, Shal, as it it swipes at each member going past.
[21:16] <DM_Tol> (Trap)
[21:16] <Shalanda> "Trap!"
[21:17] <DM_Tol> 1d20+9 at Berrian
[21:17] <TolBot> [DM_Tol's 1d20+9 at Berrian]: 25
[21:17] * Athas crouches down out of instinct
[21:17] <DM_Tol> 2d8+4
[21:17] <TolBot> [DM_Tol's 2d8+4]: 14
[21:17] <DM_Tol> 1d20+7 vs Fort
[21:17] <TolBot> [DM_Tol's 1d20+7 vs Fort]: 13
[21:17] <DM_Tol> (miss?)
[21:18] <DM_Tol> Berrian, a blade runs through the passage, tearing at you (for 14 HPs) but you manage to keep your feet.
[21:18] * Shalanda stops any more people from going through for a moment.
[21:18] <DM_Tol> As shall shouts a warning, one move gets hit before the others stop.
[21:19] <DM_Tol> 1d20+9 at Zady
[21:19] <TolBot> [DM_Tol's 1d20+9 at Zady]: 13
[21:19] <DM_Tol> (vs AC, miss?)
[21:19] <Zady> (Yeah)
[21:19] <Athas> "Cowards! May their gods spit out their blood."
[21:19] <Shalanda> (Would like to make a thievery roll to disarm the trap or at least evaluate if I can do such a thing. I'm not trained)
[21:19] <DM_Tol> Zady avoids the spinning blade.
[21:19] * Zady dodges out of the way.
[21:19] <DM_Tol> Reed stops and looks back at the rest of you.
[21:20] * Berrian places a spare piece of fabric around the wound, while the others are stopped.
[21:20] <Shalanda> (Or we can abuse Reed. 😊)
[21:20] <Athas> (You mean you stopped?)

[21:21] * Berrian tries to study the trap
[21:21] <DM_Tol> Once you stop running, Berrian and Zadyn, and anyone else with Pass Percept of 17 notice thin, shallow cuts running on the wall and floor.
[21:21] <DM_Tol> (Percept check to study the trap.)
[21:21] <Athas> (brb)
[21:22] <Zadyn> "Hold on a second, let me take a look at those..."
[21:22] <Shalanda> 1d20+5
[21:22] <TolBot> [Shalanda's 1d20+5]: 14
[21:22] <Berrian> 1d20+8
[21:22] <TolBot> [Berrian's 1d20+8]: 21
[21:22] <Zadyn> 1d20+7
[21:22] <TolBot> [Zadyn's 1d20+7]: 8 (Yikes!)
[21:22] <Ryu> 1d20+2
[21:22] <TolBot> [Ryu's 1d20+2]: 21
[21:22] <Zadyn> (:p)
[21:22] <Zadyn> (I also actually have Thievery trained)
[21:22] <Berrian> (same here, Thievery)
[21:23] <Zadyn> (though that roll was perception)
[21:24] <DM_Tol> As you each study the trap, having not moved (presumably), none of you learn anything new.
[21:24] <Shalanda> "Anybody know how to disarm or at least hamper this thing so the rest can get by safely?"
[21:25] <DM_Tol> Reed walks back toward the rear of the party, "Where is the trap? Berrian, why are you bleeding?"
[21:25] <Athas> 1d20+2
[21:25] <TolBot> [Athas's 1d20+2]: 3 (Better luck next time.)
[21:25] <Berrian> "I hit a trap, stop moving"
[21:26] <Athas> ("Athas? Where's your... oh... never mind...")
[21:26] <DM_Tol> Reed: "Ouch. Ok, I'll scout ahead still."
[21:26] * Athas stops
[21:26] <DM_Tol> Reed moves past you all again and up ahead.
[21:27] * Shalanda thinks
[21:28] <Shalanda> "It may be triggered by weight, as Reed keeps going across it with no problems."
[21:28] <DM_Tol> (K. In 4e, for a trap, more details are revealed for higher Percept rolls, such as the hidden control panel, or whatever. You can try other skills as well to subvert it... be creative... doesn't hurt to ask.)
[21:29] * Berrian tries to get a better understanding of the way the blades come out, using dungeoneering.
[21:29] <Shalanda> (Is there enough room to lift somebody over the floor, like luggage?)
[21:29] <Athas> (if I roll a one, that means I'm getting a good look at the blade as it heads towards my face, right?)
[21:29] <Berrian> 1d20+5
[21:29] <TolBot> [Berrian's 1d20+5]: 8
[21:29] <DM_Tol> (no, see earlier statement about how this passage is carefully gnome-sized)
[21:29] <DM_Tol> Berrian, you look around but see nothing striking in the stone work.
[21:30] <Shalanda> (Just asking)
[21:30] <DM_Tol> (of course, ask away)
[21:30] <Berrian> "I can't see anything useful. I am not sure how I would disarm this trap. Anyone find anything I did not see?"
[21:30] <Shalanda> (Anybody have a shield?)

[21:30] <Ryu> (Sorry guys, I'm being hammered right now, my phone isn't shutting up, there having some issues at work :-\)

[21:32] <Athas> "If it pops out -- try stuffing something into it"

[21:32] <Berrian> "Maybe we could bend the blade so that it cannot return and relaunch? I am willing to attempt to set it off again, if someone is ready to attack it?"

[21:32] <Athas> "I'll attack it."

[21:32] <DM_Tol> (Triggering and attacking the blade is an option)

[21:32] * Athas stands up

[21:32] <Zadyn> "I think I'll stand out of the way, over here."

[21:33] * Shalanda gives Athas some room.

[21:33] <Athas> "Where do you want me to stand?"

[21:33] <Berrian> "Ready? I am going to attempt some acrobatics to not get attacked again."

[21:33] <DM_Tol> (You move, Zadyn?)

[21:33] <Zadyn> (Back, away from the blade trap)

[21:33] * Berrian shows Athas where he was hit, giving a rough guesstimate of where the trap launches from.

[21:33] <DM_Tol> Zadyn, as you move back, the blade flies at you.

[21:33] * Athas stands where Berrian points.

[21:34] <Zadyn> (other people are moving around too. :p)

[21:34] <DM_Tol> 1d20+9 vs AC

[21:34] <TolBot> [DM_Tol's 1d20+9 vs AC]: 25

[21:34] <Zadyn> (That would hit)

[21:34] <DM_Tol> 2d8+4

[21:34] <TolBot> [DM_Tol's 2d8+4]: 12

[21:34] <DM_Tol> 1d20+7 v Fort

[21:34] <TolBot> [DM_Tol's 1d20+7 v Fort]: 11

[21:34] <DM_Tol> You are sliced, Zadyn, but are able to move backward.

[21:35] <Zadyn> "Ow, gods DAMMIT!"

[21:35] <Berrian> "Shalanda, please call Reed back. I do not believe we will get past this trap. We should continue up and out the way we came."

[21:35] <Shalanda> (Did Athas get a chance to whack the trap?)

[21:35] <DM_Tol> Berrian and Shalanda have not moved as of yet. The rest of you can freely move, shy of the square that Zadyn was attacked in.

[21:36] <Berrian> "Athas, I am just going to get past the trap, back the way we came. If you can attack it if it launches, do so, but I think we need to just retreat."

[21:36] <DM_Tol> (Nope. Did not ready attack with enough intentionality. Zadyn clearly did not intend on setting it off)

[21:36] <Athas> "As you wish."

[21:37] <Shalanda> "Reed, we are departing."

[21:37] * Berrian does some odd acrobatic flips and rolls and such to attempt to get back to the safe area.

[21:37] <DM_Tol> Reed comes walking back, "Guys, I can feel fresh air up ahead."

[21:37] <Berrian> 1d20+12

[21:37] <TolBot> [Berrian's 1d20+12]: 25

[21:37] * Shalanda waits

[21:38] <DM_Tol> 1d20+9

[21:38] <TolBot> [DM_Tol's 1d20+9]: 15

[21:38] * Athas holds his axe at the ready and walks to face where the trap springs.

[21:38] <DM_Tol> (vs AC, berr?)

[21:38] <Berrian> (acrobatics to get past the trap. I don't know the DC the trap is set at)

[21:38] <DM_Tol> Athas attacks the blade as it is revealed. (AC 15)

[21:39] <DM_Tol> (no berrian, is your AC above 15? so that the blade misses you)
[21:39] <Berrian> (AC 18, I believe)
[21:39] <DM_Tol> (Athas? what's your attack on the 'blade'?)
[21:40] <Athas> 1d20+9
[21:40] <TolBot> [Athas's 1d20+9]: 20
[21:40] <DM_Tol> (damage)
[21:40] <Ryu> (Need me to throw my acro check?)
[21:40] <Athas> 1d20+6
[21:40] <TolBot> [Athas's 1d20+6]: 16
[21:41] <DM_Tol> You damage the blade, but do not yet put it out of commission.
[21:41] <DM_Tol> (this is a narrow hall. no major acros here. though, you could have more than one attack the blade.)
[21:41] * Shalanda waits patiently on her side of the blade with Reed.
[21:41] <Athas> "Spring again and see if you're favored by Old Man Iron."
[21:42] * Zadyne waits and rests (and spends his 2nd to last healing surge)
[21:43] <DM_Tol> After a short rest, you have another go at the blade.
[21:43] <Berrian> "Reed feels fresh air on the other side? I suppose I am willing to go on to see about it. Ready?"
[21:43] * Athas grins and hefts his axe.
[21:43] <Athas> "Old Man Iron waits."
[21:43] * Berrian sets the trap off again, trying to dodge out of the way.
[21:43] * Athas swings
[21:43] <DM_Tol> 1d20+9
[21:43] <TolBot> [DM_Tol's 1d20+9]: 25
[21:44] <DM_Tol> 2d8+4
[21:44] <TolBot> [DM_Tol's 2d8+4]: 13
[21:44] <DM_Tol> (13 more damage)
[21:44] <DM_Tol> 1d20+7 vs Fort
[21:44] <TolBot> [DM_Tol's 1d20+7 vs Fort]: 16
[21:44] <DM_Tol> (You Fort, Berrian?)
[21:44] <DM_Tol> Athas attacks the blade.
[21:45] <Berrian> (not above 16, but may be 15. I'm still having a problem with lvl 4 character sheet...)
[21:45] <Athas> 1d20+9
[21:45] <TolBot> [Athas's 1d20+9]: 16
[21:46] <DM_Tol> Berrian, you are knocked down on top of the pressure plate, and do not progress off of it. You are prone.
[21:46] <DM_Tol> Athas hits the blade.
[21:46] <DM_Tol> (roll damage)
[21:46] <Athas> 1d12+6
[21:46] <TolBot> [Athas's 1d12+6]: 11
[21:46] <DM_Tol> You damage but do not destroy the blade.
[21:47] <Athas> (Does it retract?)
[21:47] <DM_Tol> (yes)
[21:47] <Berrian> "Clear the way, I need to get away from this blade."
[21:47] <DM_Tol> (k, percept rolls for everyone again)
[21:47] <DM_Tol> (since you took a short rest)
[21:48] <Athas> 1d20+2
[21:48] <TolBot> [Athas's 1d20+2]: 6
[21:48] * Berrian fey steps down the passage, towards Reed. (if you allow)
[21:48] <DM_Tol> (and seen it go off several more times)

[21:48] <Berrian> 1d20+8
[21:48] <TolBot> [Berrian's 1d20+8]: 27
[21:48] <DM_Tol> (of course, berrian)
[21:48] <Shalanda> 1d20+5
[21:48] <TolBot> [Shalanda's 1d20+5]: 9
[21:49] <DM_Tol> Berrian, as you stand up where you are, you notice something on the ceiling, just before the first pressure plate... a hidden control panel.
[21:49] <Berrian> "Hm, maybe this will help?"
[21:49] * Berrian studies it for a moment, before trying to disarm it.
[21:50] <DM_Tol> Berrian, from your vast 'experience' with the trap, you can tell that it is 3 squares of adjacent pressure plates.
[21:50] * Berrian attempts to disarm the trap
[21:50] <DM_Tol> Only Shal and Reed do not have access to attempt to disarm it.
[21:50] <Athas> ("experience" as in "this experience will aid you... provided you heal...")
[21:50] <Berrian> (thievery roll?)
[21:51] <Berrian> 1d20+12
[21:51] <TolBot> [Berrian's 1d20+12]: 22
[21:51] <DM_Tol> Berrian attempts to disarm the trap. (Thievery roll. DC 22. It is a skill challenge. you need so many successes before so many failures)
[21:51] <DM_Tol> 1 success
[21:52] <Berrian> 1d20+12 vs DC22
[21:52] <TolBot> [Berrian's 1d20+12 vs DC22]: 14 Fail
[21:52] <DM_Tol> 1 success 1 fail
[21:52] <Berrian> 1d20+12 vs DC22
[21:52] <TolBot> [Berrian's 1d20+12 vs DC22]: 21 Fail
[21:52] <DM_Tol> 1 success 2 fail
[21:52] <Berrian> (let me know when to stop)
[21:52] <Berrian> 1d20+12 vs DC22
[21:52] <TolBot> [Berrian's 1d20+12 vs DC22]: 30 Success
[21:52] <DM_Tol> 2 success 2 fail
[21:52] <Berrian> 1d20+12 vs DC22
[21:52] <TolBot> [Berrian's 1d20+12 vs DC22]: 26 Success
[21:52] <DM_Tol> 3 success 2 fail
[21:52] <Berrian> 1d20+12 vs DC22
[21:52] <TolBot> [Berrian's 1d20+12 vs DC22]: 25 Success
[21:53] <DM_Tol> The control panel clicks as it is disabled.
[21:53] <Sentagur> (yay, off to the next trap)
[21:53] * Berrian takes a deep breath and tries to stop his bleeding, before double checking on the traps before going on. (and a healing surge)
[21:54] <DM_Tol> After testing, the trap is clearly disabled.
[21:54] * Shalanda will signal for Berrian to join her for healing, when it's safe.
[21:54] <Berrian> "I believe it is safe now"
[21:55] * Athas looks down at the device... and almost shows some disappointment.
[21:55] * Berrian joins Shalanda on the far side of the blade trap.
[21:56] <Berrian> "I could use a vacation, but some help healing for now would be very helpful."
[21:56] * Shalanda uses a healing word to add to Berrian's own healing efforts.
[21:56] <DM_Tol> Berrian feels better.
[21:56] <Shalanda> 1d6+3
[21:56] <TolBot> [Shalanda's 1d6+3]: 6
[21:56] <Athas> (healing word: "stopbleeding")
[21:56] <Shalanda> (Add that to the hps you regained with your surge)

[21:56] <Berrian> (now just if I had caffeine pills...)
[21:57] * Shalanda looks to see if anybody else is wounded
[21:57] <Berrian> (did I surge once or twice just now?)
[21:57] <Zadyn> (I'm at 23 HP, and only 1 surge left for the day)
[21:57] <DM_Tol> (Well, you day is about a day and a half so far. 😊)
[21:57] <Shalanda> (I would hope I could have healed you before you spent your last surge. DM's call though)
[21:58] <DM_Tol> (np)
[21:58] * Shalanda heals Zadyn next
[21:58] <Shalanda> 1d6+3
[21:58] <TolBot> [Shalanda's 1d6+3]: 9
[21:58] <Shalanda> (spend your last healing surge and add 9hps to it)
[21:58] * Zadyn feels much better. "Thanks again, Priestess."
[21:58] <Berrian> (If I just used 2, I'm at 40/41 with 3-4 surges remaining)
[21:58] <Zadyn> (at max)
[21:58] <DM_Tol> Reed stares at the rest of you from ahead in the passage.
[21:59] <Shalanda> "Yes, we're coming."
[21:59] * Berrian follows carefully behind Shalanda, replacing his arrow and drawing out his Everburning Torch to see potential traps better.
[22:00] * Athas takes up the rear again
[22:00] * Shalanda follows behind Reed in the front of the group.
[22:00] <DM_Tol> As you move up the passage, the construction eventually becomes less careful again. After shy of an hour, you see light ahead.
[22:01] <Athas> "Old Man Iron and Old Woman Wood have been fed."
[22:02] <DM_Tol> You reach the end of the tunnel and crawl up out a crack in the ground between two large stones. You stand in the open air.
[22:02] <Zadyn> "Finally."
[22:02] <Athas> "Better."
[22:03] * Berrian takes a deep breath and looks around
[22:03] * Shalanda looks around for signs of the gnome, his kin, or potential problems.
[22:03] <Berrian> "This means it could be other creatures, and not the gnomes."
[22:04] <DM_Tol> To your right (east) is the lake, so the South road should not be far away to the west, nor the Mountain city far to the south.
[22:04] <Shalanda> "Well unless there was a hidden passage, the gnome came this way, which means there may be more than one entrance."
[22:04] <DM_Tol> (What is tracking skill?)
[22:04] <Athas> "Then the gods will feed well..."
[22:04] * Athas sits down.
[22:05] <Berrian> "Could we take a rest here? I am very tired, and I just took a few major hits down in that tunnel."
[22:05] <Shalanda> (Perception)
[22:05] <DM_Tol> (K, Perception roll DC 25 to track)
[22:06] <Berrian> 1d20+8
[22:06] <TolBot> [Berrian's 1d20+8]: 16
[22:06] <Shalanda> 1d20+5 vs dc25
[22:06] <TolBot> [Shalanda's 1d20+5 vs dc25]: 15 Fail
[22:07] <DM_Tol> You do not see the gnome's tracks.
[22:07] <Shalanda> "Rest, I'll keep watch for now."
[22:08] * Athas flops back on the ground
[22:08] * Zadyn is glad to lay down and rest is weary bones.

[22:08] <DM_Tol> (ext rest?)

[22:08] <Zadyn> (yes please)

[22:09] * Berrian sits down, cross-legged, back against one of the stones and enters his trance.

[22:09] <DM_Tol> The group, spent from the hours of climbing and then of fighting, and then of running, takes an extended rest for 6 hours. They awake as the afternoon sun is fading...

[22:10] <DM_Tol> *** as this session of Können Land comes ot a close ***

10-10-2010: RETURN TO THE MOUNTAIN TOP

[19:45] <DM_Tol> *** Game Recap ***

[19:46] <DM_Tol> The party finally emerged from the dark caves beneath the earth. They chased a gnome who attacked and then fled out a cave entrance at the surface. Slowed by a pendulum trap, they emerged with the gnome far gone.

[19:47] <DM_Tol> The group discerned their location, between the Low Lake to the east and the North road which must be not far to the west. The mount top city of Madassa can't be more than a few hours away.

[19:48] <DM_Tol> The group, spent from the hours of climbing and fighting and running in the tunnels, takes and extended rest for 6 hours. They awake as the afternoon sun is fading.

[19:48] <DM_Tol> *** and thus begins this session of Können Land ***

[19:48] <Berrian> (I didn't miss anything? wow...)

[19:49] <DM_Tol> (we didn't run last week. Not enough players, and I felt horrible.)

[19:49] <Berrian> (alright then)

[19:49] * Berrian scouts for food while everyone else still rests

[19:50] <Berrian> 1d20+8 nature

[19:50] <TolBot> [Berrian's 1d20+8 nature]: 17

[19:52] <DM_Tol> After one hour of giving up rest, Berrian finds food and water for one person.

[19:52] <Berrian> (I only need 4 hours)

[19:52] <DM_Tol> (ah, right)

[19:52] <DM_Tol> (can forage another hour)

[19:53] <Berrian> (will do)

[19:53] <Berrian> 1d20+8

[19:53] <TolBot> [Berrian's 1d20+8]: 28 (Way to go!)

[19:53] * Harlequin_J_Goat is now known as Athas

[19:54] <DM_Tol> As the 6 hour rest ends and some of you wake up, you see Berrian skinning 5 coneys.

[19:54] * Reed stretches and smiles at the sight of fresh meat.

[19:54] <Berrian> "Start a fire and we shall eat a nice meal before heading out."

[19:55] * Athas sits up

[19:56] <Athas> "Food for us, blood for our gods -- life is good this day."

[19:57] <Reed> "That sounds great. I need a couple minutes to center myself first. I've been skipping my morning meditation lately."

[19:57] <DM_Tol> You fire and eat as the late day sun lowers.

[19:57] * Reed closes his eyes and begins to clear his mind.

[19:57] <Shalanda> "We should probably make way to the city before long."

[19:57] * Shalanda looks up at the dimming sky.

[19:58] <Athas> "You think those short men will be back when the night comes out?"

[19:58] <Reed> ((using Ghostwise Heritage. Linking Berrian and Reed. Whenever a perception check is called for, we each use the higher of each other's rolls))

[20:02] <Berrian> "Nature seems to provide better than the cities."

[20:02] <Shalanda> "I do not know if they will return by night."

[20:03] <Athas> "We should be ready for them."

[20:03] * Reed opens his eyes and shrugs. "I suppose we'll know soon enough won't we?"

[20:04] <Athas> (standard operating procedure -- throw Ryu in first, wait for the dust to settle)

[20:04] <Ryu> (No using me in your sick SOPs)

[20:05] <Athas> (That's what we've been doing since you joined -- why stop now?)

[20:05] <Shalanda> (Mine is threaten Ryu with death by scythe, or he goes in first.)

[20:05] * Berrian cleans his area and packs up. "Will we be heading to the city soon? After all the

work we've done, it would be nice to get paid."

[20:06] <DM_Tol> You finish eating and meditating and reflecting.

[20:07] * Athas hefts his axe.

[20:07] <Athas> "Now to feed Old Man Iron and Old Woman Wood."

[20:08] * Shalanda mutters something quietly to herself about those two always being hungry and never satiated".

[20:09] * Reed checks his equipment and decides to stick with his crossbow.

[20:09] <Berrian> "are we ready? I'll take point?"

[20:09] <Athas> "I'll walk the back."

[20:10] <Athas> (brb)

[20:10] <DM_Tol> The group packs up and heads out (still west towards the road?)

[20:12] <Shalanda> (I suppose so)

[20:13] <DM_Tol> After just over half an hour, you come across the North road. You are near the area where you once happened upon an overturned wagon, and a couple who had lost their child (or so you thought).

[20:14] * Reed shakes his head.

[20:15] <Athas> (OK -- someone refresh my memory -- that kid's still missing, right?)

[20:16] <Berrian> "They had better not charge us to get in this time."

[20:16] <Ryu> (I'm so lost lol)

[20:16] <DM_Tol> You stand on the road.

[20:17] <DM_Tol> You see no travelers at the moment.

[20:17] <Shalanda> "They will I'm sure."

[20:17] * Berrian shrugs at the quiet group and continues on."

[20:18] <DM_Tol> (direction?)

[20:18] <Berrian> (towards the town)

[20:18] <Shalanda> (North to the city?)

[20:18] <Reed> "I suppose we'll see when we get there."

[20:18] <DM_Tol> (The North road goes north/south. Madassa would be south of here. Jalem to the north)

[20:19] <Reed> (South to Madassa)

[20:19] <Shalanda> (Then it would be Madassa we want)

[20:21] <DM_Tol> The group travels on to the south. After two hours, the sun begins to set, just as you come upon the crossroads. A sign pointing down the side road off to the east reads "Madassa". You can see the silhouette of the mount top city as the low sun shines upon it.

[20:22] <Athas> "We're alive."

[20:22] <Reed> "I can't wait. I'm ready for a bed, some food, and our gold."

[20:23] <Athas> "As am I, but not in that particular order."

[20:25] <DM_Tol> You make your way down the road towards Madassa (I presume)

[20:25] <Berrian> "Does anyone know if they lock the gates at night?"

[20:25] <Athas> "We'll find out."

[20:25] <Athas> (sure)

[20:25] <DM_Tol> After half an hour, you reach the mount. Small tents and some dwellings can be seen off the sides of the road. You soon see the switchback road that winds its way up to the city top.

[20:28] <Athas> (anyone walking any ramparts?)

[20:28] <DM_Tol> (I'm just waitng for some action here)

[20:29] * Berrian continues to the gate

[20:29] * Athas follows

[20:30] * Reed looks around while walking behind Berrian.

[20:31] <DM_Tol> You make your way up the winding road. Half way up you reach the gate. Two guards greet you.

[20:31] * Shalanda winces

[20:31] <DM_Tol> Guard1: "Hail. Business closed for the day. You seeking lodging?"

[20:31] <Athas> (if they're the same ones as before, Old Man Iron's getting the 89 cent big value meal...)

[20:32] <Shalanda> "Aye"

[20:32] <Berrian> "We are currently on assignment."

[20:33] <DM_Tol> Guard1: "Aight. One silver each. You stayed in Madassa prior?"

[20:33] <DM_Tol> The second guard steps up.

[20:33] <DM_Tol> Guard 2: "Look here. This is Reed's group."

[20:33] <Shalanda> "Yes."

[20:33] * Reed nods. "We just got finished cleaning out your cisterns."

[20:34] <DM_Tol> The second guard looks at Reed. "Aren't you the little Reed?"

[20:34] * Athas 's hands tighten on his axe handle.

[20:35] * Reed looks up at the guard. "I'll have you know that I'm rather tall for a halfling."

[20:35] <Ryu> "We are working for the First Warden, we have solved the problem now we wish to report it to him, so if you don't mind, please allow us to pass."

[20:35] <DM_Tol> Guard 1: "Aight, you've been before, so you know the inn. K, fee and you're up then."

[20:35] <DM_Tol> Guard 2: "Let 'em in, buggard."

[20:36] <DM_Tol> The first guard sighs and opens the gate a little wider, motioning for you to pass.

[20:36] <Berrian> "Thank you"

[20:36] <Ryu> "Thank you, Sir Guards," he passes.

[20:36] * Reed smiles and bows slightly to the second guard.

[20:36] <DM_Tol> The guards resume their chit chat as you pass, talking about gourds.

[20:37] * Athas walks by, paying the guards no need

[20:37] * Athas walks by, paying the guards no heed

[20:37] * Shalanda enters with a smile.

[20:38] * Reed enters behind Shalanda.

[20:38] <DM_Tol> You make your way up the road and eventually up into the city of Madassa. It looks as you left it nearly two days ago.

[20:39] <DM_Tol> (Madassa map at <http://tiny.cc/konnenmaps>)

[20:40] <Reed> "It's rather late, so I think to the inn for the night. Report in the morning."

[20:41] <DM_Tol> The inn (building #17) is ahead of you from where you stand at the east gate.

[20:41] <Shalanda> "Agreed, I grow a little weary."

[20:42] <Berrian> "I am not very tired, but I doubt much will happen during the night."

[20:43] <Athas> "I will sleep."

[20:43] <DM_Tol> You make your way to the Inn. The keep greets you in the front hallway, saying your in time for dinner. Meal and a bed is 3 gp.

[20:45] * Reed fishes out some coins and pays for a room.

[20:45] <Ryu> (gp? damn, oh well)

[20:45] * Berrian sighs at the continued high prices, but pays anyway.

[20:46] * Shalanda pays the 3 coins and asks for the book she had stored here.

[20:46] * Athas sets down the coins.

[20:46] <Berrian> "I will be glad when we are back out on the road. Let us hope that the Warden is available in the morning and we can finish this."

[20:47] <DM_Tol> The keep sends someone to retrieve your things you had stowed to keep it out of the wet cistern.

[20:47] <DM_Tol> You pay and make your way to drop anything off in your rooms before moving to the tavern hall for dinner.

[20:48] <DM_Tol> You each make your way to the dining hall one by one.

[20:48] * Athas takes off the armor and everything else but his dirk and some good clothes.

[20:49] * Ryu sniffs his leather armor "I think I might need to kill this again."

[20:49] <DM_Tol> YOU are seated at a table for all six of you. Roasted lamb stew and buttery bread and butter beer is served as you converse around the table.

[20:49] <Berrian> "This food is nearly as good as the fresh coneys earlier today."

[20:50] * Shalanda rubs her joints as she returns to the feast.

[20:52] <DM_Tol> The room has only a few tables with patrons. The food is sufficient.

[20:53] * Reed looks over the spread and joins in enthusiastically.

[20:53] <DM_Tol> After a short while, you recognize a short man enter the hall.

[20:53] <Athas> (mead for the warriors of reknown?)

[20:53] * Reed looks over the short man.

[20:54] <DM_Tol> Palsty, the city worker, lieutenant to the First Warden, enters and approaches your table.

[20:54] <Athas> (it's not hard -- he;s short)

[20:54] <DM_Tol> Palsty: "Here you are. I was sent word you came in through the gate."

[20:55] <DM_Tol> Palsty glances at each of you in turn.

[20:55] * Reed nods. "We had planned to report in the morning, but since you are here now..."

[20:55] * Athas looks at him

[20:55] <DM_Tol> "Well, yes, in the morning we can meet. The hour is late."

[20:55] * Berrian continues to eat the food, quietly.

[20:56] <DM_Tol> Palsty: "But to descend into our lower cistern and nearly two days later, and a few scratches it seems, you arrive at our front door. This must be a tale to tell."

[20:57] <Shalanda> "There apparently is more to your city then the eye may see on the surface."

[20:57] <Reed> "It is quite so. Would that we had a bard."

[20:58] <DM_Tol> Palsty: "I see. Well, come to the city hall in the morning, and we shall learn more. Until then."

[20:58] <DM_Tol> Palsty nods and turns to exit.

[20:58] * Reed nods. "On the morrow then."

[20:59] <Athas> ("Well, we used to have a bard, then her agent called and asked for more money -- seeing that she couldn't sing, we made the obvious choice.")

[20:59] <Reed> (You ate her?)

[21:00] <DM_Tol> You finish up with the meal as the night grows long.

[21:01] <Athas> (Yes -- that's why she's on cable and we have restraining orders.)

[21:02] * Athas eats with both hands.

[21:03] <DM_Tol> (anything else before beddy bye time?)

[21:04] <Shalanda> "I am going to have a nice warm bath and retire for the evening. Rest well all."

[21:04] <Athas> "I will sleep. Hope your gods grant you rest."

[21:05] * Athas retires with a thunderous belch.

[21:05] <Berrian> "I will head up in a while. I believe I will have a few more drinks before I go to Trance"

[21:05] * Reed chuckles at Athas's burst. "I could use a few more myself."

[21:08] * Athas sleeps in his clothes -- that's what they're for, after all...

[21:08] <DM_Tol> You eat and clean up and drink and rest through the night. Morning breaks. After a small breakfast, you ready to head to the city hall.

Session Close: Sun Oct 10 21:09:07 2010

Session Start: Sun Oct 10 21:09:07 2010
Session Ident: #grovewood
[21:09] * Disconnected
Session Close: Sun Oct 10 21:09:14 2010

Session Start: Sun Oct 10 21:09:18 2010
Session Ident: #grovewood

[21:09] * Now talking in #groveewood
[21:09] * Topic is '#Groveewood - Können D&D at 8:30ET/7:30CT on Sundays. | Log Site:<http://konnen.wg2140.com> (Logs up to date! 9/26/2010)'
[21:09] * Set by ChanServ! ChanServ@services.sorcery.net on Fri Oct 08 09:23:24
[21:09] * Ryu (ryu@6ca5ed1a.6ca5f0a2.12.2.imsk) Quit (Killed (NickServ (GHOST command used by Ryu-[ZzZ])))
[21:09] * Ryu-[ZzZ] is now known as Ryu
[21:09] * ChanServ sets mode: +o Ryu
[21:09] * ChanServ sets mode: +o Ryu
[21:10] * Athas heads in with full armor and weapons.
[21:10] * Berrian repacks his full belongings and prepares for the debriefing.
[21:10] * Shalanda just wants to get this whole affair over and done with.
[21:11] <DM_Tol> The group heads to the city buildings (#11 on map). You enter the main courtyard and move to the First Warden's hallway. You are greeted by the odd little Palsty who takes you to a small room with benches all along the sides.
[21:11] <DM_Tol> Palsty: "Wait here just a moment, we'll be right quick with you."
[21:11] <DM_Tol> He exits.
[21:11] * Reed packs up, leaving his weapons packed away, only carrying a small satchel of shurikins as a precaution.
[21:12] <Athas> "A small room -- this stinks of ambush."
[21:12] <Athas> (brb)
[21:12] <DM_Tol> In a couple minutes, Palsty reenters the room, the First Warden with his sparkling silver collar follows behind.
[21:12] <DM_Tol> They have a seat and look at you.
[21:12] * Reed nods to the pair.
[21:13] <DM_Tol> First Warden: "Well, you are safe and sound. Do tell, what have you learned of the lower cisterns? There are passages beyond the Hide-a-hole?"
[21:13] <Shalanda> "A look?"
[21:13] <Shalanda> (Oops, misread, ignore that)
[21:14] <Reed> "There are. Deep below the surface there is a city of gnomes."
[21:15] <DM_Tol> First Warden: "What? What do you mean? More detail, little one, say more."
[21:15] * Athas tries to read if 'little one' is an insult.
[21:17] <Shalanda> "About a day's journey below your city by the cistern tunnels there is an underground city of gnomes, and their very hungry giant crawling bugs."
[21:17] * Berrian sits back and watches the proceedings.
[21:18] <DM_Tol> (Little one does not seem like an insult intended at least)
[21:19] <DM_Tol> The First Warden nods, listening for more.
[21:19] <Reed> "We battled a group of them outside their city. Their power to create illusions more real than reality is not exaggerated in the least."
[21:19] <Athas> (OK -- I'll only cut off his pinky)
[21:19] <Shalanda> "Or if they so choose, about a 1/2 day's travel tops if they use one of the tunnels jutting from the side of the mountain.
[21:19] <DM_Tol> First Warden: "The gnomes have taken up residence inside the mountain?"
[21:20] <Athas> "Like rats."
[21:20] * Reed nods. "Yes. We have also found evidence of camps close to the entrance of the cistern. We are certain that it is the gnomes that have been stealing from the city."
[21:21] <DM_Tol> First Warden: "The gnomes live underground up north of the Low Lake. This is known. They do not associate with top dwellers."
[21:22] <Athas> "Like vermin. I suggest you kill them all, set fire to their nests."
[21:23] <DM_Tol> First Warden: "Please explain better the vulnerabilities. I am confused on what you are reporting. Where do the fissures below the cistern lead to? The gnomes are now camping there?"

[21:23] <DM_Tol> Zady n sighs.

[21:24] <Ryu> "Yes the gnomes have a city a long ways down."

[21:24] <Reed> "We have not seen the city, only the gates. The antechamber collapsed while we were fighting."

[21:24] <Shalanda> "Your cistern connects to a series of tunnels that lead down to a series of passageways that connect to a gnomish city.:

[21:24] <DM_Tol> Palsty: "Collapsed? Oh my."

[21:25] <DM_Tol> The First Warden nods.

[21:26] <DM_Tol> After loooong questioning, to suck the clarity out of you collectively, the First Warden sighs.

[21:26] <DM_Tol> First Warden: "So, let me see if I get this straight..."

[21:27] <DM_Tol> First Warden: "There is a fissure under the lower cistern that while difficult, is climbable with great skill, and goes down to the root of this mountain."

[21:28] <DM_Tol> First Warden: "And, the gnomish city to the north has a southern entrance that is but half a day's journey north of here."

[21:28] <Ryu> "Yes'sir"

[21:28] <Reed> "That's about the sum of it."

[21:29] <DM_Tol> First Warden: "And at some point, they tunneled from that cave entrance, under the mountain and connected with the fissures that lead up to the cistern."

[21:29] <Athas> "Yes."

[21:29] <DM_Tol> First Warden: "But since the antechamber before the gnomish gates collapsed, there is no longer access there, but rather the only access is a cave entrance ten miles to the north?"

[21:31] <DM_Tol> First Warden: "Anything else?"

[21:31] <Shalanda> "Of that I am not sure, and question if the gnomes use the worm tunnels to get access to their city also."

[21:31] <Athas> "Perfect for throwing pots of flaming oil."

[21:32] <DM_Tol> First Warden: "Then you must tell my deputy where this cave entrance is. Our security must see to it."

[21:32] <DM_Tol> First Warden: "You have earned your reward. Thank you for the time."

[21:33] <DM_Tol> The First Warden stands up, nods at you all, nods at Palsty, and turns to exit the room.

[21:33] * Reed nods and gives the warden a small bow.

[21:33] <Berrian> "Compensation?"

[21:34] <DM_Tol> Palsty: "One moment."

[21:34] <DM_Tol> Palsty exits the room and returns in a couple minutes with someone dressed as a guard, and carrying a small pouch.

[21:34] <DM_Tol> Palsty and the other man lay out a map, and ask you to show where the cave came out.

[21:35] <DM_Tol> After your best guess at describing the entrance, Palsty turns to Reed and hands him the small pouch.

[21:35] * Reed accepts the pouch. "My thanks."

[21:36] <Athas> (is that it?)

[21:36] <DM_Tol> The pouch contains gold.

[21:37] * Reed attempts a quick estimate of the amount in the bag.

[21:37] <DM_Tol> (50 GP each. And 100 xp each for completing the quest)

[21:37] <Berrian> "So we are done here, and can now move on?"

[21:38] <DM_Tol> Palsty stands, "Thank you again. It is impressive you managed to seal off the gnome gates."

[21:38] <Athas> "The gods favored us."

[21:38] * Ryu just shrugs

[21:38] <Berrian> "Let us head back for a small lunch, and decide our next move?"

[21:38] <Ryu> "Another day, a little more blood on my blade."
[21:39] <DM_Tol> The other man exits with his map. Palsty stands at the door, motioning for you to leave.
[21:39] * Reed nods, thinking back on the fight.
[21:40] * Reed stands and makes his way out of the room, pondering the cave-in further.
[21:40] * Ryu follows Reed
[21:40] <Ryu> (Sorry guys, I have to bail, I'm falling asleep at the keyboard, evil allergy pills)
[21:41] * Athas follows, resting his axe handle on his shoulder
[21:41] <Ryu> (See you all next week, and I will not be here on Halloweed, I have a haunted house to work at. Take care)
[21:42] <DM_Tol> (k, nite ryu)
[21:42] <DM_Tol> The group exits the city buildings.
[21:43] <Athas> (apparently the "Dexter" exhibit a little something extra...)
[21:43] <DM_Tol> (next action?)
[21:44] <Berrian> "Are we going to attempt to find the boy now, or find another job?"
[21:44] * Shalanda ponders recent events.
[21:44] <Athas> "Find the boy."
[21:44] * Shalanda groans.
[21:45] <Reed> "So, what do we know about the slaver?"
[21:45] <Shalanda> "The boy again?"
[21:46] * Athas looks to Shalanda
[21:47] <Athas> "You don't feel the need to seek the boy?"
[21:47] <Shalanda> "I do not feel the need, no."
[21:48] <Athas> "Why not?"
[21:50] <Shalanda> "It is none of our business."
[21:51] <Reed> "We're adventurers. Any venture that offers gold and a chance to sharpen our skills is our business."
[21:51] <Berrian> "I was only asking. I am not set on looking. It has been days since it happened."
[21:53] <Shalanda> "You are a sell-sword, I am not. I am motivated by the path my goddess has set out for me."
[21:53] <Athas> "A boy was taken against his will. We know of this -- why is this not our business."
[21:53] <DM_Tol> A warm wind blows, as the party sits outside the inn, debating the future.
[21:55] <Berrian> "We lack leadership."
[21:55] <Reed> "I happen to like children. What's wrong with getting a bit of gold on the side."
[21:55] <Athas> "Is we need to feed the gods, why not eliminate those who need it?"
[21:55] <Shalanda> "Slavery, like it or not, exists. Do you feel it is your business to chase after every boy that is taken, even the ones who deserve it?"
[21:56] * Reed shrugs. "Do you have anything better to do?"
[21:56] <Berrian> "anything to better hone my archery skills."
[21:57] <Shalanda> "I do. I have been attempting to track down a thief who stole items from myself and friends of mine. I however lost his trail in Jalem."
[21:58] <Athas> "Just the ones I know of."
[22:00] <Reed> "If you think it better to return and find your thief, we won't stop you."
[22:01] <Shalanda> "I have found no leads past Jalem and I spent over a month there, so going back will do me no good I suspect. I suppose for now I can help you all with whatever you decide to do, until I come across better information to work with."
[22:02] <Athas> "So -- until then, why not sate your god?"
[22:02] <Berrian> "I would rather attempt to search for the boy than to sit around waiting."
[22:04] * Reed nods. "If we have reached an agreement, we will gather as much information about the slaver as we can, and then begin our search."
[22:04] <DM_Tol> With the groups deeds complete in Madassa, some turn their thoughts and urgings

towards the boy who they inadvertently captured and turned over to slavers.

[22:05] <DM_Tol> The question remains then for all who go along, where and how to pick up the trail of the slaver they know as Bolward.

[22:05] <DM_Tol> *** Thus ends this session of Können Land ***

[19:32] <DM_Tol> *** Game Recap ***

[19:34] <DM_Tol> The band of adventurers completed their business in Madassa.

[19:34] <DM_Tol> With the groups deeds complete in Madassa, some turn their thoughts and urgings towards the boy who they inadvertently captured and turned over to slavers.

[19:34] <DM_Tol> The group sits on benches not far from the inn. The sun has nearly reached high noon.

[19:35] <DM_Tol> If they wish to pursue the question of the slave, the problem remains then for all who go along, where and how to pick up the trail of the slaver they know as Bolward.

[19:35] <DM_Tol> *** As this session of Können Land Begins ***

[19:35] <DM_Tol> A bird flies by overhead.

[19:36] * Athas watches hte direction it flies

[19:37] * Ryu sits quietly, pondering his course of action

[19:37] <DM_Tol> The bird disappears over the side of the mountain city to the southwest.

[19:37] * Zadyn seriously considers yanking the bird out of the air with a tendril of shadow, but pushes the wayward impulse aside.

[19:37] <Berrian> "I should check on Tasso. I will return shortly."

[19:38] <Athas> "We find the child. We find the thief and we club him to death like the fatherless lump of afterbirth he is. Let his gods thirst."

[19:38] * Berrian gets up and walks towards the stables.

[19:38] <Zadyn> "Alright. I think we should track down this slaver, and this is why... He lied to us, tricked us, and we can't let that stand. It's a blemish on our reputation."

[19:39] <DM_Tol> Berrian, all seems well at the stables.

[19:40] * Berrian replenishes his quiver with extra arrows in the saddlebags, then returns to the group.

[19:40] * Shalanda takes a seat and waits for her companions to make up their minds.

[19:40] <Athas> "Agreed -- that son of a dog should die."

[19:40] <Reed> "What do we know about Bolward though? What direction should we even start in?"

[19:41] <DM_Tol> Those of you who stowed horses at the stable (building #39) can find them there along with a 1 gp bill.

[19:41] <DM_Tol> (City map at <http://tiny.cc/konnenmaps>)

[19:41] * Ryu goes to get his Horse, and pays his bill

[19:42] <Athas> "Who else knows of this Bolward?:

[19:44] * Ryu returns after sometime with his mount

[19:45] <Zadyn> "None of us, I shouldn't think. Maybe someone in the city?"

[19:45] <Reed> "Perhaps we should go seeking out rumors. I'd like to pick up a few things before we head out anyhow."

[19:46] <Athas> "Good -- I'll talk to the tavern master."

[19:46] * Ryu walks his horse around town where he can, paying him some much needed affection

[19:47] <Reed> "I'll inquire of some of the merchants."

[19:48] <Shalanda> "I will join you Reed, I am in search of some componets for an enchantment I wish to perform."

[19:48] <DM_Tol> The group spreads out into the town... the commons, the shops, the stables, to find out what they can. (Note that the city is a quiet place. The hustle, bustle and bulk of the commerce and group interaction happens at the base of the mountain.)

[19:48] * Berrian comes back as others leave. "What are the plans? I am willing to adventure with the group, but I'd like to know what we are doing."

[19:49] <Athas> "Question people about Bolward."

[19:49] <DM_Tol> (Anyone seeking information in the city roll a Streetwise check -2)

[19:49] <Berrian> "ah. well then."
[19:49] <Zadyn> 1d20+3
[19:49] <TolBot> [Zadyn's 1d20+3]: 11
[19:49] <Ryu> 1d20-1
[19:49] <TolBot> [Ryu's 1d20-1]: 14
[19:50] <Reed> 1d20+8
[19:50] <TolBot> [Reed's 1d20+8]: 16
[19:50] <Berrian> 1d20+1
[19:50] <TolBot> [Berrian's 1d20+1]: 3
[19:50] <Shalanda> 1d20+1
[19:50] <TolBot> [Shalanda's 1d20+1]: 6
[19:50] * Berrian stands there, not sure what to do.
[19:50] <Reed> (love my +10 bonus)
[19:51] * Berrian scratches his head
[19:52] <Athas> 1d20+1
[19:52] <TolBot> [Athas's 1d20+1]: 19
[19:52] <Athas> (dang!)
[19:52] <Reed> (nicely done)
[19:53] <DM_Tol> After an hour, you reconvene outside the inn, and after sharing, you conclude that the city is too quiet to offer much information. Athas had one suggest to ask of such things among the travelers and merchants at the base of the mountain.
[19:54] <Reed> "Well, I suppose I'll retrieve Biscuit and we'll head down."
[19:54] * Berrian shrugs.
[19:54] * Berrian goes to fetch Tasso and pay.
[19:55] * Zadyn is still on foot.
[19:55] * Reed also heads to the stables.
[19:55] * Shalanda joins Zadyn, as she is a walker too.
[19:57] * Berrian grumbles about it costing more than they earned being in the city, as he returns with Tasso.
[19:57] * Reed pays his stable bill and mounts Biscuit.
[19:58] <Zadyn> "For some reason, I really don't like this city much."
[19:58] <Berrian> "agreed"
[19:58] <DM_Tol> (I made up 1 gp. Couldn't find Stable services listed)
[19:59] <Reed> "I've been in worse cities. Though one would think he could find a pipe and some decent tobacco."
[19:59] <Berrian> (not an exact calculation, just a county-dweller complaining in a roughly accurate way)
[20:00] * Reed shrugs. "Maybe at the base then."
[20:00] <Berrian> (*country. 1 handed typing has many typos)
[20:02] <DM_Tol> You gather your things from the inn and the stables and make your way out the gate and down the switchback road.
[20:02] <Athas> (brb)
[20:03] <DM_Tol> You pass through the guardpost half-way down the road.
[20:04] * Berrian itches to be back on the road.
[20:04] * Athas looks around carefully
[20:04] <DM_Tol> After a bit, you reach the bottom of the slope. You move onto the road, both sides of which are as busy as ever. Tent homes dot the landscape off the road, and closer to the road's edge are numerous merchant carts, shop tents, and watering huts.
[20:04] <Zadyn> "Lets ask around."
[20:05] <Reed> "Agreed."
[20:05] <DM_Tol> (In this area, you can find anything from the PHB among the merchants.)

[20:06] * Shalanda goes out in search of the components she is after for her ritual.
[20:06] <DM_Tol> (Anyone also gathering info, roll a Streetwise check)
[20:06] * Zadyne will buy a some replacement rope and a grappling hook while wandering around, since he has no intention of going back into the cave to find his.
[20:06] <Zadyne> 1d20+5
[20:06] <TolBot> [Zadyne's 1d20+5]: 20
[20:06] <Reed> 1d20+10
[20:06] <TolBot> [Reed's 1d20+10]: 12
[20:06] <Athas> 1d20+1
[20:06] <TolBot> [Athas's 1d20+1]: 15
[20:06] * Berrian picks up a new rope as well, then looks at some arrows on display.
[20:07] <Athas> (I'll wager that on the first combat I'm going to wiff like a blind 4 year old at T-Ball game)
[20:08] <Berrian> (not rolling)
[20:08] <DM_Tol> (Athas gets attacked by a dwarf toddler.)
[20:09] <DM_Tol> (anyone else rolling?)
[20:10] <Shalanda> (pass)
[20:10] * Reed buys a pipe and a few pouches of tobacco.
[20:10] <Ryu> 1d20-1
[20:10] <TolBot> [Ryu's 1d20-1]: 0 (Not good.)
[20:10] <Ryu> (rofl)
[20:10] <Athas> (Dawrf toddler? I hold him out at arm's length and watch him hilariously try to swing at me)
[20:11] <Shalanda> (We rested over night since our last combat correct?)
[20:12] <DM_Tol> (Yes... spent the nite in the inn)
[20:12] <Shalanda> (Just confirming, before I set stats back to rested norms)
[20:15] <Shalanda> "Anybody find some information of worth?"
[20:15] <DM_Tol> You all meet back up after an hour of shopping around.
[20:16] <Zadyne> "I might have a good lead."
[20:16] * Athas shrugs his shoulders
[20:16] <Berrian> "That is what he has on us, a good lead. Point the way, so we may begin the search."
[20:17] <DM_Tol> You each hear nothing helpful (unless I told you otherwise)
[20:18] <Zadyne> "A couple men I talked to have heard that the slavers taking children live somewhere in the hills to the west of a place called Heborn, before you get to a place called Gozah."
[20:18] <Zadyne> "Anyone ever been ther?"
[20:18] <Zadyne> (there*)
[20:18] <Berrian> (I'm very cold. grabbing a blanket, then back)
[20:19] * Shalanda thinks
[20:19] * Reed thinks of of the name, wondering if his caravan ever passed through there.
[20:20] <Shalanda> (Is Heborn the bottom most H on the Konnen Land map? If so, isn't that between Jalem and here?)
[20:20] * Athas shakes his head.
[20:21] <Berrian> "I am only a visitor in these lands."
[20:21] <DM_Tol> (Yes, Shal. Your map is cryptic. An option would be enlist help of a local cartographer to improve it)
[20:22] <DM_Tol> None of you recall ever being to Heborn or Gozah.
[20:22] <Shalanda> "I believe that Heborn lies between here and Jalem on one of the side roads, though I have not heard of this Gozah place... or at least I don't recall it."
[20:23] <Shalanda> "I suppose I should get this crummy map updated with names instead of just the first letter."

[20:23] * Berrian mounts Tasso, waiting to be led away from this city.
[20:23] * Shalanda mutters something about lazy cartographers.
[20:23] <Athas> "To Gozah, then. Why do we wait?"
[20:23] <Ryu> ([http://konnen.wg2140.com/index.php?opti... p;Itemid=5](http://konnen.wg2140.com/index.php?opti...p;Itemid=5) tol had me put that up)
[20:23] <DM_Tol> (iirc, you paid the lower of two price options.)
[20:24] <DM_Tol> (Ack, not til y'all pay to get the map updated!)
[20:24] <Shalanda> (GASP! That's updated. I don't have an updated map.)
[20:25] * Shalanda goes off in search of a cartographer.
[20:25] * Ryu goes with Shalanda
[20:25] <DM_Tol> You easily find a cartographer.
[20:26] <DM_Tol> Carl: "You bought a cheap map, eh? Serves you right. Map's not bad, just not complete."
[20:27] <DM_Tol> Carl: "Hmm, it's good scale and good parchment. I can fill 'er in. Just half an hour, and small fee."
[20:27] <Ryu> "Fee?"
[20:27] <Shalanda> "Of that I have noticed, though another bought it, and I just got stuck with it when we parted ways. How much of a fee are you asking?"
[20:27] <DM_Tol> Carl: "How about, say, 10 piece o' gold?"
[20:28] <Shalanda> "Seems reasonable."
[20:28] <DM_Tol> Carl: "Done, then."
[20:28] <DM_Tol> Carl spreads out his implements upon his table. He goes to work, pulling out two of his own maps as reference.
[20:29] <DM_Tol> After half an hour, he presents you with an improved map.
[20:29] <Ryu> (*insert lame zelda item found sound effect*)
[20:29] * Shalanda presents Carl with 10 gold coins for his troubles.
[20:29] <DM_Tol> Carl: "Only thing I've not time for is to get roads down. Difficult that is."
[20:30] * Shalanda holds up the map over her head, to examine the work in the light.
[20:30] <DM_Tol> (see Ryu's link above)
[20:30] * Reed (IceChat7@8ea623a3.hfc.f2428a0b.net.hmsk) Quit (Quit: Clap on! , Clap off! Clap@#&\$%NO CARRIER)
[20:30] <DM_Tol> (You notice he changed Jalem's "J" to "Yerush".)
[20:30] * Reed (IceChat7@8ea623a3.hfc.f2428a0b.net.hmsk) has joined #grovewood
[20:31] <Athas> (*zzzrrrinnngg*)
[20:31] <Reed> (hmm, something went odd)
[20:31] <Shalanda> "Well could you by chance provide me with enough information to get to the road to Heborn, and maybe Gozab if you know it?"
[20:34] <DM_Tol> Carl: "Head back to the North road, and go south. There will be a sign for Heborn at a crossroad."
[20:35] <Shalanda> "Thank you, may your business prosper."
[20:37] <DM_Tol> Carl nods.
[20:37] * Athas turns and walks out.
[20:38] * Berrian sighs
[20:39] <Zadyn> "Well then, should we be off?"
[20:39] <DM_Tol> As far as roads are concerned, one thing you have assessed is that the "North road" is a N-S road the skirts the eastern edge of the hill-range, beyond Madassa and as far north at least as the mountain gaps. Side roads from crossroads head east and west to individual townships.
[20:40] * Reed gives Biscuit a pat on the neck. "Almost ready girl."
[20:40] <Berrian> (I'm sorry about not being talkative, I've worn myself out this past weekend...)
[20:41] * Ryu sighs, and is ready to be away from all of these people
[20:42] <DM_Tol> The sun moves across the sky.
[20:43] * Athas looks about impatiently

[20:44] * Berrian heads towards the next town they're going to.
[20:45] <DM_Tol> Berrian heads down the road towards the main road.
[20:46] <DM_Tol> (north... sorry. said south but should've said north)
[20:47] * Zady goes with him.
[20:47] * Athas follows
[20:47] <Reed> "Yip yip Biscuit!"
[20:47] * Reed follows along as well.
[20:48] <Berrian> (yip yip? sure it's not Appa?)
[20:48] * Shalanda looks over at Reed's horse and just shakes her head.
[20:48] * Ryu follows behind Shalanda
[20:49] <Athas> ('Yip, yip' is hte best you can do?)
[20:49] <Reed> (well, Biscuit does have rather long hair)
[20:49] <Reed> (shh, I'm on an Avatar kick)
[20:49] <DM_Tol> You reach the main road. (where you should turn north)
[20:50] * Zady is probably already lost, so he lets the ranger lead the way.
[20:51] <Athas> "Anyone know of this place?"
[20:52] <Ryu> "I've been to many of a place, but I've never paid mind to the signs."
[20:53] * Berrian turns North and continues down the road. (because the DM said so, and someone needs to move)
[20:53] <Ryu> ("Are we there yet?" "I dunno, where are we?")
[20:53] * Reed shrugs. "I'm not holding the map."
[20:53] <Athas> "Signs can lie."
[20:53] <Athas> ("Don't make me turn this game around!")
[20:54] * Ryu sets mode: +vv Reed TolBot
[20:54] * Shalanda continues down the road, following the directions of Carl. Occasionally she looks up to the sky to see how long until the humans start complaining they are sleepy and can't see.
[20:55] <Athas> ("Is this a cliaaaauuuugggghhh!")
[20:57] * Athas pushes on, letting the weakness of sleep urge him on.
[20:58] * Ryu continues to follow Shalanda, his mind wondering elsewhere
[20:58] * Reed runs his fingers through Biscuit's mane as they walk.
[20:59] <DM_Tol> As you travel, you pay closer attention to the side roads. After two hours, you identify a road leading off to the west, into the hillside, towards two mountains in the distance. A marker reads: "Heborn"
[21:00] <DM_Tol> (Taking this road?)
[21:00] <Shalanda> (Yes)
[21:01] * Berrian stops for a moment at the sign to confer and take a break
[21:01] <DM_Tol> You continue along this road. Travel is much slower as it winds around slopes but at some points inevitably rises and falls again and again.
[21:01] * Zady keeps a wary eye open for bandits or slavers-in-disguise.
[21:02] <DM_Tol> Daylight begins to fade as you travel along the road which now seems to clearly be skirting north of the mountains.
[21:04] * Berrian excuses himself for a moment and disappears off to the side of the trail, catching back up a few minutes later.
[21:04] * Athas looks up at the mountains
[21:04] <Shalanda> "I hope you didn't wipe with Poison Sumac."
[21:05] <DM_Tol> Fading light makes road travel difficult.
[21:06] * Berrian gives Shalanda a look. "I am not stupid"
[21:06] <Athas> "Old Man Iron -- we will avenge the theft of the child. I ask that you guide us to him, and let us put his blood to the ground where none will drink it."
[21:06] <Reed> "Should we make camp soon?"
[21:07] * Shalanda looks over at Athas questioningly

[21:07] <Berrian> "It is doubtful we will catch up to Bolward on the road, as he had a few days head start. If we are tired, we are better off stopping for the night."

[21:09] <Athas> "I will stand watch for the first part of the night, then. If we rest here."

[21:10] <DM_Tol> (Camping? Describe what you're looking for in a site.)

[21:11] * Reed keeps a look out for any sign of a relatively flat clearing.

[21:12] <Athas> (we're going to rough it -- basic cable only and a single bed)

[21:13] <Shalanda> (I'm not spooning with you.)

[21:13] <Reed> (no skinemax?)

[21:13] <Zadyn> (Spoon with me, I have a 17 Cha!)

[21:13] <Berrian> (well, I need to know if 2 sleeping pads placed on each other gives additive R-value, or only partial.)

[21:13] <DM_Tol> (You can find flattish ground, though it is rocky, but you can find a plot to lay down where you're not jabbed with a stone.)

[21:13] <DM_Tol> (ok, watch order)

[21:14] <Reed> (I've got 16 and you can pretend I'm a small child!)

[21:14] <Ryu> (I have so much Cha its in the negatives! lol)

[21:14] <Berrian> "I will take alternating shifts with Shalanda, as usual. And maybe I will be able to find some breakfast in the morning, as well."

[21:14] <Shalanda> (I'll use the "small child" as a pillow)

[21:14] <Zadyn> (That's really creepy, Reed.)

[21:14] <DM_Tol> (And, any gathering, foraging before sleepy time?)

[21:15] <DM_Tol> (So, just shal watch for 4 then Berrian watch for 4?)

[21:15] <Berrian> (Plus any the others want to as well, but we are capable of keeping our own watch as well.)

[21:15] * Reed stuffs a bit of tobacco in his pipe and lights it up.

[21:16] <Athas> (I'll watch as well)

[21:17] <DM_Tol> (camping beside the road, going where you can't be seen from the road?)

[21:17] <DM_Tol> (and please answer other questions)

[21:17] <Athas> (sure)

[21:17] <DM_Tol> (sure what?)

[21:18] <Athas> (I'll watch for 4 hours as well. I ma camping off of the road)

[21:18] <Zadyn> (Zadyn will let the eladrin show off with their lack of sleeping thing, and will sleep through the night.)

[21:18] <DM_Tol> (any other tasks before sleeping? foraging, etc.?)

[21:18] <Shalanda> (Looks like first watch will be Athas for a bit with Shal, then Berrian)

[21:19] <Shalanda> (Enchanting for me, while Athas is up)

[21:19] <DM_Tol> (and, right beside road, or away from road?)

[21:19] <Reed> (Reed'll probably turn in after his pipe, unless he decides to practice his flute.)

[21:19] <Shalanda> (Wherever the flat land suitable for a camp is.)

[21:19] <DM_Tol> (You can find same at both)

[21:19] <DM_Tol> (ie. I ain't choosing)

[21:19] * Berrian finds a small area out of the wind where Tasso can rest as well, away from the road but within sight of the others, then begins his trance.

[21:20] <Reed> (a bit away from the road I suppose then)

[21:20] <DM_Tol> (k)

[21:20] <DM_Tol> (and no other tasks before sleep?)

[21:20] <Shalanda> (Just enchanting for me.)

[21:20] * Ryu tends to his horse, and dragonling, prior to sleep

[21:20] * Shalanda eats one of her trail rations for dinner.

[21:21] <Shalanda> (trail = trail)

[21:21] * Athas sharpens his axe with short passes with his stone, whispering something to Old Man

Iron.

[21:21] <DM_Tol> Sleep and trance come to all. First watch passes uneventfully.

[21:22] <DM_Tol> Berrian, an hour into your watch, you hear rustling around the hill beside you, opposite direction from the road.

[21:22] * Shalanda lays out a holy symbol and a variety of "things" and chants for the first hour Athas and her have watch.

[21:23] * Berrian tries to figure out what it is, while moving slowly to a better position to warn the others, and counterattack whatever the rustling is.

[21:23] <DM_Tol> (Perception roll)

[21:23] <DM_Tol> 1d20

[21:23] <TolBot> [DM_Tol's 1d20]: 1 (That stinks.)

[21:23] <Shalanda> 1d20+5 if I get a roll.

[21:23] <TolBot> [Shalanda's 1d20+5 if I get a roll.]: 17

[21:24] <DM_Tol> (I use your passive, shal)

[21:24] <Shalanda> (Thought so)

[21:24] <Athas> 1d20+2

[21:24] <TolBot> [Athas's 1d20+2]: 12

[21:24] <DM_Tol> (You're asleep Athas. Berrian, please roll a perception. I should've been more specific, sorry)

[21:24] <Berrian> 1d20+8

[21:24] <TolBot> [Berrian's 1d20+8]: 23

[21:24] * Reed mumbles in his sleep.

[21:25] <Athas> (brb)

[21:25] <Berrian> (sorry, was getting distracted by others)

[21:25] <Reed> (unrelated, just downloaded Bastards and Bloodlines. This could be beautiful.)

[21:26] <DM_Tol> Berrian, you hear, maybe 25 feet to the south, maybe an animal rustling.

[21:29] * Berrian gets his bow ready and slowly moves towards it, planning to take care of the 'threat' (of hunger (possibly))

[21:29] <DM_Tol> Berrian, as you move closer, so does the sound of the small critter.

[21:30] <Shalanda> (afk a moment)

[21:30] * Berrian tries to catch a glimpse of the creature. (moon phase? low light vision working?)

[21:31] <DM_Tol> As you approach, Berrian, you can just make out a large rat.

[21:31] <DM_Tol> It lunges at you.

[21:31] * Berrian takes a shot at it in return.

[21:32] <DM_Tol> (roll)

[21:32] <Zadyn> (It's an RUS!)

[21:33] <Berrian> 1d20+12 careful shot

[21:33] <TolBot> [Berrian's 1d20+12 careful shot]: 26

[21:33] <DM_Tol> (vs AC? hit)

[21:33] <Reed> (I don't think those exist)

[21:33] <Berrian> 1d10+6

[21:33] <TolBot> [Berrian's 1d10+6]: 9

[21:33] <DM_Tol> The rat is hit, as it and its buddy lunge at you with their teeth.

[21:34] <DM_Tol> 2#1d20+6

[21:34] <TolBot> [DM_Tol's 2#1d20+6]: 20, 15 (Sum:35)

[21:34] <Berrian> (how large are these things?!!)

[21:34] <DM_Tol> (AC?)

[21:34] <Berrian> (19)

[21:34] <DM_Tol> (Medium size)

[21:34] <DM_Tol> 1d6+3

[21:34] <TolBot> [DM_Tol's 1d6+3]: 8

[21:34] <Athas> (large enough to fit between two slices of bread?)

[21:34] <Shalanda> (Sorry, back)

[21:34] <DM_Tol> One rat sinks its teeth into your leg (8HPs). The wound stings bad.

[21:35] <DM_Tol> (Your move.)

[21:35] <Sentagur> (the rat means business)

[21:35] * Berrian twin strikes the rats in retaliation, while letting out a short yelp of pain.

[21:36] <Berrian> 2#1d20+10 vs AC

[21:36] <TolBot> [Berrian's 2#1d20+10 vs AC]: 25, 29 (Sum:54)

[21:36] <Zadyn> (Medium sized rat = bloody huge rat)

[21:36] <Berrian> 2#1d10+6

[21:36] <TolBot> [Berrian's 2#1d10+6]: 13, 11 (Sum:24)

[21:36] <DM_Tol> (two hits)

[21:37] <DM_Tol> The rat squeals.

[21:38] <DM_Tol> 2#1d20+6

[21:38] <TolBot> [DM_Tol's 2#1d20+6]: 25, 24 (Sum:49)

[21:38] <DM_Tol> 1d6+3

[21:38] <TolBot> [DM_Tol's 1d6+3]: 8

[21:38] <DM_Tol> 1d6+3

[21:38] <TolBot> [DM_Tol's 1d6+3]: 7

[21:38] <DM_Tol> As you finish attacking, Berrian, your bite wound stings (3 HPs more damage. Do a save throw to end this ongoing damage)

[21:39] <Berrian> 1d20

[21:39] <TolBot> [Berrian's 1d20]: 1 (Not good.)

[21:39] <Berrian> "I need help over here!"

[21:39] * Shalanda looks around, trying to figure out what in the heck all the noise is about.

[21:39] <DM_Tol> As you attempt to shake off the effects of that biite wound, they both pounce one more, each slashing at you with their teeth. (15 HPs damage)

[21:40] <Berrian> (15/41hp remaining)

[21:40] <DM_Tol> (You all wake up as you hear Berrian yell.)

[21:40] <Athas> (should we roll to see if we wake, or simply declare we are awake?)

[21:40] * Reed stirs from his sleep, sitting up and wondering what all the racket is about.

[21:41] * Berrian takes another twin strike at the rats, trying to drive them away.

[21:41] <Athas> (never mind then)

[21:41] <Berrian> 2#1d20+10 vs AC

[21:41] <TolBot> [Berrian's 2#1d20+10 vs AC]: 15, 15 (Sum:30)

[21:41] * Athas sits upright

[21:41] <DM_Tol> (Berrian, let's not share that kind of info so directly. "Really wounded" is better.)

[21:41] <Berrian> (sorry...)

[21:41] <DM_Tol> (Shalanda can act now).

[21:41] <DM_Tol> (You are 10 squares away)

[21:42] <Berrian> (it went to my head. not used to having so much damage done so fast by some rats...)

[21:42] * Athas grabs his dirk

[21:42] <DM_Tol> (lol. pesky rats)

[21:42] * Reed rummages through his things for his crossbow and prepares to act.

[21:42] * Shalanda gets to her feet and readies her scythe (which would probably be two move actions)

[21:42] <DM_Tol> (k)

[21:42] <DM_Tol> `init roll please from everyone

[21:42] <TolBot> Please make an initiative roll (1d20+modifier).

[21:43] <DM_Tol> 1d20+6 for Rats

[21:43] <TolBot> [DM_Tol's 1d20+6 for Rats]: 18
[21:43] <Berrian> 1d20+7
[21:43] <TolBot> [Berrian's 1d20+7]: 9
[21:43] <Athas> 1d20+6
[21:43] <TolBot> [Athas's 1d20+6]: 14
[21:43] * Zadyne wakes with a start and reaches for his khopesh
[21:44] <Shalanda> 1d20+3
[21:44] <TolBot> [Shalanda's 1d20+3]: 13
[21:44] <Zadyne> 1d20+6 initiative
[21:44] <TolBot> [Zadyne's 1d20+6 initiative]: 19
[21:44] <Reed> 1d20+11
[21:44] <TolBot> [Reed's 1d20+11]: 24
[21:44] <DM_Tol> `init for Ryu
[21:44] <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'.
[21:44] <DM_Tol> 1d20 for Ryu
[21:44] <TolBot> [DM_Tol's 1d20 for Ryu]: 6
[21:44] <DM_Tol> `init report
[21:44] <TolBot> Initiative Order: Reed, 24, Zadyne, 19, Rats, 18, Athas, 14, Shalanda, 13, Berrian, 9, Ryu, 6
[21:44] * Shalanda starts to close to melee range.
[21:45] <DM_Tol> (Party is all 10 squares away, except Shal. Go, Reed)
[21:46] <Reed> (is this considered the start of the encounter or are the rats considered to have taken action)
[21:46] <Reed> (if it's the start I get combat advantage and sneak attack)
[21:46] <DM_Tol> (This is third round of the encounter. You're just now joining.)
[21:46] <Ryu> (Sorry, was AFK)
[21:46] <DM_Tol> (np)
[21:46] <DM_Tol> (I rolled, crappily, for you)
[21:47] * Reed loads his crossbow and takes careful aim at one of the rats.
[21:47] <Reed> 1d20+10 vs AC
[21:47] <TolBot> [Reed's 1d20+10 vs AC]: 22
[21:48] <DM_Tol> (Getting up from 'bed' and prepared is a move action. Is loading crossbow minor or move?)
[21:48] <Reed> (it's load-free)
[21:48] <DM_Tol> (k, shoot)
[21:49] * Reed fires at the vermin. (reroll or use the one, it was intended as the attack)
[21:49] <DM_Tol> (I'm an idiot. Hit)
[21:50] <Reed> 1d6+6
[21:50] <TolBot> [Reed's 1d6+6]: 7
[21:50] <DM_Tol> (Go ZZadyne)
[21:50] * Zadyne climbs to his feet with his sword and moves towards Berrian and the freakin' huge rats, placing a Shroud on the nearest as he goes.
[21:50] <Zadyne> (Nothing else I can do)
[21:51] <DM_Tol> (k, you can move your speed, so 4 squares away now?)
[21:51] <Reed> (my crossbow is actually a distance hand-crossbow, got it because it's load-free, and I've got tiny tiny hands)
[21:51] <DM_Tol> (never heard of it)
[21:51] <DM_Tol> The rats attack Berrian once more.

[21:51] * Atreyu (Atreyu@2b3c2c6b.hsd1.mi.5aa6454b.net.hmsk) Quit
[21:52] <DM_Tol> 2#1d20+6
[21:52] <TolBot> [DM_Tol's 2#1d20+6]: 14, 21 (Sum:35)
[21:52] <DM_Tol> One bites Berrian's arm viciously.
[21:52] <DM_Tol> 1d6+3
[21:52] <TolBot> [DM_Tol's 1d6+3]: 6
[21:52] <DM_Tol> (6 more HPs)
[21:52] <Reed> (distance is an enchantment, hand-crossbow can be found on page 219 of PHB 4)
[21:53] <DM_Tol> (Go Athas. One move action spent getting up.)
[21:53] <DM_Tol> (k)
[21:53] * Athas rushes to the rats, dirk in hand
[21:54] <DM_Tol> (Shal)
[21:54] * Shalanda rushes up to Berrian's side and strikes down at the most wounded looking rat with a Healing Strike, while channeling the divinity of the Raven Queen. (Move: close distance, free: channel divinity +1 hit, attack: healing strike Str vs AC)
[21:54] <Shalanda> 1d20+8
[21:54] <TolBot> [Shalanda's 1d20+8]: 16
[21:54] <DM_Tol> (Hit)
[21:55] <Shalanda> 4d4+4 and Berrian may spend a healing surge and add 3hps
[21:55] <TolBot> [Shalanda's 4d4+4 and Berrian may spend a healing surge and add 3hps]: 16
[21:56] <DM_Tol> The rat squeals.
[21:56] <DM_Tol> (get the heal, Berrian?)
[21:56] * Berrian takes another twin strike at the rats, trying to drive them away. (and my action point for another healing surge, if possible)
[21:56] <DM_Tol> (roll)
[21:57] <Berrian> 2#1d20+10 vs AC
[21:57] <TolBot> [Berrian's 2#1d20+10 vs AC]: 21, 18 (Sum:39)
[21:57] * Shalanda glances over to assess how wounded Berrian remains.
[21:57] <Berrian> 2#1d10+6
[21:57] <TolBot> [Berrian's 2#1d10+6]: 7, 12 (Sum:19)
[21:57] <DM_Tol> (both hit)
[21:58] <DM_Tol> The Rat is severely wounded.
[21:58] <DM_Tol> Berrian, your wounds sting in all three bites. (Take 9 HPs damage, and roll a save)
[21:58] <Berrian> "I did not expect this difficulty"
[21:59] <Berrian> 1d20
[21:59] <TolBot> [Berrian's 1d20]: 2
[21:59] <DM_Tol> (Ryu is up)
[21:59] <Ryu> (I'm still 10sq right?)
[21:59] <Athas> (still two rats?)
[21:59] <Berrian> "They have poisonous bites, be careful!"
[21:59] <DM_Tol> Shalanda, Berrian doesn't even seemed bloodied after the healings.
[22:00] <DM_Tol> (Yes, one move action spent getting up, and now 10 sq away)
[22:00] <Shalanda> (oh that rat I hit was Marked, forgot to mention that)
[22:00] * Ryu gets up and moves towards them (move next round I guess)
[22:00] <Reed> "The little blighters won't be getting near me today."
[22:00] <DM_Tol> (Reed, go)
[22:01] <DM_Tol> (that it?)
[22:01] <DM_Tol> (Zadyn, go)
[22:01] * Reed reloads and takes aim for the most wounded looking of the rats. Reed fires.
[22:01] <DM_Tol> (roll)

[22:01] <Reed> 1d20+10
[22:01] <TolBot> [Reed's 1d20+10]: 30 (Yes!)
[22:01] <DM_Tol> (max HP)
[22:01] <Athas> (are the rats close? Oh -- never mind)
[22:01] <Reed> 1d6+6
[22:01] <TolBot> [Reed's 1d6+6]: 11
[22:01] <Reed> (nice)
[22:01] <DM_Tol> The Rat falls dead.
[22:02] <DM_Tol> (Zadyn, go)
[22:02] <Zadyn> (Dead rat = shrouded rat?)
[22:02] <Zadyn> (Shrouded rat was the one nearest to me)
[22:02] <DM_Tol> (how much was your damage last round?)
[22:02] <Zadyn> (I didn't do any damage last round)
[22:02] <DM_Tol> (that you did)
[22:03] <DM_Tol> (oh. uhm, sure... alive one is shrouded one)
[22:03] <DM_Tol> (*shrug*)
[22:03] * Zadyn places a second shroud around the remaining rat and moves forward to hit it with his sword.
[22:03] <DM_Tol> (roll)
[22:03] <Zadyn> (Shadow storm vs. AC, expending the two shrouds for extra damage)
[22:03] <Zadyn> 1d20+10
[22:03] <TolBot> [Zadyn's 1d20+10]: 20
[22:04] <DM_Tol> (hit)
[22:04] <Zadyn> 1d8+12
[22:04] <TolBot> [Zadyn's 1d8+12]: 18
[22:04] <Zadyn> 2d6
[22:04] <TolBot> [Zadyn's 2d6]: 9
[22:04] <DM_Tol> The Rat bolts away once it sees its buddy go down. (OA for Zadyn)
[22:05] <Zadyn> 1d20+6
[22:05] <TolBot> [Zadyn's 1d20+6]: 9
[22:05] <DM_Tol> Zadyn misses with a final swing as the Rat disappears into the night, (10+squares off into the hills).
[22:05] <DM_Tol> (Anyone can attempt to chase after, or make a parting ranged shot)
[22:06] <Zadyn> "I am not chasing that thing down."
[22:06] <Athas> (nah)
[22:06] <Reed> (ow...I tripped and hit my throat)
[22:06] <DM_Tol> (ouch)
[22:06] * Berrian takes a parting ranged shot
[22:06] <DM_Tol> (roll)
[22:06] * Reed shrugs and takes aim at the rat. "Die you little bastard."
[22:06] <Berrian> 2#1d20+10
[22:06] <TolBot> [Berrian's 2#1d20+10]: 13, 24 (Sum:37)
[22:06] <Reed> 1d20+10
[22:06] <TolBot> [Reed's 1d20+10]: 23
[22:06] <DM_Tol> (one hit)
[22:06] <Berrian> 1d10+6
[22:06] <TolBot> [Berrian's 1d10+6]: 16
[22:07] <DM_Tol> You hear the rat squeal, and keep running.
[22:07] <Berrian> (with a distance bow, I may be able to take another shot at a bit further range?)
[22:07] <DM_Tol> (no long have line of sight, cause of curve of the hill.)
[22:07] * Shalanda examines Berrian's wounds to try and take care of the persisting injury.

[22:07] <Shalanda> (Since I get to act before Berrian)
[22:08] <Reed> (did I get mine off before he escaped?)
[22:08] <Shalanda> 1d20+5 vs DC 15 heal check
[22:08] <TolBot> [Shalanda's 1d20+5 vs DC 15 heal check]: 6
[22:08] <DM_Tol> (roll, reed)
[22:08] <Berrian> (man, and I had a +10 square long range...)
[22:08] <DM_Tol> (wait, I mixed you two's rolls pu. Roll damage, reed)
[22:09] <Reed> 1d6+9
[22:09] <TolBot> [Reed's 1d6+9]: 11
[22:09] <DM_Tol> Reed's hit still does not fell the beast as it moves out of sight.
[22:09] <DM_Tol> As the darkness fills with roaring silence, Shal helps Berrian tend to the surprising wounds. You eventually make your way back to the camp...
[22:09] <DM_Tol> *** as this session of Können Land comes to a close ***

[19:49] <DM_Tol> *** Game Recap ***

[19:51] <DM_Tol> The party completed its business in the mount city of Madassa. After checking around for the possible location of the slaving encampment that might have been the destination for the young

boy they delivered into the hands of slavers.

[19:51] <DM_Tol> ... they headed west on the road towards Heborn.

[19:52] <DM_Tol> Camping along the way, large rats from the craggy hills nearby were met by one of the party's watchers. After a fight with the creatures, the group settled back in at their camp for the

night.

[19:52] <Athas> (leaving a trail of desolation like the clawmarks of a wrathful god)

[19:52] <DM_Tol> *** and thus begins this session of Können Land ***

[19:53] <DM_Tol> Morning breaks with a fog across the sky, rolling over the hills surrounding your camp, which lies 100 feet off the road.

[19:54] * Shalanda lets out a long yawn.

[19:54] * Reed stretches and yawns, looking around him.

[19:55] <Berrian> "So, I did not expect rats that size. I will need to be more cautious around these parts."

[19:55] * Ryu stretches

[19:55] <Ryu> (I'm back)

[19:55] <Athas> "At least we are now well provisioned."

[19:56] <Reed> "They did give us quite a run."

[19:56] <DM_Tol> (Reminder: Your map of Können Land is at http://konnen.wg2140.com/index.php?option=com_content&view=article&id=5)

[19:57] * Reed stretches a bit more and takes a few moments to meditate. (using ghostwise heritage to link with Berrian)

[19:59] <Athas> (anyone having problems signing into the Insider?)

[20:00] <DM_Tol> (so, we mostly gonna just stretch for this session?)

[20:00] <DM_Tol> 😊

[20:01] <Berrian> "I am ready to continue. I do not want to be here if the other rat returns."

[20:01] * Shalanda eats a little, adjusts her dress and chainmail, then patiently waits for the slower members of her group to get their acts together.

[20:01] * Athas puts his axe on his shoulder and looks arond.

[20:01] * Ryu adjusts his equipment and eats a little journey bread, feeding Kira as he does so

[20:03] * Berrian shrugs and mounts Tasso, then slowly begins the day's travels

[20:03] <Athas> "We needs to be miserly with this sunlight."

[20:04] <Reed> "Best get started, we've got a bit to go still."

[20:04] * Athas shrugs his shoulders and waits for the other sun-thrifts to get going.

[20:05] * Berrian stops about 100 yards away, waiting for the others to catch up.

[20:06] * Ryu mounts up and moves out

[20:06] * Athas marches along with Ryu

[20:07] * Reed mounts Biscuit and follows.

[20:07] * Shalanda continues along the road at a steady walk.

[20:08] <DM_Tol> The group breaks camp and heads west along the road around and across the hills.

[20:09] <DM_Tol> After an hour on the road, two men on horseback approach from ahead on the

road.

[20:09] * Berrian slows down and moves to the side to allow them to pass.

[20:09] * Athas lowers his axe

[20:09] * Reed looks the men over casually.

[20:10] <DM_Tol> The men likewise more their steeds off the road on the other side and pass you by.

[20:10] * Ryu watches them

[20:10] <DM_Tol> The men are in commoner's clothes, satchels overstuffed.

[20:11] * Ryu eyes their satchles, then commits them to memory, having a bad feeling

[20:11] * Athas looks to the direction that the men were coming from.

[20:13] * Berrian pats Tasso on the side as they continue West.

[20:13] * Reed ponders the satchels, wondering what they could contain.

[20:14] <Athas> (do I see any circling scavengers in the skies?)

[20:15] <DM_Tol> (no)

[20:15] * Shalanda shrugs and just continues on.

[20:15] <DM_Tol> As you look up the road ahead, it disappears up a hill.

[20:15] <DM_Tol> The men ride past as you continue along.

[20:16] <DM_Tol> In a few more hours, you can more clearly see the small mountain on the left (south).

[20:16] <DM_Tol> As you crown a hill, you see a town in a valley below.

[20:17] * Athas scans the town for defenses

[20:17] <Berrian> "That town looks more friendly than the city. Hopefully it is not a deception."

[20:18] <Shalanda> "Time will tell whether it is or not."

[20:19] * Berrian nods as he continues to look down at the town

[20:19] * Reed nods. "In any event, let's have a look around. See what they've got to offer. At the very least we might find a bit of drink."

[20:19] * Athas waits a beat, his fist trembling at a memory

[20:19] <Athas> "Too soft."

[20:20] * Athas follows the group

[20:21] <DM_Tol> The town ahead is sprawled along the valley and up the surrounding hillsides. Seemingly devoid of central planning, there is little in the way of straight lanes or roads or central

buildings.

[20:22] <Athas> (a kender town... check your pouch)

[20:23] <Berrian> (Hey, I resembled that remark...)

[20:23] * Reed looks around him. "Ah, this is nice isn't it? Very...natural."

[20:23] <Berrian> "Very flowing design."

[20:23] * Ryu sniffs the air as they travel

[20:23] <Athas> "Idiots."

[20:24] <Shalanda> "Looks a little randomly designed with any lack of regard for structure. At least some continuity is a good thing at times."

[20:24] <Athas> "Looks like the work of a drunkard."

[20:24] <DM_Tol> You reach the town, homes sprawled all around, some up on the slight slopes of the hills. The road continues into the town.

[20:25] <Berrian> "Maybe they built it this way to confuse potential invaders? No central hub to attack or lanes to charge down?"

[20:25] <Shalanda> "I think you give them too much credit."

[20:26] <Berrian> "perhaps."

[20:26] <Athas> "The attackers or the planners?"

[20:26] <Shalanda> "The planners"

[20:26] <Reed> "Doesn't seem to be much in the way of public houses. Very residential."

[20:26] <Athas> "Aye."
[20:28] <Berrian> "Well, is this the correct place? If so, we should find some lodgings and maybe dinner and drink?"
[20:28] <DM_Tol> As you move along the road, you see many side lanes to and fro. The buildings change from wood construction to stone.
[20:28] <Shalanda> "This should be Heborn, not Gozah, where we want to end up."
[20:29] <Athas> "Old Man Iron and Old Woman Wood -- what is this madness?"
[20:29] <Berrian> "Whichever. I am only in the lead because it seems as though everyone else wants to follow. Someone give me directions to where we actually need to be."
[20:30] <DM_Tol> (Note: the gossip you got was that the slavers are active in a compound between Heborn and Gozah.)
[20:31] <Reed> "Gozah is near the coast, it's still a good ride from here. This will be a good place to gather more rumors though."
[20:32] <DM_Tol> The occasional local passes by, sometimes giving you a glance.
[20:32] <Athas> (anyone giving us a challenging stare?)
[20:33] * Berrian looks for a good place to stop and rest for a while.
[20:33] <DM_Tol> You continue on the road and soon reach the other side of the town. Off the main road, you saw no inn, no stable, no market.
[20:33] <DM_Tol> (no, athas)
[20:33] <Berrian> "Maybe it is not friendly after all."
[20:34] <Athas> "No inn, no taverns -- they don't want our coins."
[20:34] <Berrian> "Mapkeeper, which direction shall I lead now?"
[20:35] <Shalanda> "Well, you can either ask for directions for a common house here, or continue along this road I think.:
[20:36] <DM_Tol> A young man walks by, hears and looks at you, Shalanda, and points up a side lane, and walks on.
[20:36] <Berrian> "Maybe they are polite after all. Shall we go that way?"
[20:36] <Reed> "Well, settles that doesn't it? Let's go."
[20:37] * Berrian heads down the side lane.
[20:37] * Ryu grasps the hilt of his blade (my spidey senses are tingling)
[20:37] * Ryu follows, not removing his hand from his hilt
[20:38] <Berrian> (english... points UP the lane, so I walk DOWN it...)
[20:38] * Athas keeps his axe at the ready.
[20:39] * Shalanda looks over at Ryu and Athas.
[20:39] <Shalanda> "Can you look a little less threatening. We want to get information, not scare away the locals!"
[20:39] <Ryu> "Nice people are threatening"
[20:40] <DM_Tol> You move along the side lane and a wider space shows a building on the right. A small sign swings in the wind. "Duty Bot" it reads.
[20:41] * Reed cocks his head at the sign.
[20:41] <Reed> "Duty Bot?"
[20:41] <Athas> "If they feel threatened, then they have something to hide."
[20:42] * Berrian stops to stare.
[20:43] <DM_Tol> Berrian, you detect gaps in the sign, where perhaps letters once were: "Du_ty Bo_t".
[20:44] <Berrian> "Shall we go in?"
[20:44] <Ryu> (afk, need a drink and tea sounds good)
[20:45] <Berrian> (mmm, tea...)
[20:45] <Reed> "Might as well."
[20:45] <Athas> "We should."
[20:45] <DM_Tol> You see a hitching post for your steeds, tie them up, and head inside the place.

[20:46] <Athas> (I just threaten mine into obedience)
[20:46] <DM_Tol> You enter the front room of a small bar. An old dwarf sits at one end, "Hrm, welcome. Drink or food or room?"
[20:46] <Berrian> "Yes?"
[20:47] <Berrian> "I am pretty certain I want food and drink, but I am not sure yet as to a room."
[20:48] <Athas> "If I get enough drink, I will require a room."
[20:48] <Shalanda> "Better make it all three then."
[20:49] * Reed chuckles. "Sounds a good plan."
[20:50] <DM_Tol> DwarfKeeper: "Aight, all it can be then. How many rooms? Two small beds in each, and some with just the one."
[20:51] <Shalanda> "I'll take a one-bed room please."
[20:51] <Berrian> "I will share, if someone else would like."
[20:51] * Reed shrugs. "I don't mind sharing."
[20:52] <DM_Tol> "5 sp per room. A meal is 2 silver, and the ale comes 2 silver a pitcher."
[20:52] * Atreyu (Atreyu@2b3c2c6b.hsd1.mi.5aa6454b.net.hmsk) has joined #grovewood
[20:52] <DM_Tol> (Game break... take 5)
[20:52] <Atreyu> wow nice timing on my part)
[20:53] <Reed> (is it 20 sp to a gp)
[20:54] <Shalanda> (10sp = 1 gp)
[20:54] <Reed> (ah, much easier)
[20:54] <Berrian> (and 100gp = 1pp)
[20:55] <Reed> (so 4.5 for meal and a room if we're splitting. then whatever they drink in ale)
[20:57] <Berrian> "I will take a double room (shared), a meal, and a pitcher."
[20:58] <Ryu> (We're paused)
[20:59] <DM_Tol> (ok... break over)
[20:59] <Berrian> (I know, but I left the room to get tea)
[21:01] * Ryu pays for his room and meal (7sp)
[21:01] <DM_Tol> (1gp = 10 sp = 100 cp)
[21:01] <DM_Tol> (100 gp = 1 pp)
[21:02] * Shalanda pays her 9 silver.
[21:02] <Reed> "Suppose I'll share with this one, then all the rest."
[21:02] <DM_Tol> The innkeep takes your money, "Be sitting in the tavern here, have a drink while I get the rooms ready."
[21:03] * Berrian hands over a gold piece, and tells the dwarf to hold on to it until he's done for the night. (in the event of more than 1 pitcher...)
[21:04] <DM_Tol> A man over behind the bar serves the required pitchers.
[21:04] <DM_Tol> No one else seems to be patronizing the establishment at the moment. It is nearly time for midday meal. (aka lunch)
[21:05] <Reed> "Nice and quiet."
[21:05] <Berrian> "I will hopefully rest better tonight than I did last night."
[21:06] * Berrian takes a sip of the ale before downing half a glass.
[21:06] * Reed chuckles. "Well, with any luck we'll be free of giant rats tonight."
[21:07] <Berrian> "exactly."
[21:07] * Reed takes a deep swig from his ale.
[21:07] <DM_Tol> The ale is good enough, a bit warm. After a bit, the dwarf returns.
[21:08] <DM_Tol> DwarfKeep: "Rooms ready enough. Enjoy your ale. Have a meal if you prefer too; tis nearly time."
[21:08] <DM_Tol> DwarfKeep: "Not seen you abouts before. You here to pray at the Hall or just passin through?"
[21:10] <Shalanda> (I don't suppose I'm familiar with what The Hall is?)
[21:10] * Ryu looks at the Dwarfkeep and jus' shrugs

[21:10] <Reed> "Just passing through. Tell us a bit about the Hall though."
[21:11] <DM_Tol> (Can try History knowledge check)
[21:11] <Ryu> 1d20+7
[21:11] <TolBot> [Ryu's 1d20+7]: 12
[21:12] <Shalanda> 1d20+10
[21:12] <TolBot> [Shalanda's 1d20+10]: 12
[21:12] <Reed> 1d20+2
[21:12] <TolBot> [Reed's 1d20+2]: 13
[21:12] <DM_Tol> DwarfKeep: "The Hall of Kings... Hebron mostly just families of workers in the mines nearby, or of farmers on the hills. Most travelers we get are come to the Hall of Kings, to ask."
[21:13] <DM_Tol> (None of you recall squat about The Hall of Kings.)
[21:13] <Shalanda> "We are actually looking for somebody and are just passing through really. Though I wouldn't mind learning more about this Hall of Kings, I find local lore interesting."
[21:14] <Berrian> "do you get many travelers?"
[21:14] <DM_Tol> DwarfKeep: "Well, two lanes south and left for a few ticks to the hillside."
[21:16] <DM_Tol> DwarfKeep: "Many? No. Not by a city standard. Don't really come here on the way to nowhere."
[21:16] * Berrian finishes his glass and pours more from the pitcher.
[21:16] <DM_Tol> DwarfKeep: "'cept mabye Gozah, but not the way most would be coming."
[21:16] <Berrian> "Why is that?"
[21:18] <DM_Tol> The dwarf shrugs, "Slow over the hills."
[21:18] <DM_Tol> He moves towards the bar, back to his stool."
[21:18] * Reed drains his ale as well, pouring more.
[21:20] * Berrian sits back. "so we are even further behind now, taking the hilly road?"
[21:20] <Reed> "Hall of Kings...Kings of Men I expect. Never saw much use for a King myself."
[21:21] * Shalanda shrugs
[21:21] * Shalanda then takes another drink from her pitcher.
[21:22] <Berrian> "I suppose they have their uses?"
[21:23] <Reed> "Never stayed in one place long enough to pay much heed to that sort of thing. Grew up in a caravan."
[21:24] <Berrian> "so, after the meal, who will go out and find information? I am beat from earlier, and would like to rest for a while before going out again."
[21:25] <DM_Tol> After the request, a woman from a room behind the bar brings out greasy pork sandwiches and fried potatoes.
[21:25] * Reed shrugs and takes a swig from his glass. "I'm always up for a bit of a wander."
[21:26] <DM_Tol> After a bit, you finish lunch and find your rooms sufficient. It is just after mid-day.
[21:26] * Reed looks over the spread and smiles a bit.
[21:27] * Berrian eats the food, drinking the last of his pitcher. "That was very satisfying. Please, do not mind me, as I go trance for the next few hours."
[21:28] * Berrian walks to his room and gets comfortable.
[21:29] * Athas walks up to his room, strips down to his birthday suit and falls asleep.
[21:29] * Reed rubs his stomach and grins. "Very nice. I'm going to leave my crossbow in the room. I think it might be a bit intimidating if I carry around."
[21:29] * Ryu wanders up to his room and calls it for a bit as well
[21:30] * Shalanda will finish off her pitcher before wandering around for a while.
[21:31] <Berrian> (when I awake at roughly dinner time, I'll be back at full HP and surges)
[21:31] <DM_Tol> After settling in, those heading out into the town meet in the front room.
[21:31] <DM_Tol> (That everyone but Berrian?)
[21:32] <DM_Tol> (Athas, you're sleeping through the afternoon as well?)
[21:32] * Ryu gets up from his bed after getting off his feet for a bit and heads down to the main room

[21:32] * Reed deposits his gear in his and Berrian's shared room, electing to leave his crossbow behind.

[21:32] <Athas> (I need to restore my hps and my surges by power napping)

[21:34] <DM_Tol> Reed and Shalanda and Ryu meet in the front room.

[21:34] <Shalanda> "So where to? Care to check out this Hall?"

[21:34] <Ryu> "Sure"

[21:34] <Reed> "Could be worth a look I suppose."

[21:39] <DM_Tol> (so...)

[21:39] * Shalanda asks for directions to the Hall, then leads her merry band of drinkers there.

[21:39] * Reed follows along.

[21:41] * Ryu follows as well

[21:42] <DM_Tol> The three of you head two lanes to the south and turn left. As you walk by, one lane over you pass through a small market area.

[21:43] * Reed looks over the market a bit curiously.

[21:44] * Shalanda sees Reed's curiosity, and motions him to take a look

[21:45] <DM_Tol> You see a few shops. Textiles. Bread. Home items.

[21:46] <Athas> (plumbing, painting -- this isn't a town -- it's a Home Depot!)

[21:46] <Reed> "Maybe

[21:47] <Reed> on the way back I'll pick up a treat for Biscuit."

[21:47] <DM_Tol> You continue on and see that the lanes are converging.

[21:48] <DM_Tol> After awhile, the lane empties up into an open space, a steep hillside before you, across a courtyard.

[21:50] <DM_Tol> You see folk scattered about on the lawn of the courtyard, facing the hillside. Cut into the hill, you are struck by a monumental view of a monument. a LARGE, tall, impressive mosoleum is

cut into the hillside.

[21:50] <DM_Tol> (Map at <http://tiny.cc/battlegrid> though not necessary)

[21:51] * Reed whistles.

[21:51] * Shalanda raises a brow.

[21:51] <Shalanda> "Interesting, a masoleum."

[21:51] <Reed> "Humans don't spare any expense on this sort of thing do they?"

[21:52] <DM_Tol> (*mausoleum)

[21:53] <DM_Tol> Some of the watchers and prayers remain out on the lawn, while others are on the steps of the front entrance, and seemingly some inside as well.

[21:53] * Ryu shakes his hood back, as they walk so he can get a better view

[21:54] <DM_Tol> The two pillars at the front hold up a great roof, high above. Up the steps, inside is a great, open hall.

[21:56] <DM_Tol> (So, the dark grey is stone or hillside or pillars, the light grey is the Hall you can enter.)

[21:57] * Shalanda wonders what god this is in reference too.

[21:57] * Reed wanders forward, admiring the masonry.

[21:58] <DM_Tol> You move up onto the platform of the hall. You see a sojourner on the steps, eating a biscuit.

[21:58] <DM_Tol> Along the pillars in the open porchway are ornate stone cuttings of floral vines crawling up the pillars.

[21:58] <DM_Tol> On the walls are fantastic stonework carvings, scenes of battles and ceremonies and crowds and kings.

[21:58] * Reed greets the traveller. "Hello there."

[21:59] <DM_Tol> Two braziers are lit, each on one side of the large hall. Smoke rises up and up through openings above.

[21:59] <DM_Tol> The man smiles at you, Reed, and nods.
[22:01] <Reed> "Travelling alone?"
[22:03] <DM_Tol> Man: "Not travelling."
[22:05] <Reed> "Ah, forgive me for presuming."
[22:06] <DM_Tol> The mans nods as he finishes his biscuit.
[22:06] <Reed> "This is my first time in the area. Do you know much about this place?"
[22:06] <Shalanda> "To what deity does this place represent?"
[22:08] <DM_Tol> The man looks over now at Shalanda. "You should speak to the steward." He points to a man standing in front of the middle column in the large room.
[22:09] <DM_Tol> (please pardon my remodeling. 😊)
[22:10] * Shalanda is a little confused by the answer, but seeks out the steward for a better answer.
[22:10] * Reed nods. "Thank you friend."
[22:10] <Athas> (do you get the DM discount?)
[22:10] <DM_Tol> (oh yeah)
[22:11] <DM_Tol> You three approach the man. He wears no a breastplate, carries a mace on his belt, and smiles at you as you approach.
[22:11] <DM_Tol> Steward: "Welcome. Questions you have?"
[22:11] <Ryu> (Ok Yoda)
[22:12] <Shalanda> "Hello, this is an impressive place, but I am curious as to what deity it represents, if one at all?"
[22:13] <DM_Tol> Steward: "How came you here without such knowledge? Did you not sojourn with a question? This is not a temple, but a tomb of the great kings of old in ancient Können. Their wisdom permeates

this Hall. Many come to ask, to seek wisdom, but not to commune with their god."
[22:14] <Ryu> "Ancient Kings eh... Of all races?"
[22:14] <Reed> "We are strangers in this land. An innkeeper suggested that we pay the Hall a visit."
[22:15] <Shalanda> "I am a traveler from far across the desert to the east, so you'll have to forgive my ignorance in this matter."
[22:16] <Ryu> "I am from everywhere and nowhere, I have no land to call my own."
[22:16] <DM_Tol> Steward: "Human kings mostly for this land. But herein lies also the Dwarven King Bauwerfell, and, then of course, the halfling Lord Levinsohn."
[22:17] <DM_Tol> The Steward nods.
[22:17] <DM_Tol> Steward: "Many in this region come to ask wisdom of the great kings of old, to listen to the voice of their spirit."
[22:17] * Reed searches his memory for knowledge of a halfling king.
[22:18] <Ryu> "They beleive the spirits can speak from beyond the Veil?"
[22:18] <Reed> 1d20+2
[22:18] <TolBot> [Reed's 1d20+2]: 17
[22:19] <DM_Tol> Steward: "They come. Some find answers, if they listen. Course, on rare occasion, one will come just to ask the oracle."
[22:19] <Shalanda> "Who is this oracle."
[22:19] <DM_Tol> Reed, you recall once hearing an offical in the city use an expression, "I don't care if you're Lord Levinsohn himself."
[22:20] <DM_Tol> The steward nods at one of the corners, "But seek him not. Listen for yourself, I'd say. His price is high and the result is misery."
[22:20] <DM_Tol> In the corner, you see an old, uncomely man in robes.
[22:21] * Ryu looks aorund "In all my travels I have never seen a place such as this, to think man is capable of such a feat"
[22:21] <DM_Tol> Steward: "The oracle Tristan sits in the corner, narry more than once a week is he

approached. And never have I seen him bring more than pain for those who do."

[22:21] <Shalanda> "Why would the result be misery?"

[22:21] <Shalanda> (LOL Tristan)

[22:22] <DM_Tol> The stonework is immaculate. Intricate detail on every surface. Floor mosaic, wall scenes, ceiling patterns.

[22:22] <Reed> "How high is it?"

[22:23] <DM_Tol> The Steward nods, "I know not, but he seems only to tell what one wanted not to hear, if he tells a thing at all."

[22:23] <DM_Tol> The Steward cocks his head in confusion.

[22:24] <Shalanda> "I see."

[22:25] <Reed> "His price, that is."

[22:25] <DM_Tol> Steward: "Tristan's affairs are not my affairs. And those of the Hall are not his."

[22:26] <Reed> "I see."

[22:30] <DM_Tol> The Steward says no more.

[22:31] * Shalanda looks over at the Oracle, but decides to leave him be.

[22:31] <DM_Tol> You notice also that at the back of the hall, immense golden doors or gates go from floor to the ceiling, leading back to some unknown chamber beyond.

[22:31] * Reed looks over the doors, wondering what lies beyond.

[22:32] <Shalanda> "Shall we return to the inn?"

[22:32] * Reed nods and tears his gaze from the doors. "Yes, lets."

[22:34] <DM_Tol> Shalanda, you notice the oracle sits on a small rug in the corner, legs folded. A wooden box is before him. You recognize the symbol of Ioun on his sleeve. He looks up at you and mouths

something as you look away.

[22:34] * Shalanda pauses and looks back.

[22:35] <DM_Tol> (sorry that was late... didn't see your "looks over at)

[22:35] <DM_Tol> The oracle doesn't match your gaze this time.

[22:37] * Shalanda pauses for a bit longer, deciding if she wants to approach the oracle or not.

[22:38] * Reed follows Shalanda's gaze.

[22:38] <DM_Tol> The oracle then looks up at you once more Shalanda as your gaze lasts and Reed joins, mouthing something to you.

[22:39] * Ryu looks at Shal, than the Oracle, Tristan, and walks over to him

[22:39] * Shalanda also joins suit.

[22:40] <DM_Tol> The oracle looks at Ryu, then at Reed, then back at Shalanda, and then speaks in a high, wispy voice.

[22:41] * Reed approaches, curiosity getting the best of him.

[22:41] <DM_Tol> Tristan: "They seek the boy that was lost, but you do not. You seek the one who took what was lost but now is found."

[22:41] <DM_Tol> *** as this session of Können Land comes to a close ***

10-31-2010: THE ORACLE

[20:16] <DM_Tol> *** Game Recap ***

[20:17] <DM_Tol> The party last sessions travelled from the mountain city of Madassa, having fulfilled their mission of rooting out the cause of the sporadic invasion emanating out of the lower cistern.

[20:18] <DM_Tol> They made their way west in search of the region rumored to be the area where a youth slave trading takes place, in hopes to free the boy whom they delivered into captivity by accident.

[20:19] <DM_Tol> The party reached Heborn, and intends to tarry here a night before heading on through the hilly region. Some of the group investigated the famed Hall of Kings in the city, the immaculate

mausoleum carved into the face of a hill, where great Kings of old are buried.

[20:20] <DM_Tol> They observed the pilgrims there, who come to seek wisdom and guidance, and encountered an oracle as well.

[20:20] <DM_Tol> Upon meeting eyes, the Oracle known as Tristan engages them.

[20:20] <DM_Tol> The oracle looks at member:Ryu, then at member:Reed, then back at member:Shalanda, and then speaks in a high, wispy voice.

[20:21] <DM_Tol> Tristan: "They seek the boy that was lost, but you do not. You seek the one who took what was lost but now is found."

[20:21] <DM_Tol> He looks back down at his feet and scratches on the ground.

[20:21] <DM_Tol> *** As this session of KÃ¶nnen Land begins ***

[20:22] * Shalanda eyes the oracle with her cold pupilless purple eyes.

[20:24] <Shalanda> "That is a correct statement, but I am curious how you know it?"

[20:25] <DM_Tol> The old, thin man sitting on the rug in the corner of the chamber looks up at you and nods.

[20:26] * Athas looks around

[20:27] <Athas> "This is a woman's place."

[20:27] * Shalanda introduces Athas' chest to the back side of her fist.

[20:27] <Shalanda> "Don't be disrespectful."

[20:28] <Athas> "I wasn't. The women are healers and holders of knowledge."

[20:28] <DM_Tol> The oracle traces his finger on the rug.

[20:30] * Shalanda observes what the oracle does.

[20:30] * Athas looks around in the shadows.

[20:31] <DM_Tol> (Who is not here? Two stayed at the inn, right?)

[20:32] <Zadyn> (I'm probably at the inn, since I wasn't here.)

[20:32] <DM_Tol> (don't have to be.)

[20:34] <DM_Tol> Zadyn (and anyone else who wants to come from the inn), after a failed nap at the inn, you follow the innkeep's directions, two lanes over and down the slope and reach an immaculate stone

structure. After entering the Hall of Kings, you see some of your party inside the meticulously adorned chamber inside. Two braziers burn lightly.

[20:34] * TolBot (TolBot@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:34] * Zadyn glances around the impressive Hall as he sidles up to his companions.

[20:35] * TolBot (TolBot@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) Quit (Client Quit□)

[20:36] * DM_Tol (me@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection□)

[20:36] <Berrian> (I'm at the inn, sleeping.)

[20:37] * Tolman (me@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has joined #grove
[20:37] * ChanServ sets mode: +o Tolman
[20:37] <Berrian> (yo?)
[20:37] * TolBot (TolBot@7a98ce47.hsd1.mo.5aa6454b.net.hmsk) has joined #grove
[20:37] <Tolman> (sorry, net froze)
[20:37] <Shalanda> (Yo)
[20:37] <Athas> (I'm insulting Shalanda's religion)
[20:39] <Tolman> (My internet keeps hanging. 😞)
[20:39] * Reede (IceChat7@8ea623a3.hfc.f2428a0b.net.hmsk) has joined #grove
[20:39] <Reede> (net went out)
[20:39] <Berrian> (I'm back at the inn. If that means no action tonight, that's fine. I really need to clean the bathrooms now anyway. I'd rather play, but duty calls...)
[20:39] <Shalanda> (You wouldn't be sitting where you are if you were.)
[20:39] * Zady glances around the impressive Hall as he sidles up to his companions.
[20:40] <Tolman> (Sketch of the Hall of King is at <http://tiny.cc/battlegrid>)
[20:40] <Zady> (reposted for Tol)
[20:40] <Tolman> The oracle does not look up at you as you stand nearby.
[20:42] <Tolman> (Berrian, they may not be here long)
[20:42] * Shalanda patiently waits to see if the oracle or her party will speak once more.
[20:43] * Athas looks to Shalanda.
[20:43] <Athas> "Have you any questions for the oracle?"
[20:44] * Zady folds his arms and eyes the oracle, and then his companions.
[20:44] <Tolman> (Just shut off the porch light... no more candy dispensing at my house)
[20:44] * Reede looks around. "Maybe it's time to get back to the inn?"
[20:44] <Shalanda> "What is your price for knowledge?"
[20:45] <Tolman> Tristan looks up at Shalanda. "The price is differentâ€ different for all. Is it really knowledge you seek?"
[20:49] <Shalanda> "There are many questions that I have, that could use answers, but only one that presses to the top so many times as of late. You already know of which one I ask."
[20:50] <Tolman> The old man looks at you, "You may ask only one question, for a price."
[20:51] * Tolman is now known as DM_Tol
[20:52] <Shalanda> "I seek the one responsible for abducting me and others, who and where is he?"
[20:54] <DM_Tol> The oracle rises and looks at you Shalanda, "You must give something sharp."
[20:56] <Athas> (your wit?)
[20:56] * Shalanda raises her brow, suspecting where this request is going.
[20:56] <Shalanda> (My tounge. 😏)
[20:56] <Shalanda> "You want a blood offering, or a body part?"
[20:56] <Athas> (I have a knife and a steady hand)
[20:57] <DM_Tol> Tristan: "And object. Something you have that is sharp. You must offer it."
[20:57] * Reede cocks his head.
[20:59] * Shalanda reaches for one of the daggers she keeps in case her scythe should fall in battle, and draws it pausing, as she looks over the blade, then at the oracle.
[20:59] * Shalanda then returns it.
[20:59] <Shalanda> "Your price is too steep to me, I am sorry for wasting your time."
[20:59] <DM_Tol> The oracle grins and then sits back down on the rug.
[21:00] * Shalanda rises.
[21:00] * Reede glances at her quizzically.
[21:02] <Athas> "I take her debt."
[21:02] * Athas takes out his dagger and sets it in front of the oracle.
[21:03] * Shalanda looks at Athas with a shocked look.

[21:03] <Shalanda> "I do not permit it."
[21:04] <Athas> "I didn't ask for your permission."
[21:04] * Athas looks to the oracle.
[21:04] <Athas> "What is your word?"
[21:04] <DM_Tol> The oracle looks up at Athas, "Not you."
[21:04] <DM_Tol> Tristan looks at you, "Your boot. You must give your boot."
[21:04] <Athas> "So be it."
[21:04] <Reede> "It's a dagger. I've got five of them strapped to me right now."
[21:05] * Athas slips off his boot and sets it in front of the oracle.
[21:05] <Athas> "An odd thing."
[21:05] * sgilley (Ejj@d1adcd72.triad.res.14056255.com.hmsk) Quit (Ping timeout: 240 seconds□)
[21:06] <DM_Tol> The oracle stands and points at the Brazier.
[21:07] * Sentagur (Sentagur@39d8f392.cpe.net.cable.f33844f1.com.hmsk) Quit
[21:07] <Athas> "No better way to drive off the evil eye, then?"
[21:07] * Athas grins
[21:07] <Reede> "You want him to burn his boot?"
[21:09] <DM_Tol> Nearby, there is a stone carved pedestal Brazier. Clouds and birds decorate the circumference. The flame burns small.
[21:10] * Athas walks to the brazier and sets his boot inside it.
[21:10] * Reede shakes his head. "This is just strange."
[21:10] * Shalanda ponders the significance of a boot.
[21:10] <DM_Tol> Athas, as you step back from the brazier, the flame grows large and blue. Within seconds, the flame returns to its smaller size. The boot is gone.
[21:11] <DM_Tol> The oracle speaks: "Ask your question."
[21:11] <Athas> "He Who Bites -- take this as a gift. May you drink deep of your enemies, watch voer your sons and give Old Man Iron his strength."
[21:11] <Athas> "Where is the boy we seek?"
[21:12] * Reede grumbles. "It's gonna be a riddle. It's always a riddle."
[21:13] <DM_Tol> Tristan: "Under the earth, west and south. On a wood floor he sleeps."
[21:13] <DM_Tol> (uhm, there was a lost boy from nantucket...)
[21:13] <Athas> (did he live in a cave?)
[21:13] <Zadyn> "Sounds pretty straightforward, though a bit vague."
[21:14] <Athas> (was he frugal?)
[21:14] <Reede> "Sounds like he's dead. Or otherwise in a box."
[21:14] * Athas nods.
[21:14] <Shalanda> "Almost sounds like he's buried in a coffin."
[21:14] <Athas> "Or in a cave."
[21:14] <Shalanda> "Caves don't usually have floors of wood."
[21:14] <Reede> "In a box in a cave."
[21:14] <Zadyn> "I'd rather sleep on a wooden floor than the cold stone of a cave."
[21:15] <Athas> "I'd rather live in a mead hall."
[21:15] <Athas> "Who has a map?"
[21:16] <Reede> "I don't you'd get much sleeping done in a mead hall."
[21:16] <Athas> "Eventually..."
[21:17] <Athas> "How you get to sleep is another question."
[21:17] * Athas grins
[21:19] * Athas looks around
[21:19] <Athas> "What's west and south of this place?"
[21:20] <Shalanda> "Where we were headed."
[21:21] <DM_Tol> (Here's the map Shal has: <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)
[21:22] <Shalanda> "Gozah... though it's more west than south really."

[21:23] <Zadyn> "He might not necessarily be in a city."
[21:23] <DM_Tol> The oracle sits on his rug and resumes tracing his finger on the rug.
[21:25] * Reede shrugs. "Back to the village then?"
[21:25] <Shalanda> "It is a place to begin."
[21:26] <Athas> "Good as any -- I need new boots anyways."
[21:26] <Reede> "Then let's get back."
[21:26] * Reede turns to go.
[21:27] * Athas turns around and follows Reede.
[21:28] * Shalanda leaves as well, wondering if she made the proper choice as she leaves.
[21:28] <DM_Tol> You turn and exit the Hall of Kings. It remains an impressive site.
[21:28] <Reede> "So, why not give up the dagger?"
[21:28] <DM_Tol> Through the courtyard, you return to the lane that moves through small buildings. Along the way, you see a few small shops.
[21:29] <Athas> (any sell boots?)
[21:30] <Shalanda> "I suspected a blood sacrifice with the dagger payment, and there are quite a lot of things that can be done with a person's blood that is foul and unnatural."
[21:30] <Shalanda> "We were warned the price would be high, and that is what I believed would be my cost."
[21:30] <Reede> "I think he just wanted the dagger. He just wanted Athas's boot."
[21:31] <Reede> "Which is a damned inconvenience. Walking around with one boot. I'd rather be barefoot."
[21:31] <DM_Tol> Athas scores a pair of passable boots at a shop.
[21:32] <Athas> "Why ask for a boot?"
[21:32] * Athas walks into a shop and points to his one boot.
[21:32] <Athas> "Have it's mate?"
[21:32] <Reede> "Maybe he's just crazy. Wonder what he'd have asked me for..."
[21:32] <Shalanda> "Your question seemed easy in comparison to mine, since we already had a major clue where to look to begin with. He did say the price was different dependant on the question asked."
[21:33] <DM_Tol> (5 SP for a new pair, Athas)
[21:33] <Athas> "Hopefully, nothing odder than a boot."
[21:33] <Athas> (got it)
[21:33] * Berrian (webchat@14055af2.6ca5ec84.72.18.imsk) Quit (Quit: Page closed☐)
[21:33] <DM_Tol> (Tristan: "Place your genitals upon the brazier.")
[21:33] <Reede> "Why not just ask for coins? What's the point in burning a boot?"
[21:33] <Athas> ("You're going to need a bigger brazier.")
[21:33] <Reede> (uncool. I'm very attached to those)
[21:34] * Athas slips into his new boots
[21:34] <Zadyn> "Seers are notoriously unhinged."
[21:34] <Reede> (you could threaten to kill me and I wouldn't flinch, threaten the goods and I'll cry like a baby)
[21:34] <Athas> "I guess he wants to see what we're willing to part with."
[21:34] <Shalanda> "The inconvenience of it, or perhaps there is a more symbolic reason for the boot."
[21:35] <Athas> (I'm married -- threats no longer affect me.)
[21:35] <DM_Tol> Athas, you feel a sting on your big toe of your right foot.
[21:35] * Athas winches
[21:35] <Reede> "Maybe. Though for all it gave us it wasn't much."
[21:35] <Athas> "Old Man Iron!"
[21:35] <Reede> "Hey, you alright over there?"
[21:35] * Athas takes off the boot

[21:35] * Zadyne looks at Athas quizzically.
[21:35] <DM_Tol> As you take off the boot, a millipede-like creature flops out of the boot onto the ground. Your toe throbs in pain.
[21:36] * Athas stomps on it with his other, booted foot.
[21:36] * Shalanda looks at the millipede seconds before it becomes squishipede.
[21:36] * Reede laughs. "Should have shaken it out first huh?"
[21:36] <DM_Tol> The bug squashes. You can barely keep your weight on your left foot with the toe throbbing so much.
[21:37] <Athas> "Mongrel's whore! Where is that whelp? His blood will feed my gods this day!"
[21:37] <Shalanda> (Don't suppose I could take a heal or nature check to see what kind of poison I may be trying to cure soon?)
[21:37] <DM_Tol> (lemme check)
[21:38] <Reede> "Let's just get back to the inn, we'll get your foot propped up and have a look at it."
[21:38] <DM_Tol> (nature -6 for the squashed nature of the specimen)
[21:38] <Shalanda> 1d20-1
[21:38] <ToIBot> [Shalanda's 1d20-1]: 5
[21:38] <DM_Tol> It is hard to figure out what the creature was.
[21:38] <Shalanda> "We should probably get the poison out now, if there is any, before it spreads."
[21:38] <Athas> (two dimensional?)
[21:38] <DM_Tol> (basically)
[21:39] <Athas> "Here?"
[21:39] <Zadyne> "From the way Athas is hopping around, I'm guessing it was venomous."
[21:39] * Reede has a look at the squashed bug thing while the others talk.
[21:39] <Reede> 1d20-4
[21:39] <ToIBot> [Reede's 1d20-4]: 4
[21:39] * Athas finds some place to sit down.
[21:39] * Reede has no clue.
[21:40] <DM_Tol> You sit on a stump-bench alongside the lane.
[21:40] <Shalanda> "And your true cost becomes apparent now."
[21:40] <Athas> "That true cost of going to be that whelp's blood in the dust."
[21:41] <Zadyne> "Makes me wonder what he'd have done with Shalanda's dagger."
[21:41] <Athas> "I should split his skull next."
[21:41] * Reede shakes his head. "What'd we even get out of it. A stupid riddle. We already knew that they were somewhere between here and the coast though."
[21:42] <Shalanda> "You brought this upon your self. You received the warning and you accepted the price. I hope the information you were given was worth it."
[21:42] <Reede> "No more oracles. Lot of trouble."
[21:43] <Athas> "That's when the price was a boot to some babbling toothless old man."
[21:43] <Zadyne> "Unhinged, I tell you."
[21:44] <Reede> "So, what do we do about his foot then?"
[21:45] <DM_Tol> Athas, as you sit upon the stump, your toe swell up enourmously, and your leg feels week.
[21:45] <Zadyne> "My sword is good for chopping."
[21:45] <Athas> "We have a healer?"
[21:45] * Zadyne fingers the hilt of his khoopesh and grins at Athas.
[21:45] <Shalanda> "Take him to a healer good with poisons."
[21:45] <Athas> "So's my axe, but I'm not taking aim yet."
[21:45] * Athas looks to Shalanda
[21:46] * Reede looks at his foot. "We could cut it open and drain it maybe?"
[21:46] <Athas> "I'm going to assume that poison is not your best thing?"

[21:46] <Athas> "Do not feed the gods fouled blood."
[21:46] <Athas> "Where is this town's healer?"
[21:47] <Shalanda> "The cause has been squished, and I am not from this area, so I do not know the local insects and the best cures for them. We should find somebody for him soon, as it looks to be spreading."
[21:48] * Reede shrugs. "Best get going then. Can you walk or should we fetch a healer?"
[21:48] <Athas> "I will walk."
[21:48] * Athas stands up, putting as much weight as possible on his good leg."
[21:48] <DM_Tol> Athas, you are able to walk, but it is painful, and you must lean on another for support.
[21:49] * Shalanda supports Athas' weight.
[21:49] <Zadyn> "I'll go ask someone to point our way to a healer."
[21:49] <Athas> "You're a strong one... but your god will not slake his thirst with my blood."
[21:49] * Zadyn peers around, then wanders off to ask directions.
[21:50] <Zadyn> (need a streetwise check?)
[21:50] <DM_Tol> Zadyn, you move up ahead up the lane. You see few folks out.
[21:50] <DM_Tol> (yes, roll)
[21:50] <Zadyn> 1d20+5
[21:50] <TolBot> [Zadyn's 1d20+5]: 13
[21:51] <DM_Tol> (Athas, you take 5 HPs of poison damage)
[21:51] <DM_Tol> (Roll a save.)
[21:51] <DM_Tol> Zadyn, you get no one to speak to you.
[21:52] <DM_Tol> You all are getting close to the inn now, just two lanes over.
[21:52] * Zadyn returns to the group, muttering about unfriendly townfolk.
[21:52] <Athas> 1d20+21
[21:52] <TolBot> [Athas's 1d20+21]: 28
[21:52] <Shalanda> "Let's try the inn, the innkeeper may know something."
[21:52] <Athas> (is the fort. a modifier?)
[21:52] * Reede chuckles. "Maybe they just don't like you."
[21:52] <Shalanda> (It's a straight d20)
[21:52] <Athas> oh
[21:53] <Athas> 1d20
[21:53] <TolBot> [Athas's 1d20]: 5
[21:53] <Reede> (so. haha. that's worse than the first one)
[21:53] <Athas> (I liked the modifier idea better)
[21:54] <Athas> (so -- what's the fort. for, then?)
[21:54] <DM_Tol> You reach the in after a few minutes.
[21:54] <DM_Tol> (Athas, 5 more HPs of damage. Save again)
[21:54] <Athas> 1d20
[21:54] <TolBot> [Athas's 1d20]: 18
[21:55] <DM_Tol> You enter the inn.
[21:55] * Reede looks around for the dwarf.
[21:55] <Athas> "Where is your healer?"
[21:55] <Zadyn> (Fortitude defense is what people who use attacks which target Fort have to beat)
[21:55] <Athas> (ahh...)
[21:56] <DM_Tol> The dwarf smiles at you. "Healer? Has there been a tussle?"
[21:57] <DM_Tol> He hops off his stool beside the bar.
[21:57] <Reede> "Nah, big guy got bit by something."
[21:57] <Athas> "There has, and I assure you -- I look far better than the other one."
[21:57] <DM_Tol> Dwarf: "Where's your shoe, boy... woah! What's that on yer toe?"

[21:57] <DM_Tol> Dwarf: "I could have my wife look at it."
[21:57] <Athas> "A poisoned bite."
[21:58] <Shalanda> "Some kind of milipede bit him."
[21:58] <DM_Tol> The Dwarf heads back into the inn hallway, "Follow me."
[21:59] <DM_Tol> While the rooms lead to the right, he turns left to a door and opens it, "Shellie?"
[21:59] * Athas gets up with a grimace and walks behind the dwarf.
[22:00] <Athas> (59 mins to go...)
[22:01] <DM_Tol> Athas, he sits you down while a small Dwarven woman comes and looks at your foot. "You got a sting, here."
[22:01] <DM_Tol> She leaves for a room and then returns with a cloth. She kneels down and places it on your toe. It feels cold.
[22:02] <DM_Tol> Within 5 seconds, the cloth feels not cold, but rather like fire. It burns. "Hold steady."
[22:02] <DM_Tol> The dwarven woman gets up off her knees with the cloth, "Stay away from whatever got ya."
[22:02] <DM_Tol> She smiles.
[22:03] * Athas grits his teeth
[22:03] <DM_Tol> "You'll be week rest o the day, nothing more, I bet. Keep it up."
[22:03] * Reede chuckles. "No more oracles."
[22:03] <Athas> "Aye... and no new boots."
[22:04] <Shalanda> "Just check your boots first."
[22:04] <Reede> "Such a strange old man."
[22:06] <Zadyn> "If strange means crazy, then yes, strange."
[22:06] <Athas> "Moon mad, toothless old vulture."
[22:06] <DM_Tol> The dwarven innkeeper smiles and ushers you out. "Take care now."
[22:07] * Reede nods.
[22:07] * Shalanda leads Athas back into the common room.
[22:09] * Athas hobbles along
[22:09] <Athas> "So -- now what?"
[22:10] <Shalanda> "You rest for the day and night, and we head out in the morning."
[22:10] <DM_Tol> It is nearly early evening outside. Sitting feels good.
[22:10] * Reede shrugs. "That was the plan anyhow. So I suppose we just relax until then."
[22:11] * Athas frowns.
[22:12] <Athas> "While I sit here like some old crone, whoever took that boy gets farther away. I can heal on a horse as well as a chair."
[22:12] * Reede shrugs. "We've already paid for our rooms."
[22:13] <Shalanda> "And it's evening anyway."
[22:14] <Athas> "as long as I can ride in the morning."
[22:17] <Shalanda> "If you are well enough for travel."
[22:18] <Athas> "Come the morning, I will be eager to ride."
[22:20] <Athas> "Right now, I am eager to drink."
[22:20] <Shalanda> "That I won't disagree with, though I am still feeling a little bit of earlier's drink."
[22:22] <Shalanda> (Skip to morning?)
[22:23] <DM_Tol> Ale is served up for those who want it waiting for dinner. The food and drink and socializing pass with no notables. The crowd is small.
[22:23] <DM_Tol> YOu retire to your rooms and rest. Morning breaks.
[22:26] * Reede stretches and yawns.
[22:26] <Athas> (am I ready to feed my gods?)
[22:27] <Zadyn> (Is that what the kids are calling it these days?)
[22:27] * Reede looks around and decides to practice his flute in place of meditation.

[22:27] <Reede> (it's funny because he's talking about jacking off)

[22:28] * Shalanda makes her way to the common room, taking care to pat out some wrinkles in her travel battered dress as she does.

[22:29] <DM_Tol> Athas, your foot feels better, though your toe is still a bit swollen.

[22:29] <Athas> (lol -- there's actually a short story about something similar to that, but I can't remember the name of it...)

[22:29] * Zadyndyn heads downstairs and joins Shalanda for breakfast.

[22:29] * Athas tries to put some weight on it

[22:29] * Reede returns his flute to his bag and makes his way to the common room.

[22:30] <DM_Tol> You gather in the front room one by one in time. Then after gathering your horses from the post, prepare to head out.

[22:31] * Reede looks for the innkeeper to thank him and his wife for their assistance.

[22:31] <DM_Tol> The sky is cloudy as you head out on up the lane. After a couple minutes, you reach the main road which heads east and west through town.

[22:31] <DM_Tol> (Reede, done)

[22:32] * Reede looks up at the sky. "Wonder if we're due for rain?"

[22:32] <DM_Tol> (I was JUST about to say it looks like rain soon!)

[22:32] * Atreyu (Atreyu@2b3c2c6b.hsd1.mi.5aa6454b.net.hmsk) has joined #groveewood

[22:33] * Shalanda looks up at the sky.

[22:33] <Shalanda> "I would suspect so."

[22:33] * Athas looks to the sky.

[22:33] <Athas> "We should hurry along, then."

[22:33] * Reede chuckles. "Let's move fast then."

[22:34] <DM_Tol> The clouds ahead (west) look dark.

[22:34] * Zadyndyn sighs, not looking forward to the drenching ahead.

[22:34] <DM_Tol> You make your way down the road and eventually reach the outskirts of town.

[22:35] <Shalanda> "A sign to come. Our path is dark and will soon be stained with the tears of the heavens."

[22:35] <Reede> "So, we'll either be looking for a cave or fresh dirt. Though...if I were a slaver, I don't know that I'd bother with a coffin."

[22:36] <Athas> "The gods are impatient to feast."

[22:36] <Shalanda> "I would say a coffin, cage, or prison under floor boards."

[22:36] <Reede> "I'm sure there will be plenty of bloodshed soon enough."

[22:37] <Athas> "We hope."

[22:37] <DM_Tol> You hit your pace down the road, which once again winds around and up and down the hilly region. Occasional small paths move off from the road, to a farm house or into an olive orchard and

the like.

[22:37] * Athas eyes the farm house.

[22:37] <DM_Tol> After a couple hours heading nearly due west, the hills are shorter and broader.

[22:38] <DM_Tol> (the occasional farm house, not one specifically.)

[22:39] <Reede> "Just hope he hasn't been sold already. I'd like to find the lot."

[22:39] <Athas> (raided that one... raided that one... raided that one... missed that one... raided that one...)

[22:40] <DM_Tol> It begins to rain. First lightly, and then suddenly with a downpour that blocks the sun and nearly the very air you breathe.

[22:41] <Zadyndyn> "Lovely."

[22:41] <Athas> "Impatient."

[22:41] * Shalanda closes her eyes and looks up towards the sky, letting the rain pelt her face.

[22:41] * Athas looks to Shalanda

[22:42] <Athas> "You like this? The weather on your face?"

[22:42] <DM_Tol> As you move along, up ahead, you see a larger object on the road.

[22:42] * Athas limbers his axe arm.

[22:42] <Reede> "Who's up for a look?"

[22:42] * Zadyr fingers the hilt of his sword and quickly slips over to the side of the road where he can find some concealment.

[22:42] <Shalanda> "It's a refreshing change, and feels good to let the cold drops soak into your pores."

[22:43] <DM_Tol> As you get closer, you see up ahead through the drops that there is an overturned wagon beside the road.

[22:43] <DM_Tol> *** As this session of KÃ¶nnen Land comes to a close ***

11-7-2010: THE WAGON AND GOZAH

[20:13] <DM_Tol> *** Game Recap ***

[20:14] <DM_Tol> The party tarried in the disorganized city of Heborn, and departs east down the road to Gozah. They have heard from an oracle that the slaving institution they seek is east and south of

Heborn.

[20:14] <DM_Tol> Warm rain plummets from the sky, drenching you. As you move along, up ahead, you see a larger object on the road.

[20:15] <DM_Tol> As you get closer, you see up ahead through the drops that there is an overturned wagon beside the road.

[20:15] <DM_Tol> *** Thus begins this session of KÃ¶nnen Land ***

[20:15] * Athas looks to the others.

[20:15] <Athas> "Should I go ahead?"

[20:16] * Zadyne slips off to the side of the road, so as to be better able to conceal himself.

[20:16] <Reede> "An overturned wagon. This is the second one we've seen since we started this journey."

[20:17] * Athas walks to the wagon, axe ready

[20:17] * Ryu grips the hilt of his blade and readies himself

[20:19] <Shalanda> (Thought the slaving institution was west and south?)

[20:19] <DM_Tol> As you more towards the wagon, it looks similar to the one you found overturned a week ago.

[20:19] <DM_Tol> (oops... read east and south as west and south... sorry)

[20:19] <Athas> "Come out or feed the grass with your blood!"

[20:20] <DM_Tol> (you're heading west in the direction of Gozah)

[20:20] * Shalanda looks down from feeling the rain on her face to see the wagon for the first time, then over at Athas threatening to feed the grass.

[20:20] * Reede shakes his head. "Athas, you're far too friendly with your blade."

[20:20] <Zadyne> (Trying to sneak up on wagon from the side, off the road. Want a stealth check?)

[20:20] <DM_Tol> (roll, Zadyne)

[20:22] <Zadyne> 1d20+11 Stealth

[20:22] <TolBot> [Zadyne's 1d20+11 Stealth]: 23

[20:22] * Berrian looks at the wagon, and frowns. Seeing the others sneak off, he decides to continue on the road, but readies a dagger.

[20:23] <Berrian> (rain not going to ruin my bowstring)

[20:23] * Shalanda stays where she is, but shifts the heavy weight of her scythe to a better position to attack if needed.

[20:24] <DM_Tol> As you approach the wagon, not so much overturned as it is slid off the road onto its side, you immediately see no one around.

[20:25] <DM_Tol> The horses are gone. The wagon faces east, as if coming from Gozah.

[20:25] * Berrian stops to find any signs of recent activity, dismounting from Tasso to get a better look.

[20:25] * Reede chuckles. "Well then, looks like we've found a wagon."

[20:25] * Zadyne holds his concealed position and keeps a wary eye out.

[20:26] <Shalanda> "So they have gone and come for more, but did not make it. Either they returned to where they came from for assistance or continued on to Heborn, in which case we should be able to find

them.

[20:26] <DM_Tol> Upon further inspection, the wagon looks to have been here for perhaps more than a day.

[20:27] <Shalanda> "I'd advise an ambush, and let them come to us, instead of giving chase."

[20:27] * Berrian tries to decide if it is still usable, if righted.

[20:27] <DM_Tol> (perception check all who draw near to the wagon and its area.)

[20:27] <Reede> "I think we should just take the wagon and get out of the rain."

[20:27] <Shalanda> 1d20+5

[20:27] <TolBot> [Shalanda's 1d20+5]: 8

[20:27] <Ryu> 1d20+2

[20:27] <TolBot> [Ryu's 1d20+2]: 20

[20:27] <Zadyn> 1d20+7

[20:27] <TolBot> [Zadyn's 1d20+7]: 12

[20:27] <Berrian> 1d20+8

[20:27] <TolBot> [Berrian's 1d20+8]: 14

[20:28] <Athas> 1d20+2

[20:28] <TolBot> [Athas's 1d20+2]: 10

[20:28] <Reede> 1d20+2

[20:28] <TolBot> [Reede's 1d20+2]: 3 (That stinks.)

[20:28] <DM_Tol> Ryu, you notice a dwarf, lying at the foot of a hillsed 50 feet away from the wagon and road.

[20:29] * Ryu urges his mount over to the fallen dwarf

[20:29] * Athas examines around the wagon.

[20:30] * Ryu checks the drawf for wounds, and if they're still living

[20:30] <DM_Tol> The dwarf lies apparently dead, the branch of a bush protruding through his pelvis.

[20:31] <Ryu> "We have a dead dwarf over here, It looks like he got into a fight with a bush, and lost..."

[20:31] <Athas> (he can walk it off)

[20:31] <Berrian> "A bush?"

[20:32] * Zadyn emerges from his place of hiding to go take a look at the dwarf.

[20:32] * Berrian walks over to the dwarf, not able to clearly picture the scene.

[20:33] <DM_Tol> (Any examining can do a check to assess how long dwarf was dead. Heal check I guess)

[20:33] <DM_Tol> (Or nature)

[20:33] <Ryu> 1d20+2 (Nature)

[20:33] <TolBot> [Ryu's 1d20+2 (Nature)]: 12

[20:34] <Berrian> (pulling up char sheet)

[20:34] <Berrian> 1d20+8 (nature)

[20:34] <TolBot> [Berrian's 1d20+8 (nature)]: 19

[20:35] <DM_Tol> Berrian, upon examination... you think the dwarf is not dead, but nearly dead and dying... with a sliver of life force remaining.

[20:35] * Shalanda stays back on the road, keeping an eye out for travelers, giant rats, or trouble.

[20:35] <Athas> (we can fix that)

[20:36] <Berrian> "Uh, I think he is mostly dead, not fully dead."

[20:36] <Athas> (not even slightly dead?)

[20:36] <Shalanda> "So finish him off, let the Queen have him."

[20:37] <Berrian> "If we can wake him, maybe he can tell us what happened?"

[20:37] <Zadyn> "I have no objection to that on principle, but maybe we should question him first?"

[20:37] <DM_Tol> (Those looking at the dwarf can do an intuition check)

[20:37] <Berrian> "Also, is this the same dwarf?"

[20:37] <Zadyn> (Intuition?)

[20:37] <DM_Tol> (insight)
[20:38] <Zadyn> 1d20+2
[20:38] <TolBot> [Zadyn's 1d20+2]: 15
[20:38] <Berrian> 1d20+5
[20:38] <TolBot> [Berrian's 1d20+5]: 18
[20:38] <DM_Tol> Berrian, the dwarf looks familiar.
[20:38] <Reede> "Dwarf we met before was female."
[20:39] * Athas looks for signs of attackers.
[20:39] <DM_Tol> Athas, you see no attackers.
[20:40] <Berrian> "Oh? What is the difference? I cannot tell."
[20:40] <DM_Tol> (only Zadyn and Berrian having a look?)
[20:41] <Shalanda> (I'm on the road, or else I'd take a look.)
[20:41] * Reede laughs. "I've heard that determining gender is part of the courtship process."
[20:41] <Athas> "We are alone here."
[20:41] * Reede hops down to have a closer look at the dwarf.
[20:41] <Zadyn> "Priestess, unless you can perform a ritual to speak to its departed spirit, it might be a good idea to talk to this dwarf while it's still alive."
[20:41] * Athas turns his attention to the group and the dead dwarf.
[20:41] <Reede> 1d20+2
[20:41] <TolBot> [Reede's 1d20+2]: 6
[20:42] * Shalanda groans.
[20:42] * Athas walks towards hte cluster of people.
[20:42] * Shalanda approaches the dwarf.
[20:42] <Shalanda> 1d20+10 insight
[20:42] <TolBot> [Shalanda's 1d20+10 insight]: 23
[20:42] * Reede shrugs. "Maybe if we cleaned it up a bit I'd be able to tell more."
[20:42] <Athas> "If it's dying -- I will make the passage quick and let his gods drink deep."
[20:43] <DM_Tol> Shalanda the dead or all but dead dwarf looks like the companion of the other two slavers who sent you to retrieve the boy.
[20:44] * Shalanda stands over the dwarf.
[20:44] <Shalanda> "Yeah, she's one of the boy's captives."
[20:44] <DM_Tol> The dwarf's chest looks caved in, as if from some enormous blow.
[20:44] <Berrian> "That bush still confuses me."
[20:44] * Athas stands with the others.
[20:45] <Athas> "Live or die?"
[20:45] <DM_Tol> (the scene looks like she fell or was thrust or hurled upon a bush short bush, one branch penetrating the body.)
[20:45] * Shalanda lays her scythe down out of reach of the dwarf, draws her dagger and pins down the dwarf's body with her knee before beginning healing words.
[20:45] <Shalanda> "Death will not have you yet dwarf, not until I get some answers."
[20:46] <Zadyn> "I wonder if there's a reward for turning in one of these slavers... Or if it matters if they're alive or dead."
[20:46] <Shalanda> 1d6+3
[20:46] <TolBot> [Shalanda's 1d6+3]: 8
[20:46] <Shalanda> (Heal 8 hps plus one of her healing surges.)
[20:46] <Athas> "This is a slaver? Is this one of the people who took the boy?"
[20:47] <DM_Tol> The dwarf's eyes open quickly, as she pulls an arm free and clutches her chest.
[20:47] <Shalanda> "Yes, of that I am certain. I remember many faces well."
[20:47] <Berrian> "Hush, we need answers"
[20:47] <DM_Tol> Through blood curtled words, she mumbles.
[20:47] <DM_Tol> Dwarf: "he amulet. Mimi's amulet, t-t-taken"

[20:47] * Shalanda restricts the dwarf's movement by shifting more weight on the knee pressing into the dwarf's chest.

[20:48] * Athas lays his axe down and draws his dagger.

[20:48] <DM_Tol> Shalanda rests the free arm pinned once more.

[20:48] <DM_Tol> She gasps lightly.

[20:48] * Zadyne peers over Shalanda's shoulder and down at the dwarf's face. "I think you have more to worry about than some bauble."

[20:49] <DM_Tol> Her eyes fix on Zadyne, "So powerful, so ancient. And they took it."

[20:49] * Zadyne 's eyebrows rise.

[20:49] <Shalanda> "I'm going to let my friends here start asking questions, and if I don't like the answers I'm hearing, or I even think you are lying, you are going to wish for death to come faster than I

will grant it.

[20:50] <Shalanda> (I'll roll Intimidate if you want it.)

[20:50] <DM_Tol> Shalanda, you get no clear sense the dwarf understands you.

[20:50] <DM_Tol> (no need)

[20:50] * Shalanda repeats herself in dwarven.

[20:51] <DM_Tol> The dwarf closes her eyes, still gargling blood lowly.

[20:51] <Zadyne> "Uh, first things first. Where's the boy, the slave?"

[20:52] <DM_Tol> The dwarf opens her eyes, "... I'm sorry..."

[20:52] <Berrian> "Hmm, maybe the branch is distracting her from telling us things?"

[20:52] <DM_Tol> She seems to weep, if her eyes would allow it.

[20:52] <Athas> "Let me focus her attention..."

[20:53] <Zadyne> "Sorrow serves no purpose! Just tell us where he is."

[20:53] * Reede shakes his head. "She's too injured. If we want answers we have to let her heal."

[20:54] <Athas> (she's still impaled?)

[20:54] <Berrian> "What if we remove the bush, right the wagon, and bind her hands, then get out of the rain for a while?"

[20:54] <DM_Tol> She opens her eyes wider, "... grgrglgrgl... Bolward... scoundrel. Wouldn't grglgrgl... pay."

[20:54] <Zadyne> (I figured the healing would have expelled the branch, but I dunno.)

[20:55] * Athas pulls the body up an inch.

[20:55] * Shalanda presses her hand into the dwarf's chest again, letting the last of the healing magic ebb from her fingertips into the dwarf.

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

[20:55] <TolBot> [Shalanda's 1d6+3]: 4

[20:55] <DM_Tol> (she's still impaled. You do not suspect that's the worst of her injuries. Her chest is much more caved in.)

[20:55] <Zadyne> (She's dying at the speed of plot)

[20:55] <DM_Tol> The dwarf falls nearly to sleep and awakens once more from Shal's healings...

[20:56] <DM_Tol> Dwarf: "... Bolward..."

[20:56] * Athas lets the dwarf go.

[20:56] <Zadyne> "Yes, Bolward. Where can we find him?"

[20:56] <Athas> "Uproot this thing like a bad carrot and heal its injuries."

[20:57] <DM_Tol> She looks at Zadyne, "... Stick... Stone..."

[20:57] * Shalanda does not move from her position atop the dwarf.

[20:57] <DM_Tol> "Grglgrglgrgl."

[20:58] * Zadyne blinks in confusion, then straightens and walks away a few steps. "Someone else's turn."

[20:58] * Athas crouches down and presses the tip of his dagger against one of the dwarf's eyes.

[20:59] <DM_Tol> The dwarf exhales ... "Gohhhhhhhhh grglgrgl..."

[20:59] <Athas> "You have two chances to answer my questions."

[20:59] * Berrian sighs and goes to see if he can see anything else of use at the wagon.

[20:59] <DM_Tol> Her eyes shut for the last time.

[20:59] <Shalanda> (Where have I heard the name Bolward before?)

[20:59] * Reede shakes his head. "And now she's dead."

[20:59] * Athas stands up and kicks the head.

[21:00] <Ryu> (the slaver)

[21:00] <Athas> "May your gods thirst."

[21:00] * Reede shrugs and decides to check the corpse for anything useful.

[21:00] * Shalanda checks for any remaining vital signs.

[21:01] <DM_Tol> The dwarf is dead.

[21:01] <Reede> "So, there's something about an Amulet, and apparently Bolward owes somebody money. Maybe her."

[21:01] <Reede> "Killed her to get out of paying maybe?"

[21:02] * Shalanda gives the dwarven woman last rites.

[21:02] * Athas looks around

[21:04] <Zadyn> "What was that at the end? 'Gohh'... Gozah?"

[21:07] <Reede> "Could be. We're on our way there as it is."

[21:07] * Reede looks back at the wagon. "Think we can use it?"

[21:09] <DM_Tol> Reede, upon examination, the wagon was slid onto its side. Two wheels broken. At some point, a horse was released from the reign, but not torn away.

[21:10] * Reede looks at it and taps his lip with a finger.

[21:10] <Berrian> "I suppose there is nothing salvageable from that?"

[21:11] <Zadyn> "Firewood, maybe."

[21:11] <Berrian> "Funeral pyre, then, or are we going to allow the beasts to devour the corpse?"

[21:12] <Berrian> (I need tea. back in 5)

[21:12] * Zadyn shrugs.

[21:12] <Reede> "It's just the wheels that are broken. We could try to fix it if we have the will. Somebody have a look inside."

[21:12] * Athas shrugs his shoulder and peeks inside the wagon

[21:12] <Zadyn> "I'm neither a carpenter nor a wheelwright, how about the rest of you?"

[21:13] * Shalanda finishes over the corpse and rises to collect her scythe.

[21:14] <DM_Tol> (A prestidigitation spell could fix the wheels)

[21:14] <Athas> "I have no idea what those things are."

[21:15] <DM_Tol> After searching, you find nothing notable from the dwarf. The wagon appears "picked over".

[21:16] <Athas> "Nothing. We were too late."

[21:16] <Berrian> (what would you even roll, trying to repair something?)

[21:17] <Reede> "If I had the tools I could fix the wheels. Basic skill when you grow up in a caravan."

[21:17] <Berrian> "Could we use the two working wheels for a cart, then? It may be easier than repairing the others."

[21:18] <Berrian> "If we even want to spend the time on such tasks."

[21:18] * Athas looks to Reede

[21:18] <Athas> "What tools you need?"

[21:21] <Reede> "A hammer and nails might get us to the next town in one piece, but the wagon would be a convenience more than anything at this juncture."

[21:21] * Ryu mounts back up and pats his horse, "While a wagon would be nice, we can buy one when we need it, fixing it will give them to much more of a head start."

[21:21] <Berrian> "Let us continue on our way, then. If at a later date, we need a wagon, we can

purchase one."

[21:21] <Zadyn> "As much as I might like to ride in a nice comfortable wagon, I don't think we have the time to waste."

[21:22] * Berrian mounts Tasso, the group in agreement.

[21:23] * Reede nods and mounts Biscuit again. "Let's get going then."

[21:23] * Shalanda makes her way back to the road.

[21:25] <DM_Tol> The group heads out, leaving the wagon and the dead dwarf behind.

[21:25] <DM_Tol> You move through the rains and in time the terrain levels out, the hills disappearing behind you to the east.

[21:25] * Athas shrugs his shoulders and mounts his own horse.

[21:25] <DM_Tol> Nightfall approaches.

[21:27] * Reede stifles a yawn.

[21:28] * Athas frowns and moves on

[21:29] <Berrian> "Shalanda, what does the map say? Should we camp, or push on to the town?"

[21:31] * Shalanda looks around briefly.

[21:31] <Shalanda> "It looks like we recently came out of the mountains, so we likely have another day's travel ahead of it, if not 2."

[21:32] * Berrian nods and begins to look for a defensible location to set up camp

[21:32] <Athas> "Should we push on ahead and try to catch up or set down for the night?"

[21:33] <Zadyn> (Sorry guys, but I've gotta go for like an hour, so I'll be AFK. Back in an hour or so if you're still playing.)

[21:34] <Reede> "Time to bed down I think. We'll pick it back up in the morning."

[21:35] * Athas pats his horse on the neck.

[21:35] <Athas> "Lucky you."

[21:36] <DM_Tol> You make camp for the evening as the rain ceases. The terrain around you uneven plain, spotty grass, and dunes of sand from time to time. The region of KÃ¶nnen on this side of the

mountain/hill range is more fertile.

[21:36] <DM_Tol> (Watches?)

[21:36] <Berrian> (I'll take first this time)

[21:37] <Ryu> (Slap me in there somewhere)

[21:37] <Berrian> "I will take first watch. Will anyone join me?"

[21:37] <Shalanda> "It appears I have second in this case."

[21:37] * Reede shrugs. "I'll stay up for a little while."

[21:38] <Athas> (pre-dawn watch)

[21:38] <Athas> "I'll greet the sun."

[21:38] <Berrian> (I'm going to scout for food twice as well, if we're running a 10-hour camp.)

[21:42] * Reede eats a trail ration and fishes his flute out of his pack.

[21:43] <DM_Tol> 1d3

[21:43] <TolBot> [DM_Tol's 1d3]: 2

[21:43] <DM_Tol> 1d100

[21:43] <TolBot> [DM_Tol's 1d100]: 23

[21:43] <DM_Tol> (roll Berrian)

[21:43] * Athas looks for a comfortable-ish place to sleep

[21:44] * Shalanda tries to find a spot not too terribly damp to rest on.

[21:44] <Berrian> (what do I roll again?)

[21:44] <Berrian> 1d20+8

[21:44] <TolBot> [Berrian's 1d20+8]: 26

[21:44] <Berrian> (perception)

[21:45] <DM_Tol> (Nature roll)

[21:46] * Reede starts to practice his flute.

[21:46] <DM_Tol> Berrian forages and finds food for himself for a day.
[21:46] <DM_Tol> You take your rest for the night.
[21:46] <DM_Tol> `TolBot, does the party get attacked by giant rats this night?
[21:46] <TolBot> Without a doubt.
[21:46] <DM_Tol> (>😊)
[21:47] <DM_Tol> The night passes and morning breaks.
[21:47] <Berrian> (yeah, +8 either way.)
[21:47] * Berrian searches once more before the party leaves.
[21:47] <Berrian> 1d20+8
[21:47] <TolBot> [Berrian's 1d20+8]: 18
[21:48] <DM_Tol> (Food for one more day)
[21:50] <Berrian> (yay)
[21:50] * Reede stretches and looks at the sky.
[21:50] <Athas> (huzzah! We're not starving!)
[21:50] <Reede> "Ready to go then?"
[21:51] <Athas> "Always. Let us hunt."
[21:51] <Berrian> "I am ready."
[21:51] * Shalanda brushes some of the wet 'ick' from her dress, and readies herself for another day of travel.
[21:52] * Reede packs up his gear and mounts Biscuit.
[21:53] * Athas hops on his horse and gets ready to go
[21:54] <DM_Tol> The group heads out down the road.
[21:54] <DM_Tol> (5 minute break)
[21:56] <Athas> (coffee)
[22:01] <DM_Tol> (Gozah map wasn't ready.)
[22:08] <Ryu> (Lies)
[22:11] <Athas> (I need to work on the coffee...)
[22:11] <DM_Tol> (resuming)
[22:11] <DM_Tol> The group moves through the day, and after a couple hours, the road runs alongside a stream.
[22:12] <Reede> "Ah, there we are."
[22:12] * Shalanda stops to take a drink.
[22:12] * Berrian checks if the water is good, then fills his water bags, taking a long drink as well.
[22:13] <DM_Tol> After a respite at the cool stream, you resume your travels. You begin to see increased traffic on the road, some peeling off to ford across the stream or to head north up the coast.
[22:14] <Zadyn> (Hey, I'm back)
[22:14] <DM_Tol> In time, you smell salty air. You soon can look out and see a vast ocean across the horizon. The view is stunning.
[22:14] * Athas stares mesmerized at the sea
[22:15] * Reede breathes deeply and looks out over the ocean.
[22:16] <Athas> "All this..."
[22:17] <Zadyn> "That's far more water than I ever expected to see."
[22:17] <Ryu> "The first time you've seen the ocean?"
[22:19] * Athas looks from one end of the horizon to the other end.
[22:19] * Zadyn nods silently.
[22:20] <DM_Tol> Down the slope before you, the ocean slips into the distance, to lands unknown to you. The coast runs as far north and south as you can see.
[22:20] <DM_Tol> After gazing, you move two more hours along the stream and approach a city on the coast.

[22:20] * Berrian stares
[22:20] <DM_Tol> The gates are not extremely busy as you make your way inside.
[22:21] <Reede> "Ah, nothing like a coastal town."
[22:21] <DM_Tol> Off to the right, there is a large, organized stables.
[22:21] <Ryu> "Don't drink the ocean water, it will give you the craps for a month..."
[22:21] <Athas> "I doubt I could drink that much."
[22:22] * Reede turns to look at Ryu. "Does anybody need to be told not to drink salt water?"
[22:22] * Berrian looks intrigued at Ryu. "How do you know that?"
[22:22] * Shalanda looks over at Ryu, surprised by his first choice of words in a new place.
[22:22] <Ryu> "Experience my friend, Experience"
[22:22] * Athas grins
[22:22] * Berrian shakes his head and continues
[22:23] * Athas makes his way to the town.
[22:24] <Berrian> "I suppose we should stable our horses and find an inn?"
[22:24] <Athas> "Sounds like a good idea."
[22:24] <Reede> "Agreed."
[22:24] <DM_Tol> You move alongside the road. Interconnected buildings clutter the town. You hear a market to the left, see a large inn nearby. You follow the road past docks, and circle back near to the
stables, familiarizing yourself with the layout.
[22:24] <DM_Tol> (Map: <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)
[22:26] <DM_Tol> (Stable #1, Inn at #2)
[22:27] * Athas leads his horse to the stable.
[22:27] <Berrian> (/me stays away from #8, it looks like a trap)
[22:27] <DM_Tol> After stowing your horses for standard rate, you pass in the street past an inn. The sign on the outside reads: 'The Flotsam and Jetsam'
[22:28] <Athas> (no -- hte inn's a trap -- only 2 stars)
[22:28] <Berrian> (at 4 star pricing?)
[22:29] <Athas> (it's an anti-Priceline)
[22:29] * Berrian does as Athas does, and stables Tasso before moving towards the inn.
[22:29] <Shalanda> "Not a very appealing name for an inn."
[22:29] <Athas> "What is Flotsam and Jetsam."
[22:30] <Berrian> "No, but what if the owner's names were Mr. Flot and Mr. Jet? Then it would be funny?"
[22:30] <Athas> "Flot? Bah."
[22:30] * Shalanda looks at Berrian.
[22:31] <Berrian> (-1 cha?)
[22:31] <Shalanda> "I think your humor is lost on me."
[22:31] <DM_Tol> Two half-orcs walk past you.
[22:31] <Athas> (just -1?)
[22:31] * Reede cocks his head.
[22:31] <Zadyn> "Something to do with oceans and sailing, right?"
[22:31] <Berrian> (I have 8 cha, which is a -1 step penalty)
[22:32] * Berrian shrugs at the lack of humor.
[22:32] <DM_Tol> Others move along on the street.
[22:32] <DM_Tol> 1d20
[22:32] <ToIBot> [DM_Tol's 1d20]: 18
[22:32] <DM_Tol> A boy stops in front of you and asks, "Spare a coin?"
[22:32] <DM_Tol> He holds out his hand.
[22:33] * Berrian looks around at the crowd

[22:33] * Athas looks down at the boy.
[22:33] * Reede smiles and presses a silver piece into the boy's hand.
[22:33] * Ryu looks at the boy and shakes his hood back, revealing his blue hair
[22:33] <DM_Tol> (Berrian, perception check, pls)
[22:33] <Berrian> 1d20+8
[22:33] <TolBot> [Berrian's 1d20+8]: 26
[22:33] * Athas flips him another silver.
[22:34] <DM_Tol> The boy smiles and bows at you, Reede, "thank you sir" and he turns and walks away.
[22:34] <Athas> "Buy a weapon and earn your keep."
[22:34] * Reede smiles a little, feeling good about helping.
[22:34] <DM_Tol> Berrian, as Reed hands over the coin, you notice a similar boy brush past Reede from behind, and slip his hand into his pack/pocket/pouch and scurry away down the lane beside the inn.
[22:35] <Athas> (oh -- he's earning his keep -- I'm going to take my silver back.)
[22:35] <Berrian> "Reed, if you want to keep the remainder of your money, I would go after that boy." *points down the lane.*
[22:35] * Athas laughs
[22:35] <DM_Tol> Berrian points down the lane.
[22:35] <DM_Tol> *** as this session of KÄñnen Land comes to a close ***

11-14-2010: STOP THIEF!

[20:20] <DM_Tol> *** Game Recap ***

[20:21] <Ryu> (OK, back, had to wash the glue off of my hands)

[20:21] <DM_Tol> The party made its way through the central hill range, and down towards the western coast to the city of Gozah, in pursuit of information where the lost boy might be found.

[20:23] <DM_Tol> They hunt for the slaver known as Bolward, whose former companion they found ransacked, a dwarf who seemed to have been assaulted on the road, an ancient, magical heirloom amulet stolen from his neck.

[20:24] <DM_Tol> The dwarf came too briefly only to answer one question of Bolward's location... "Stick... Stone".

[20:24] <DM_Tol> Upon reaching the coastal city of Gozah, a street boy has lifted the hand crossbow from Reede's belt, and scurried off.

[20:24] <DM_Tol> *** As this session of Können land begins ***

[20:25] <Athas> "Get the boy."

[20:25] <Shalanda> "Which one?"

[20:25] <Athas> "One will lead us to the other."

[20:25] <Shalanda> (Is the beggar child closer?)

[20:26] * Reede swears loudly in Dwarven and looks around.

[20:26] <DM_Tol> (Insight checks everyone)

[20:26] <Shalanda> 1d20+10

[20:26] <TolBot> [Shalanda's 1d20+10]: 21

[20:26] <Reede> 1d20+2

[20:26] <TolBot> [Reede's 1d20+2]: 10

[20:26] <DM_Tol> Berrian speaks up, pointing out the boy running off with Reede's crossbow.

[20:27] <DM_Tol> Shalanda, you gather that the beggar boy was an intentional distraction for the thief.

[20:27] <Shalanda> (Which is why I asked if he was closer?)

[20:28] <Athas> 1d20=2

[20:28] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[20:28] <Athas> 1d20+2

[20:28] <TolBot> [Athas's 1d20+2]: 19

[20:28] * Reede chases after the boy, resisting the urge to pull out another of his weapons, partly because of his location, and partly because it was still a kid.

[20:29] <DM_Tol> The beggar boy has run one direction, (past building 3), while the boy with the crossbow has sped down the ally between the stable (#1) and the inn (#2), heading north (towards #14)

[20:29] <DM_Tol> Neither seems closer than the other.

[20:30] <Athas> (following the beggar boy)

[20:30] <DM_Tol> Reede, you are gaining on the kid, who turns right, then left.

[20:30] * Shalanda feysteps towards/to the beggar boy and takes a double move (action point + standard) to catch up in a hurry.

[20:30] <DM_Tol> The side allies of the city are cobbled.

[20:31] * Reede growls as he pursues the kid with the crossbow.

[20:31] <DM_Tol> Shalanda also gains on the boy's head start.

[20:31] <Shalanda> (Let me know if the kid ends up within 10 squares of me please)

[20:32] <DM_Tol> You see an open courtyard ahead, with many people.

[20:32] <DM_Tol> (k. let me do some square analysis. Problem is the turns. You mean 10 sq los I take it?)

[20:33] <Shalanda> (yes, for Command (pg 65))
[20:33] * Ryu watches them chase after the boy, and proceeds to follow mounted
[20:33] <DM_Tol> (The side lanes are very difficult travel for horses. Half speed0
[20:34] <Ryu> (I'll stick to the bigger areas, he has to poke out eventually lol)
[20:34] <DM_Tol> (Ok, no 10 sq los yet)
[20:34] * Shalanda continues her pursuit.
[20:35] <Ryu> (Sorry for splitting but I'm slightly distracted)
[20:35] * Reede continues to shout after the kid, making vague threats.
[20:36] <DM_Tol> You turn left once more (past #14) and into an open area. A large pavilion is in the center of the courtyard, where tables and booths provide many vendors and opportunity to peddle wares. Surrounding the courtyard are other storefronts. The area is crowded.
[20:36] * Athas plunges ahead through the crowds.
[20:36] <DM_Tol> You do not immediately see the boy.
[20:36] <DM_Tol> 1d20
[20:37] <TolBot> [DM_Tol's 1d20]: 14
[20:37] <DM_Tol> (Roll perceptions all who are looking.)
[20:37] <Reede> 1d20+2
[20:37] <TolBot> [Reede's 1d20+2]: 3 (Not good.)
[20:37] <Athas> 1d20+2
[20:37] <TolBot> [Athas's 1d20+2]: 4
[20:37] <DM_Tol> Reede and Athas, you are lost in the crowd.
[20:37] <Shalanda> (Do I have to make such a roll vs. my kid?)
[20:37] <Athas> "Curse that boy's veins!"
[20:37] <Reede> "Dammit!"
[20:38] <DM_Tol> (Shal, I never realized you were chasing the other kid. I need to recalculate your pursuit).
[20:38] <Shalanda> (Ok)
[20:38] * Athas moves through the crowd.
[20:39] <Athas> "You've led us on a merry chase... now show yourself."
[20:40] <DM_Tol> Athas and Reede, you wander the crowd, searching.
[20:40] <DM_Tol> 1d20
[20:40] <TolBot> [DM_Tol's 1d20]: 18
[20:40] * Reede fumes while moving around, keeping his eyes open.
[20:40] <DM_Tol> Meanwhile, in another part of the city, Shalanda chases the beggar boy.
[20:42] <DM_Tol> Shal, you follow the boy turning left down a lane, then at a jog, you must guess left or straight (this is the narrow lane alongside building #3, "up" or "right"?)
[20:42] <Ryu> (I'm getting sick of Toy Story 3... Jade has watched it probably 5 times, and wants to watch it again and refuses to leave the office v.v)
[20:42] * Shalanda continues straight, expecting the boy would not double back to the group he just robbed.
[20:42] <Ryu> (It's cute though, she hands me the case and says "Play Play")
[20:43] <Shalanda> (Play Play or Pan Pan!)
[20:43] <Athas> (awww... and you're going to do it, aren't you?)
[20:43] <Athas> (lol at Mage)
[20:43] <DM_Tol> Shal runs along, turning right and then must decide at a "T" whether to run to the right (left on map) or head to the left towards the river bank.
[20:44] <Ryu> (Yes I'm going to put it on my primary screen, gotta keep the little one happy else she throws a fit and I can't concentrate)
[20:44] <Ryu> (I want to see Cars 2 though)
Session Close: Sun Nov 14 20:44:59 2010

Session Start: Sun Nov 14 20:44:59 2010
Session Ident: #grovewood
[20:44] * Disconnected
Session Close: Sun Nov 14 20:45:19 2010

Session Start: Sun Nov 14 20:45:31 2010
Session Ident: #grovewood
[20:45] * Now talking in #grovewood
[20:45] * Topic is '#Grovewood - Können D&D at 8:30ET/7:30CT on Sundays. |□ Log Site:<http://konnen.wg2140.com> (Logs up to date! 11/7/2010)□□'
[20:45] * Set by Ryu! ryu@6ca5ed1a.6ca5f0a2.12.2.imsk on Sun Nov 14 19:49:41
[20:45] * Ryu (ryu@6ca5ed1a.6ca5f0a2.12.2.imsk) Quit (Killed (NickServ (GHOST command used by Ryu-[ZzZ]))□)
[20:45] <DM_Tol> (boy had a round on you.)
[20:45] * Ryu-[ZzZ] is now known as Ryu
[20:45] * ChanServ sets mode: +o Ryu
[20:45] * ChanServ sets mode: +o Ryu
[20:45] <Shalanda> (She must have given him the pan, he's out like a light.)
[20:46] <Reede> 1d20
[20:46] <TolBot> [Reede's 1d20]: 5
[20:46] <Athas> (If he snores -- does that mean he has a concussion?)
[20:46] <DM_Tol> Athas and Reede, you suspect the boy has left the area undetected.
[20:46] <DM_Tol> (Shal, which way?)
[20:46] <Shalanda> (Went towards the river, as previously posted.)
[20:46] <Athas> "That boy will feed his gods, yet."
[20:47] * Athas looks around for a probable exit.
[20:48] <DM_Tol> Shal, as you come out at the river bank, you see the boy walking along the stream. He hears you running, turns, and starts to run once more. (8 squares away)
[20:48] * Shalanda COMMANDS the boy to kneel!
[20:48] <Shalanda> 1d20+6 vs Will
[20:48] <TolBot> [Shalanda's 1d20+6 vs Will]: 15
[20:49] <Shalanda> (If successful he will be knocked prone and dazed and may only take 1 action before my next turn.)
[20:49] <Athas> (is flipping someone off a free action?)
[20:49] * Shalanda will then close the distance
[20:50] <DM_Tol> The boy falls prone not far from you.
[20:50] <DM_Tol> (He takes no other action.)
[20:51] * Shalanda will run up to the boy and grab him (If able this round).
[20:51] <DM_Tol> BeggarBoy: "Don't beat me, sir. Why are you attacking me, er... madam?"
[20:51] <DM_Tol> (go ahead)
[20:51] <Athas> (beat him)
[20:52] * Shalanda grabs the kid and lifts him off the ground one-handed and holds him in the air like a rag doll, staring at him with her pupiless purple eyes and irritated expression.
[20:52] * Athas looks for a higher perch.
[20:52] <DM_Tol> BeggarBoy: "Why are ya goin to kill me?"
[20:53] <DM_Tol> Shalanda, two men tending boats at a dock down the way have taken notice of your handling of the boy.
[20:53] <Athas> (oh, boy...)
[20:54] * Shalanda says in a slight elevated tone. "I don't take kindly to thieves. You will answer for your crime boy."
[20:54] <DM_Tol> Two men set down their nets and begin walking your way.

[20:55] <DM_Tol> BeggarBoy: "Thief? I be no thief... he gave me the coin."
[20:55] <DM_Tol> 1d20
[20:55] <TolBot> [DM_Tol's 1d20]: 9
[20:55] <Ryu> (Can Shal be seen from the gate?)
[20:55] <DM_Tol> (no)
[20:55] <DM_Tol> (From the end of the docks, where they connect to the river)
[20:56] <Shalanda> "Don't play coy with me, you know exactly why you are in this situation."
[20:56] * Shalanda looks to the two men.
[20:56] <Shalanda> "You two, where is the lawful authority of this city?"
[20:57] * Athas looks for Reede
[20:57] <Athas> "REEDE!"
[20:57] <DM_Tol> You see Reede.
[20:57] * Athas points to an exit.
[20:58] <Athas> "Go there!"
[20:58] <DM_Tol> The men stop short of approaching completely, and just watch.
[20:58] * Ryu wanders around on horse back watching for signs of the chase
[20:58] * Reede takes off in the direction Athas points.
[20:58] <Athas> (taking the exit towards the East Gate)
[20:59] <DM_Tol> Ryu, you see Athas come back out of the alley, heading towards the gate you entered.
[20:59] <Shalanda> "Well?"
[20:59] <DM_Tol> Shal, the boy squirms.
[20:59] <DM_Tol> (I said, Shal, the men are not engaging you, nor can they hear you)
[20:59] <DM_Tol> BeggarBoy: "I only asked for the coin."
[21:00] * Athas stops and looks for Reede
[21:00] <Shalanda> (Oh)
[21:00] * Shalanda will then approach the men and repeat herself.
[21:01] <DM_Tol> The men stare at you approach. As you ask your question, they shrug at each other and turn and move back to their boat.
[21:02] <DM_Tol> The boy squirms, "Don't a kill me. I'm just an orphan. I did nothing to you, maam"
[21:02] * Shalanda is satisfied that they aren't going to cause her trouble, so starts taking the kid back towards the group.
[21:03] <DM_Tol> You drag the boy back towards the East Gate, beside the inn (#2), where you find the others.
[21:03] <Shalanda> "If you don't want me to kill you, stop squirming and when we get to my friends you'll answer some questions honestly and I'll let you go... with your silver coin. Attempt to escape and I'll burn you alive with the same power the Raven Queen gave me to make you kneel. Do we understand each other?"
[21:05] * Athas looks to Shalanda.
[21:05] * Shalanda looks to Athas
[21:06] <Shalanda> "I see you didn't have as much luck?"
[21:06] <DM_Tol> (Is that Intimidate, Diplomacy or Bluff?)
[21:06] <Athas> "Should his blood feed your gods or mine -- or do we leave that choice to Reede?"
[21:07] <Shalanda> (It's not diplo or bluff, so Intimidate.)
[21:07] <DM_Tol> The beggar looks at the others: "You can have your coin back. I thought ya wanted me to have it. I did nothing.)
[21:07] <DM_Tol> (roll)
[21:07] <Shalanda> 1d20+3
[21:07] <TolBot> [Shalanda's 1d20+3]: 23 (Nailed it!)
[21:07] <Shalanda> (That was said before I got to the group by the way.)

[21:07] <DM_Tol> BeggarBoy: "Seely. His name is Seely. I can take you to him."
[21:07] <DM_Tol> 1d20
[21:07] <TolBot> [DM_Tol's 1d20]: 19
[21:08] * Reede nods. "See that you do. I'm rather partial to that crossbow."
[21:09] <Athas> "Or my gods will drink deep."
[21:09] <Shalanda> "The boy and I have an agreement. He walks away with his silver coin unharmed if he brings us to his friend and your crossbow. What happens to him if he crosses me however... he knows he won't enjoy."
[21:10] <Shalanda> "Of that, I've made perfectly clear."
[21:11] * Shalanda puts the boy down in the middle of the party.
[21:11] <Shalanda> "Now take us to Seely."
[21:11] * Athas looks down at the boy and growls.
[21:11] <DM_Tol> The boy remains silent and looks up. "Well, it'll be a bit before he comes back. But I'll show you where."
[21:12] <DM_Tol> The boy starts walking north along the main road.
[21:12] * Shalanda follows close to the boy, keeping him within arm's length.
[21:13] * Athas follows close, axe at the ready.
[21:14] <DM_Tol> You wind north and west, to a tiny little nook at a corner (across from #7).
[21:14] * Ryu watches for the others
[21:14] <DM_Tol> Seely sits down on a wall.
[21:14] <DM_Tol> (hops up onto a waist level wall to sit, I should say)
[21:14] <Shalanda> (Seely or the beggar boy?)
[21:14] <DM_Tol> BeggarBoy: "He'll be here soon."
[21:14] <DM_Tol> (sorry, beggar)
[21:15] * Shalanda rests while she waits.
[21:15] <DM_Tol> You position yourself around and/or behind the wall, and after 10 minutes, you see the other boy hop up onto the wall beside Seely, carrying a sack.
[21:16] <DM_Tol> Seely: "Timmy, it's a crossbow or something. Looked special so nabbed it. They saw me, chased for a bit."
[21:16] <DM_Tol> Seely: "But dumb landlubbers, too slow."
[21:16] <DM_Tol> Timmy doesn't speak.
[21:17] <DM_Tol> Seely whistles.
[21:18] <DM_Tol> Seely: "You coming over for dinner tonight? Dad brought some Sea Bass home from this morning."
[21:18] <Shalanda> (May I feystep behind Seely and grab him?)
[21:18] <DM_Tol> (sure)
[21:18] * Shalanda blinks behind Seely and makes a grab for him.
[21:18] <Shalanda> "Not all of us are slow."
[21:18] <DM_Tol> Seely gives a shout.
[21:19] <Shalanda> 1d20+5
[21:19] <TolBot> [Shalanda's 1d20+5]: 20
[21:19] <DM_Tol> Seely, "What the... Who are you?"
[21:20] <Shalanda> "Oh I'm sorry, do you not recognize me? I suppose you wouldn't, since you were busy grabbing my companion's crossbow to notice me."
[21:20] <Athas> (the other guy trying anything?)
[21:20] <DM_Tol> Timmy speaks, "They must've followed me, I'm sorry. Better give it back."
[21:21] * Reede slips out of the shadows. "Yes, I think you better had."
[21:21] <Shalanda> "Your friend is right."
[21:21] <DM_Tol> Seely now notices Reede, "Ok, please don't beat us."
[21:21] <DM_Tol> He drops the sack.
[21:22] * Shalanda dangles Seely in front of Reede.

[21:22] * Reede strolls over and scoops up the sack. He opens it to examine it's contents.
[21:22] <Shalanda> "What do you want to do with him?"
[21:23] * Reede looks the boy over and thinks.
[21:23] <DM_Tol> Reede, your crossbow looks intact.
[21:24] * Athas remains hiding
[21:25] <DM_Tol> (roll hide check, athas)
[21:25] * Reede nods. "Well, that's that. Now what to be done with you..."
[21:27] <Shalanda> "I have some ideas, but it's not my place to decide his fate."
[21:28] <Athas> 1d20+1
[21:28] <TolBot> [Athas's 1d20+1]: 11
[21:28] <DM_Tol> Shalanda, your knees and feet feel damp.
[21:28] * Shalanda peers down.
[21:28] * Reede laughs.
[21:29] <Reede> "Put him down. He's had enough for the day."
[21:29] <DM_Tol> The boy shivers.
[21:29] <Shalanda> "Oh I think I just came up with the perfect idea... considering he just urinated on my dress and feet."
[21:29] <DM_Tol> Timmy speaks, "You s.sssaid you'd let us go."
[21:30] * Athas hides a grin
[21:30] <Shalanda> "I said I would let you go unharmed, which I intend to honor."
[21:31] <Shalanda> "Your friend, I'm thinking, should hang from a post with a sign that says I steal from people."
[21:31] <Shalanda> "That should be embarrassing enough that both of you should consider not stealing from people in the future."
[21:32] * Shalanda looks at Seely
[21:32] <Shalanda> "Do you think that's fair?"
[21:32] <DM_Tol> Seely doesn't speak.
[21:33] * Shalanda looks at Reede.
[21:33] <Athas> "I say we give him a scar to remind him... something he can't ignore..."
[21:33] * Reede rolls his eyes at Athas.
[21:33] <Shalanda> "What do you want Seely?"
[21:33] <Reede> "That sounds fair enough."
[21:33] <DM_Tol> Seely sobs.
[21:34] <Athas> (I think Seely wants therapy)
[21:34] <Shalanda> "How about this instead. If I ever hear or see either of you trying to steal from people again, you will wish in the afterlife you never did. Am I understood?"
[21:35] <Shalanda> (I'll roll intimidate on that if you want.)
[21:35] <DM_Tol> Timmy nods, "Yes. Never again."
[21:35] <DM_Tol> (go ahead)
[21:35] <Shalanda> 1d20+3
[21:35] <TolBot> [Shalanda's 1d20+3]: 14
[21:35] <DM_Tol> Seely nods, sobbing.
[21:35] * Shalanda lets go of Seely.
[21:35] <DM_Tol> The boy walks quickly away, Timmy in tow.
[21:35] <Shalanda> "Now get out of here before I let the big guy give you a scar."
[21:35] <DM_Tol> They walk down the lane.
[21:36] <Athas> "Let Old Man Iron taste your blood..."
[21:36] <DM_Tol> 2#1d20
[21:36] <TolBot> [DM_Tol's 2#1d20]: 16, 2 (Sum:18)
[21:36] <DM_Tol> They boys walk away, and turn a corner.
[21:37] <Shalanda> "Let's get out of here, I smell like piss."

[21:37] <DM_Tol> After a moment, you hear two stones hurl by your on the ground, as one head pops out from around the corner.

[21:37] <DM_Tol> Seely: "Cunts!"

[21:37] <Shalanda> (sigh)

[21:37] <DM_Tol> By the time you turn, you see no one.

[21:38] * Reede shakes his head. "If you really want to Athas..."

[21:38] <Shalanda> (Give chase)

[21:39] * Athas takes off after him

[21:39] <DM_Tol> You chase (down) behind, turning left and then right. Then at a crossroad you must dived right, left, or straight.

[21:39] <Athas> (right)

[21:39] <Shalanda> (Huh?)

[21:40] <Shalanda> (nevermind I see where we are)

[21:40] <DM_Tol> (any who are chasing, pursue to an intersection)

[21:40] <DM_Tol> (beside #15)

[21:40] * Shalanda looks down all 3 to see which way they went (as they don't have a good lead on us.)

[21:40] * Reede nods and takes the right path.

[21:40] <DM_Tol> You see no boys.

[21:41] * Shalanda stops

[21:41] <Shalanda> "I've had enough of these two, and I still smell like piss."

[21:41] <Athas> (goes down the left to the docks)

[21:41] <DM_Tol> Reede, it dead ends quickly, a door ahead and two to small buildings on the right.

[21:41] <DM_Tol> Athas, you head left to the docks, passing up a path to the left and to the right but see no boys.

[21:42] * Reede looks at the doors.

[21:42] * Ryu still watches out for any running boys or the group running

[21:42] <Shalanda> "Leave them be."

[21:42] * Shalanda calls back from the intersection.

[21:43] * Reede shrugs and walks away.

[21:43] * Athas gives the area a quick once over, then head back to Shalanda.

[21:43] <DM_Tol> Reede and Shal, you see nothing as Ryu joins you and finally Athas.

[21:43] <Athas> "I see them, Old Man Iron drinks deep."

[21:43] <DM_Tol> Ryu reports that Berrian and Zadyn are at the inn.

[21:44] <Reede> "Let's just get back to the inn. We've got what we were after."

[21:44] <Shalanda> "Agreed, I need to do laundry now and bathe."

[21:44] * Ryu takes his mount to the stables and gives him a good brushing before heading to the inn himself

[21:44] <DM_Tol> You make your way in the late afternoon to The Flotsam and Jetsam.

[21:44] <Reede> "Thank you again. It shames me to have let this have been stolen in the first place."

[21:46] <Shalanda> "You can repay me, by taking care of my room and cleaning costs."

[21:46] * Reede nods. "Done."

[21:48] <Athas> "... and not let your things get stolen."

[21:48] <DM_Tol> You make your way to the inn, after stowing your horses at the stables.

[21:49] <DM_Tol> The Flotsam and Jetsam is a large complex. Two stories tall, the building takes up a whole block. Entering the front room, you arrange for rooms and baths and laundry service in some instances. Standard rates for all apply.

[21:49] * Athas pays for his room.

[21:50] * Reede pays for his own as well as Shalanda's rooms.

[21:50] * Shalanda retreats to her room as early as convenient.

[21:51] <Ryu> (I think I'm going ot renew my DDI Sub for a year next month...)

[21:52] <DM_Tol> The inn contains a tavern with food and drink called "The salty log".

[21:52] <DM_Tol> At the dinner hour, you see an eclectic group gathered. The bard performing on the small stage is quite good.

[21:52] <Athas> (you also know that they're going completely web by the beginning of December)

[21:53] <Ryu> (Yea, hence why I'm going to renew it for a year)

[21:53] <DM_Tol> (Including Char Builder? that'd be sweet)

[21:53] <Ryu> (yup)

[21:54] <DM_Tol> The dinner is a type of white fish and a clam soup. The ale is nothing special.

[21:54] * Shalanda requests her dinner sent up to her room, as she has nothing else to wear while her dress is laundered.

[21:55] * Ryu eats quietly and cleans his gear as it needs it, and bathes as well

[21:56] <DM_Tol> Meal and cleaning pass uneventfully. You settle in for the night.

[21:56] * Athas checks his gear and makes sure his axe is well tended to.

[21:56] <DM_Tol> (Anything final before sleepy time?)

[21:56] <Reede> (nope)

[21:56] <Shalanda> (nope)

[21:56] <Ryu> (notta)

[21:58] <Athas> (nope)

[21:59] <DM_Tol> The night passes. In the morning, you find little more than muffins and toast and coffeee available down in the tavern.

[22:01] * Shalanda partakes of the food eager to eat something other than trail rations.

[22:01] * Athas takes some muffins

[22:02] <Athas> "So -- now what?"

[22:03] * Reede shrugs. "I suppose we look for more information."

[22:04] * Ryu gears up in his now clean armor, and heads down, and has a cup of coffee and a muffin

[22:04] <Shalanda> "I think I'm going to purchase a change of clothes in case Reede has more belongings stolen from him."

[22:04] <Athas> "With any luck, we'll feed the gods today."

[22:06] <Shalanda> "With any luck, we'll have a normal day instead."

[22:06] <Reede> "It's probably best not to get into any fights while we're in town."

[22:06] * Athas grins at Shalanda's answer.

[22:07] <Ryu> "Well, whats the fun in that?"

[22:08] <Shalanda> "Normal is a good thing every so often. It keeps you grounded."

[22:09] <Athas> "We are destined for better things than 'grounded'. Dead birds are grounded. River plucked fish are grounded."

[22:09] <Shalanda> "You mis... nevermind!"

[22:10] * Shalanda just shakes her head.

[22:10] <Athas> (more coffee Shal?)

[22:11] <DM_Tol> You eat your fill.

[22:12] <Athas> (unlike at Shoney's -- where you get nasty glances on your 4th plate)

[22:12] <Shalanda> "Well, I'm going to attempt to find a tailor and then meet up with you three and the two sleepy heads later."

[22:13] <DM_Tol> Berrian comes down, gets coffee and returns to his room, complaining of a headache and the runs.

[22:13] * Reede shakes his head.

[22:14] * Shalanda shakes her head in tandem.

[22:16] <Ryu> (got a screaming baby, AFK)

[22:17] * Reede retrieves his pipe from his room and wanders outside the inn to smoke.

[22:17] * Shalanda heads out in search of a tailor and possibly clues as to the whereabouts of

Bolward.

[22:19] <DM_Tol> Shalanda, you all head out of the inn, and in time make it to the market area.

[22:20] <DM_Tol> The center market area #11 has little activity at this early hour. You find a tailor in a shop along the side street (couple away from #13)

[22:21] * Athas looks around for a slaver's market

[22:22] <DM_Tol> Athas, you see nothing of the sort.

[22:23] * Athas looks around for something interesting.

[22:25] * Shalanda explains to the tailor that she is looking to have another dress made with an simple, but elegant look to it, made of light material that will hold up to the rigors of travel. She also asks to get her own current dress repaired and mended as well.

[22:26] <Athas> (or at least something to get the smell out...)

[22:26] <DM_Tol> The woman works on your mending there in the shop, and then shows you a comparable dress, which she could have fitted by tomorrow. It would be 3 days for a whole new dress.

[22:26] <Shalanda> (Don't make me rub your nose in it.)

[22:27] <Athas> (I'm not the one that did it)

[22:27] <Athas> (brb)

[22:27] * Shalanda looks at both of them, and decides to get fitted with the comparable dress and have another made if the price is acceptable.

[22:28] <DM_Tol> (whatever standard price would be. I can look up later.)

[22:28] <DM_Tol> She takes the money for the dress to fit for in the morning.

[22:28] <Shalanda> (PHB doesn't list prices.)

[22:28] <DM_Tol> (I know.)

[22:29] <Shalanda> (ok)

[22:29] <DM_Tol> (That's why no quick answer. 😊)

[22:29] <DM_Tol> You each finish your initial business in the market.

[22:30] * Shalanda thanks the tailor and asks the woman if she has ever heard of somebody named Bolward before.

[22:30] <DM_Tol> The woman has not.

[22:30] * Shalanda heads off in search of the others.

[22:30] <DM_Tol> You each finish your initial business in the market and meet up in the corner.

[22:32] <DM_Tol> (and... doing what now?)

[22:32] <DM_Tol> (Mage, I think you're only one left here)

[22:32] <Athas> (nope, I'm here too)

[22:32] <DM_Tol> (next action for group then?)

[22:32] <Shalanda> (I guess I'm here with Athas.)

[22:33] <DM_Tol> (nothing?)

[22:33] <Reede> "Well, where do we stand?"

[22:34] <Athas> "Have found nothing to do with sticks and stones."

[22:34] <DM_Tol> (You never asked anyone about stick and stones)

[22:35] <Shalanda> "Is there not a human's children's poem about sticks and stones, breaking bones, and name calling or some silly thing like that?"

[22:35] <Athas> "We don't break bones."

[22:36] <Shalanda> "Just scar them?"

[22:36] <DM_Tol> (Athas, what do you mean "have found nothing to do with sticks and stones... you never looked/asked for anything to do with sticks and stones)

[22:36] <Ryu> (OK I'm overwhelmed, I'm afk for a few minutes to get some of this straightened out)

[22:36] <Shalanda> (Thus he has found nothing to do with them?)

[22:37] <Athas> (I thought about the Flotsam and Jetsam... but I let that go -- seemed too obvious)

[22:37] <DM_Tol> (huh?)

[22:37] * Shalanda looks to Reede.
[22:37] <Shalanda> "So where to?"
[22:37] <Athas> (never mind -- thinking with my fingers)
[22:37] <Reede> (my brain hurts)
[22:38] <Ryu> (ok back kinda)
[22:38] <DM_Tol> (You asked about "sticks" or "stones" at the inn?)
[22:38] <DM_Tol> (I missed it, then)
[22:39] <DM_Tol> (NEXT ACTION?)
[22:39] <Shalanda> (Perhaps we should call it a night?)
[22:40] * Reede shrugs. "I'm sure somebody in this town would know something about the black market, which could give us a clue. But it's hardly the sort of thing you just ask about"
[22:40] <DM_Tol> As Reede ponders getting into the black market
[22:40] <DM_Tol> *** this session of Können Land comes to a close ***

11-28-2010: BAR ROOM BRAWL

[19:59] <DM_Tol> *** Game Recap ***

[20:00] <DM_Tol> The party of adventurers, on the trail of a slave trader "Bolward", have made their way to the city of Gozah.

[20:01] <DM_Tol> After playing with local children, they hit the inn, wondering how to followup with their only clue as to Bolwr'd's location... "Stick... Stone"

[20:02] <TolBot> *** This begins a new session of Können Land ***

[20:03] * Reede rubs his forehead and thinks. "Stick...stone..."

[20:03] <DM_Tol> The sun rises to a new morn as you awake in the inn.

[20:04] * Shalanda ends her morning prayers and heads down for food.

[20:05] * Harlequin_J_Goat just heads down for food

[20:05] * Harlequin_J_Goat is now known as Athas

[20:06] * Athas just heads down for food

[20:07] * Ryu heads down as well, and eats quietly, lost in thought

[20:09] * Reede heads down as well.

[20:09] * Athas eats as quietly as a barbarian can... which isn't that loud...

[20:11] * Shalanda breaks the silence.

[20:11] <Shalanda> "So, what's the plan?"

[20:12] * Athas finishes chewing

[20:12] <Athas> "We find the sticks and the stones... then use them to cave in Bolwar's head."

[20:13] * Reede shakes his head. "What could that mean?"

[20:13] * Shalanda opens her mouth to say the obvious thing that Athas means, but decides sarcasm might not be appropriate.

[20:13] <DM_Tol> The waitress pours your coffee.

[20:13] <DM_Tol> (Percept checks)

[20:14] <Reede> 1d20+2

[20:14] <TolBot> [Reede's 1d20+2]: 14

[20:14] <Shalanda> 1d20+5

[20:14] <TolBot> [Shalanda's 1d20+5]: 12

[20:17] <Athas> 1d20+2

[20:17] <TolBot> [Athas's 1d20+2]: 10

[20:17] <Ryu> (pulling up my sheet)

[20:18] <Reede> (the dominos tracker is a little epic)

[20:18] <Ryu> 1d20+2

[20:18] <TolBot> [Ryu's 1d20+2]: 20

[20:21] * Shalanda takes a sip of the coffee.

[20:21] <DM_Tol> Ryu, you notice the servant wince as Athas mentions 'sticks' and 'stones'.

[20:22] * Ryu looks at the Waitress, "Something wrong m'lady?"

[20:23] <DM_Tol> She looks back, and then rushes off.

[20:23] * Athas looks to Shalanda... then rushes after her.

[20:24] * Shalanda gives a What? look to Athas.

[20:24] <Athas> (chasing down the waitress)

[20:25] <DM_Tol> She moves behind the bar. The dwarf innkeep smiles at you, "Morning."

[20:27] <Athas> "Morning. I think the server has information I could use."

[20:28] * Shalanda looks up from the rim of her coffee and watches hoping their diplomacy doesn't end up costing them rooms at this establishment.

[20:30] <DM_Tol> InnKeep: "Information? What mean you?"

[20:30] * sas711 (pan@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) Quit (Quit: for england, james?□)

[20:32] * Reede debates hopping down from his seat and taking over the diplomatic relations.

[20:32] <DM_Tol> 1d20
[20:32] <TolBot> [DM_Tol's 1d20]: 6
[20:32] * Ryu sighs and shakes his head "Brutes will be brutes when it comes to chasing a lass."
[20:32] <Shalanda> "Amen to the Queen"
[20:33] * Shalanda tosses back another drink of coffee.
[20:33] <Athas> (how do you think I met my wife?)
[20:33] <DM_Tol> (ahtas,..... answer)
[20:33] * Reede nods and shrugs as he wanders over toward the bar.
[20:33] <Athas> "Sticks and Stones -- what do you know?"
[20:33] <DM_Tol> The innkeep, ignored by Athas, goes back to writing in his journal.
[20:33] <Ryu> (I figured she found you at the mental institution)
[20:34] <Shalanda> (I figured some sort of drugs were involved.)
[20:34] <DM_Tol> The dwarf looks up. "The Stick and Stone? No, you lads steer clear of there. No good come out of that place."
[20:34] <Athas> (well... yeah...)
[20:34] * Athas grins
[20:34] <Athas> "Being warned? No better reason to go, now. What's there?"
[20:36] <DM_Tol> InnKeep: "A den of brigands, pirates and the like. You be mixing there, you won't be welcome in the rest of the city. No honest man has business in the Stick and Stone."
[20:37] <Athas> "The man we seek is no honest man -- a stealer of children. Would he find welcome arms there?"
[20:37] * Shalanda sighs and drinks from the coffee mug as if it was stronger drink.
[20:38] <DM_Tol> InnKeep: "Aye, could. You be careful. Dangerous to vest with such sully characters."
[20:39] * Reede murmurs their intentions in Dwarven.
[20:39] * Athas sets a gold coin on the bar.
[20:39] * Shalanda listens.
[20:40] <DM_Tol> (Streetwise check, athas)
[20:40] <Athas> "For your troubles."
[20:40] <Athas> 1d20+1
[20:40] <TolBot> [Athas's 1d20+1]: 5
[20:40] <DM_Tol> He takes the coin.
[20:41] <Athas> (like all good barbarians, I'm as streetwise as trout)
[20:41] <DM_Tol> (afk a minute)
[20:42] <Reede> (this bowl is delicious...pasta primavera in a breadbowl)
[20:46] <Athas> (had turkey burgers myself)
[20:47] <Reede> (had a bit of that yesterday, it's been mostly ramen, so this is glorious)
[20:48] <DM_Tol> The dwarf writes in his journal.
[20:50] * sas711 (pan@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) has joined #grovewood
[20:50] <Athas> ("Dear Diary -- Humans are crude and smell odd, imho"
[20:50] <Shalanda> (WB)
[20:51] * Shalanda looks up from her empty coffee mug.
[20:51] <Shalanda> "So, are you done pestering the poor server and the innkeep?"
[20:51] <Athas> "I got what I needed."
[20:52] * Athas comes back to the table.
[20:52] <DM_Tol> (well, not "all". You didn't get _____)
[20:54] <Shalanda> "So where is this place?"
[20:55] <DM_Tol> (ding ding ding)
[20:55] <Shalanda> (That's why I'm the wisdom of the group.)
[20:55] * Reede looks up at the Dwarf and clears his throat.
[20:55] <Shalanda> "I got this one..."

[20:55] * Shalanda stands up with her coffee mug and goes to the counter.
[20:56] <Shalanda> "Excuse me, might I get a refill please?"
[20:56] <DM_Tol> The waitress fills the cup.
[20:56] <Shalanda> "I hate to be an additional burden, but..."
[20:56] * Shalanda speaks in a low tone.
[20:57] <Shalanda> "How do you get to the stick and stone, so they can find this kid they are looking for?"
[20:58] * Shalanda takes a sip of coffee.
[21:00] * Athas looks around
[21:00] * Reede adjusts himself.
[21:01] <Shalanda> (Well the DM has good ping, so I'm guessing Family Aggro)
[21:02] <Ryu> (Yea, I'm getting the Family ping here too... as in, a little girl who jus' has to sit on Daddy's lap, good thing I got that laptop back together XD)
[21:02] <Reede> (hehe. hi little girl!)
[21:03] <Shalanda> (Frying Pan + Daddy's Head = Happy Mommy)
[21:03] <Ryu> (She's 1 and 3 months, she'd stick her dirty diapers on her head if I'd let her)
[21:03] <Reede> (lol)
[21:04] <DM_Tol> (sorry, kid to bed)
[21:04] <DM_Tol> (roll streetwise)
[21:05] <Shalanda> 1d20+3
[21:05] <TolBot> [Shalanda's 1d20+3]: 21
[21:05] <Shalanda> (Shal has a face that says "Trust me", but an attitude otherwise that says fear me)
[21:05] <DM_Tol> InnKeep: "If you must. You'll find the Stick and Stone past the docks, past the temple, down the last alley of town."
[21:05] <DM_Tol> (Around building #17 <http://konnen.wg2140.com/index.php?opti ... p;Itemid=5>)
[21:07] <Athas> (Should we look for circling vultures?)
[21:08] <Shalanda> "Thank you, I'll make sure your name and establishment is not mentioned as part of our visit there."
[21:08] * Shalanda finishes her coffee.
[21:08] <Shalanda> "And this is very good, thank you again."
[21:08] * Shalanda taps the rim of the mug.
[21:08] * Shalanda returns to the table.
[21:09] <DM_Tol> After morning muffins and coffee, the group prepares for the day.
[21:10] <Reede> "It sound like this area could be rough. We might do well to store our valuables before venturing that way."
[21:12] <Shalanda> "Not a bad idea, I'll be right back."
[21:12] * Shalanda heads to her room to drop off the non-essentials.
[21:12] <Athas> "Perhaps you should leave the crossbow here."
[21:12] * Ryu does the same
[21:13] * Athas goes to his room and hides his gold and other valuables, taking only his weapons and a couple of coins
[21:13] <DM_Tol> The group stows valuables in their rooms.
[21:14] * Reede nods and stores his crossbow, taking his other weapons and a small amount of gold, just in case.
[21:14] * Shalanda returns and waits for the others.
[21:15] * Athas comes down, still armed.
[21:15] * Reede returns wearing a sword and concealing several pointed objects.
[21:18] <Reede> (wonder where my damn roomie is. we ordered pizza and then he vanished)
[21:19] <Athas> (pizza hijacking?)
[21:19] <DM_Tol> the group heads out into town.

[21:19] <DM_Tol> After passing through the streets, you reach the docks.
[21:19] <Reede> (naw, I've got it here and he payed for half already)
[21:20] <Athas> "Should we have someone at the back door in case Bolwar tries to flee?"
[21:21] <Reede> "Maybe. Who wants to do back door?"
[21:21] <DM_Tol> You move past the docks, along the sea wall, and come upon a large temple.
[21:22] <Shalanda> (To whom?)
[21:22] <Athas> "I will stand there."
[21:22] <DM_Tol> (rel check)
[21:22] * Reede thinks. "That's assuming there's an accessable back door, and the man's actually there."
[21:22] <Athas> "I give my word to Old Man Iron -- I will not spill his blood."
[21:22] <Shalanda> (Is it possible to take 10 in 4th ed?)
[21:22] <DM_Tol> (yes)
[21:23] <Shalanda> (Take 10 = 18)
[21:23] <DM_Tol> As you examine the temple, it is clearly a temple to Melora, goddess of the sea.
[21:23] <Reede> "Just don't spill all of it and things will be alright."
[21:23] <DM_Tol> (er... god)
[21:23] <DM_Tol> (no, goddess, yes)
[21:23] * Shalanda notes the temple before moving on.
[21:24] <Reede> (gonna go hunting for my roomie, brb)
[21:24] <DM_Tol> Past the temple you enter the last alley in town.
[21:28] * Shalanda looks down the alley.
[21:28] <Athas> (game face!)
[21:29] <Athas> "So far, this is no place to be feared."
[21:29] <Shalanda> "Looks can be deceiving, just like children."
[21:30] <Athas> "... and like iron, you strike them to strengthen them."
[21:31] <Shalanda> "Strike something too much, and it's prone to break."
[21:31] <Athas> "Then you reforge."
[21:31] * Athas looks around.
[21:32] <DM_Tol> Down the alley, you see no activity. Old buildings line both side. A few random doorways on each side offer no help to their destination.
[21:35] <Athas> "Old Man Iron knows who is worthy and who isn't."
[21:36] <Athas> (are we close to the Stick and Stone? Guards posted?)
[21:36] <DM_Tol> (nope)
[21:36] <DM_Tol> (er... you think you're close. last alley. no guards)
[21:38] * Shalanda walks down the alley looking at various buildings to determine what might be the right building for slavers.
[21:38] * Athas takes a couple of steps backwards to check for followers)
[21:38] <Shalanda> (Streetwise?)
[21:39] <DM_Tol> (sure)
[21:39] <Shalanda> 1d20+3
[21:39] <TolBot> [Shalanda's 1d20+3]: 18
[21:42] <DM_Tol> (Perception check for all)
[21:42] <Reede> 1d20+2
[21:42] <TolBot> [Reede's 1d20+2]: 18
[21:43] <Athas> 1d20+2
[21:43] <TolBot> [Athas's 1d20+2]: 5
[21:43] <DM_Tol> Reede, you move towards a door that Shalanda examines, and you think you hear tavern sounds from behind a green door on the left. Above the door you see a stick and a stone plastered on the headstone.
[21:44] <Athas> (call me crazy...)

[21:44] <Shalanda> 1d20+5
[21:44] <TolBot> [Shalanda's 1d20+5]: 16
[21:44] * Reede nods. "In here."
[21:45] * Athas follows Reede
[21:46] * Reede takes a breath and pushes the door open.
[21:47] * Athas follows in close
[21:47] * Shalanda goes in behind Athas non-threatening.
[21:48] * Athas scans hte room
[21:48] <Ryu> 1d20+2
[21:48] <TolBot> [Ryu's 1d20+2]: 10
[21:49] <DM_Tol> You push the heavy door, and hear laughter as you do. A dark, larger room is before you.
[21:49] <DM_Tol> To the left and right are small tables. A long bard is in the corner. Tobacco smoke fills the room. The noise of talking silences as you enter.
[21:50] * Reede steps into the room and breathes deep.
[21:50] <Athas> (If i were playing a non subtle character, I would yell "Bolward! The Gods will choke on your blood!")
[21:51] <Shalanda> (Um, your character isn't subtle in the least.)
[21:51] <Reede> (Don't give him ideas)
[21:51] <Shalanda> (Hey I'm just calling the RP opportunities as I see them.)
[21:52] * Reede flits his eyes to the bar.
[21:52] <DM_Tol> Map at <http://tiny.cc/battlegrid>
[21:53] <Shalanda> (Do the stairs go up or down?)
[21:54] <DM_Tol> A couple men sit at the bar. They, along with most in the room are staring at you.
[21:54] <DM_Tol> The winding stairs in the corner go up.
[21:54] * Shalanda approaches a table and takes a seat.
[21:55] <Ryu> (Oi! Say Hello to my little friend!)
[21:55] <DM_Tol> (Put "Sha" on the map)
[21:56] <Reede> "You lot never see a halfling before?"
[21:57] * Athas scowls
[21:57] <DM_Tol> Half of the men in the room turn away from you, but a half dozen still stare you down.
[21:58] <Athas> (anyone looking at me?)
[21:58] * Ryu shakes his hood back, and joins Shalanda at a table
[21:59] <Athas> (who's mad-doggin' me?)
[21:59] <Shalanda> (W is a worker or waitress?)
[21:59] <DM_Tol> A waitress, barely wearing a white, low cut shirt, moves to your table.
[21:59] * Athas walks to the table and sits.
[21:59] <Ryu> (No, its an upside down M)
[21:59] * Reede ignores them and joins his companions.
[22:00] <Shalanda> "Ale for me and my guard."
[22:00] <DM_Tol> Waitress: "You sure you boys want to be here?"
[22:01] <Ryu> "I'm not to worried about it, Miss. I've been in rougher spots with rougher crowds."
[22:02] <DM_Tol> Waitress: "Ale then... We have MooseDrool and Sweetwater ale. Which for ya?"
[22:02] <Athas> "Ale."
[22:02] <Shalanda> "Sweetwater."
[22:02] * Ryu thinks for a moment, "Surprise me"
[22:02] <Athas> ("with a human hair in it.")
[22:02] <Shalanda> (Sweet, It has protein!)
[22:02] * Reede thinks. "MooseDrool."
[22:02] <Ryu> (Calcium actually)

[22:04] <DM_Tol> She heads for the bar.
[22:05] <Ryu> (Who's the ho? XD)
[22:05] <Shalanda> (h-o? Santa?)
[22:05] <DM_Tol> One figure gets up from a nearby table, a half-orc, and approaches you.
[22:06] <Athas> (this will be good...)
[22:06] <DM_Tol> HO: "You are not here before. You will leave."
[22:07] <Shalanda> (Straight to the point)
[22:07] * Shalanda sizes up the half-orc before thinking up a suitable response.
[22:07] <Shalanda> (suitable)
[22:07] * Athas stands up
[22:07] <Athas> "Speak to me with respect, half-breed."
[22:07] <Ryu> "We are here now, and we will stay. If you would kindly return to your seat and leave us be, it would be appreciated." (Intimidate?)
[22:07] <DM_Tol> The half-orc pounds his fist into his hand.
[22:08] <DM_Tol> 1d20+8
[22:08] <TolBot> [DM_Tol's 1d20+8]: 15
[22:08] * Ryu glares at the Orc as he speaks
[22:08] <DM_Tol> The half-orc takes a swing at Athas.
[22:08] * Shalanda shakes her head.
[22:08] <DM_Tol> and misses.
[22:09] <Ryu> (Ok now boys and girls, It's PLAY TIME!)
[22:09] <Shalanda> "Bad move on your part. Old man whatever hasn't had his drink today."
[22:09] * Athas takes a swipe at the half-orc with the flat of his axe blade.
[22:09] <DM_Tol> (roll)
[22:09] * Ryu draws his blade as he sees the Orc swing at Athas
[22:10] <Athas> 1d20+10
[22:10] <TolBot> [Athas's 1d20+10]: 27
[22:10] <Ryu> (Also marking the Half-Orc, Minor-At will)
[22:10] <DM_Tol> Athas pounds the half-orc with his axe blunt.
[22:10] <Athas> (*pang!*)
[22:10] <Athas> roll damage?
[22:10] <DM_Tol> (dam)
[22:10] <Athas> 1d12+7
[22:10] <TolBot> [Athas's 1d12+7]: 11
[22:11] <DM_Tol> The half-orc stumbles back and then enrages.
[22:11] * Reede shakes his head.
[22:11] * Shalanda commands the H-O...
[22:11] <Reede> "Do we have to fight all the time?"
[22:11] <Shalanda> 1d20+6 vs will
[22:11] <TolBot> [Shalanda's 1d20+6 vs will]: 15
[22:11] <DM_Tol> A man stands up behind him, pointing strange, handheld weapon at you.
[22:11] <DM_Tol> (hit, Shal)
[22:12] <Athas> (Who's thinking "Roadhouse" right now?)
[22:12] <Shalanda> "Go back to your table, before he kills you." (Shift him 4 squares back towards his table Tol.)
[22:12] <Ryu> (Actually, switching mark if I can, to the Man with the weapon)
[22:12] * Shalanda compels the H-O with her holy symbol out-stretched.
[22:12] <Shalanda> "Are we going to have any more problems here?"
[22:13] <DM_Tol> Ryu marks the man with the weapon and acts.
[22:13] * Shalanda barks out as she stands to address the room.
[22:13] <Athas> (I hope, I hope, I hope!)

[22:13] * Reede scans the tavern in the confusion.
[22:13] <DM_Tol> Reede, others seem to watch, but you see no others moving in.
[22:13] * Ryu holds waiting for the man to act. (If he makes any attack that doesn't include me, he takes a -2 to his attack, and I can teleport to a square adjacent and attack)
[22:14] <Shalanda> "WELL?"
[22:14] <DM_Tol> The half-orc charges.
[22:14] <Shalanda> (Guess so)
[22:14] <DM_Tol> 1d20+9
[22:14] <TolBot> [DM_Tol's 1d20+9]: 28
[22:15] <Ryu> (If its a Melee, I'm using an Imm Interrupt)
[22:15] * Athas turns around in time to get a shoulder in the gut...
[22:15] <DM_Tol> 1d6+8
[22:15] <TolBot> [DM_Tol's 1d6+8]: 11
[22:15] <Ryu> (Dimensional Vortex, vs Will)
[22:16] <DM_Tol> The half-orc slams Athas as they both fly onto the table, shattering it.
[22:16] <DM_Tol> (11 damage, Athas)
[22:16] <DM_Tol> (roll, ryu)
[22:16] <Ryu> 1d20+8
[22:16] <TolBot> [Ryu's 1d20+8]: 20
[22:16] <DM_Tol> (no interrupt on the bull rush, sorry)
[22:16] <DM_Tol> (but can roll attack)
[22:16] <Ryu> 1d20+10
[22:16] <TolBot> [Ryu's 1d20+10]: 16
[22:17] <DM_Tol> (vs?)
[22:17] <Ryu> (AC, as this is a basic attack)
[22:17] <DM_Tol> (+2 cause he's prone. Hit)
[22:17] <Athas> (can I attack?)
[22:18] <Ryu> (trying to find my damage roll XD)
[22:18] <DM_Tol> (Sure. You're prone with a half-orc on top of you)
[22:18] <Ryu> 1d10+7
[22:18] <TolBot> [Ryu's 1d10+7]: 8
[22:18] * Athas tries to force his axe into the half-orc's stomach.
[22:18] <DM_Tol> Ryu nails the half-orc.
[22:18] <Athas> 1d20+10
[22:18] <TolBot> [Athas's 1d20+10]: 23
[22:19] <DM_Tol> (Can't do that, Athas. Need to get free first. Athl or Acro check)
[22:19] <Athas> (oh)
[22:19] <Athas> Athl
[22:19] <Athas> 1d20+11
[22:19] <TolBot> [Athas's 1d20+11]: 12 (Better luck next time.)
[22:20] <DM_Tol> Athas struggles but does not get free.
[22:20] <Ryu> (Ouch, Nat1 XD)
[22:20] <DM_Tol> 1d20+6
[22:20] <TolBot> [DM_Tol's 1d20+6]: 18
[22:20] * Reede pulls out a dagger and targets the half-orc. He grins and throws the blade at him.
[22:20] <Reede> 1d20+11
[22:20] <TolBot> [Reede's 1d20+11]: 18
[22:20] <Reede> (vs ac)
[22:20] <DM_Tol> 1d12+2
[22:20] <TolBot> [DM_Tol's 1d12+2]: 3
[22:21] <DM_Tol> As Reede hits the half-orc, the man with the strange projectile weapon fires at Ryu

as a loud blast is heard.

[22:21] * Ryu teleports to the ranged man, and attacks (Effect of Aegis of Assault)

[22:21] <Reede> 1d6+9

[22:21] <DM_Tol> (Ryu, shrapnell for 3 HPs)

[22:21] <TolBot> [Reede's 1d6+9]: 14

[22:22] <DM_Tol> The Half-orc is goes unconcious.

[22:22] * Athas shoves off the half-orc.

[22:22] <Ryu> (wait its not when he's attacking me oops)

[22:22] * Shalanda shakes her head and pulls the H-O off of Athas with her free hand.

[22:23] <Athas> (can I break his neck while unconscious?)

[22:23] <Shalanda> (Not if I don't let you.)

[22:23] <DM_Tol> Athas, you can move now that Shalanda has freed you.

[22:23] <Athas> (awww... when did this turn into a real marriage?)

[22:23] <Shalanda> (You haven't proposed yet, or paid my family a dowery)

[22:24] <Athas> (brb -- printer issue)

[22:24] <DM_Tol> (Ryu, the man attacked you. Why Aegis kick in?)

[22:25] <Shalanda> (He noted that was a mistake)

[22:25] <DM_Tol> As Shal and Athas and Reed and Ryu stare down the other man who fired on Ryu, he steps back towards the table.

[22:26] <Athas> "That"...

[22:26] <DM_Tol> Another man nearby comes and drags the half-orc into the corner.

[22:26] <Shalanda> (Why did the h-o move to the corner when he was out cold?)

[22:26] <DM_Tol> (^)

[22:26] * Shalanda lets that man drag the half-orc off.

[22:26] * Athas points to the dragged half-orc

[22:26] * Shalanda holds up her hand to her group.

[22:26] <Athas> "... half-breed a friend of yours?"

[22:27] <DM_Tol> (to whom, athas?)

[22:27] <Shalanda> "This is how bar fights get out of control. We're not here to kill people, we're here to drink and make a purchase."

[22:27] <Shalanda> (Probably me)

[22:27] <Athas> (talking to the guy who fired on Ryu)

[22:28] <DM_Tol> The waitress moves towards the table near yours, and places your ales upon it.

[22:29] <DM_Tol> The man who fired spouts back, "No friend. But cowardice your man couldn't handle him alone."

[22:29] <DM_Tol> You sense your disgrace in the room as several grimace at you and nod.

[22:29] <Athas> "Cowardice that your man thought me to be an easy fight."

[22:30] <Shalanda> "You are correct in that was cowardice."

[22:30] <DM_Tol> Athas, you clearly sense that your rebuttal fell ineffective in swaying the opinons in the room.

[22:30] <Shalanda> (Geez, why is it the priest knows about bar fights, and the warrior types don't.)

[22:30] * Ryu sheaths his blade and shrugs

[22:31] <DM_Tol> The man returns to his own table. Others laugh with him as he sits, you clearly the butt of some joke.

[22:31] * Shalanda moves to the new table to get her drink.

[22:31] * Reede shrugs.

[22:32] * Athas sits down at his own table and drinks his ale.

[22:32] <DM_Tol> You notice foam dribbling from the top of your mugs on the nearby table. You also notice the rest of the room stares at you no longer. Your 'street cred' clearly down the drain, you wonder how next to proceed...

[22:32] <DM_Tol> *** as this session of Können Land comes to a cloe ***

[19:53] <Shalanda> <https://spreadsheets.google.com/ccc?key ... zGA#gid=24>

[19:54] <DM_Tol> *** Game Recap ***

[19:55] <DM_Tol> The party of adventurers has made its way west to the coast, the city of the Sea People, Gozah.

[19:56] <DM_Tol> They search, looking for the slave trader who duped them into capturing a young man and delivering him into a life of misery... a slaver named "Bolward".

[19:56] <DM_Tol> They have traced him to a shady bar called the Stick and Stone. After a run in with the locals, things settle down inside the bar.

[19:57] * Harlequin_J_Goat is now known as Athas

[19:57] <DM_Tol> Some locals talk at their tables, shaking their heads at you, after your group attacked a sole half-orc.

[19:57] <DM_Tol> *** as this session of Können Land begins ***

[19:58] <DM_Tol> You gather around a table where the ales you ordered await you.

[19:58] <Shalanda> (Group, meaning those other guys, not the totally cool death priestess of the group)

[19:58] <DM_Tol> (guilt by association)

[19:58] <Reede> (One knife...I don't think that's too bad...)

[19:58] <Shalanda> (I know, stupid party)

[19:58] <Berrian> (or me, who hasn't been around in 3 weeks?)

[19:59] * Reede lifts his ale and begins to drink.

[20:00] * Berrian walks into the bar, looking around.

[20:00] * Athas takes a pull from his ale

[20:01] * Shalanda sits at the table the drinks were delivered to, separate from the others.

[20:01] * Ryu sits quietly, not really caring

[20:02] * Berrian finds the others and walks over to the table. "Hello."

[20:02] * Athas looks at him and nods.

[20:02] <Athas> "You missed it."

[20:03] * Berrian sits down. "Missed what?"

[20:04] * Reede shrugs. "Nothing interesting."

[20:04] <Shalanda> "Them making fools out of us all."

[20:04] * Shalanda says over her shoulder.

[20:05] <Athas> "What passes for shame here."

[20:05] * Berrian looks to Shalanda "And I missed it again?"

[20:05] <Shalanda> "Consider yourself lucky in that regard."

[20:05] * Berrian nods

[20:05] <Reede> "Athas got into a fight. Ryu and I kind of helped when we shouldn't have."

[20:07] <DM_Tol> A patron finishes a drink at th bar and leaves.

[20:07] * Athas watches him

[20:07] <DM_Tol> (Perception check all)

[20:07] <Berrian> 1d20+8

[20:07] <TolBot> [Berrian's 1d20+8]: 19

[20:07] <Shalanda> 1d20+5

[20:07] <TolBot> [Shalanda's 1d20+5]: 16

[20:07] <DM_Tol> A woman comes down the steps in the corner.

[20:08] <Reede> 1d20+2

[20:08] <TolBot> [Reede's 1d20+2]: 19

[20:08] <DM_Tol> Some of you recognize the man she sits next to at a corner table... the one you know as "Bolward".

[20:09] <DM_Tol> (ok, afk for 5 minutes... sorry, home alone and kids need me for bed time. Talk at the table.)

[20:09] * Athas looks around -- seeing if there is anyone else seems to notice Bolward.

[20:10] * Shalanda has her back to the group, but does appear to be slightly pointed in that direction.

[20:10] <Reede> (15 DC I'm guessing?)

[20:10] <Berrian> "So I missed some action. Anything I should know about, like about him?" *nods head in the direction of Bolward*

[20:10] <Athas> "He is the man we seek."

[20:10] * Reede shrugs. "Just noticed him. Dunno that this is the best place to get into anything though."

[20:11] <Berrian> "I know that much. I helped right his wagon. What is the plan?"

[20:11] <Berrian> (I need a soup break anyway...)

[20:11] * Reede pulls his pipe out and stuffs a little tobacco into it.

[20:12] <Reede> "Wisest course of action is probably to wait and watch."

[20:12] <Athas> "We bash his head in."

[20:12] <Shalanda> (Somebody have Ryu's wife hit him in the head to wake him up.)

[20:13] * Reede searches for his matches.

[20:15] * Shalanda lets out a long sigh.

[20:16] <DM_Tol> The barmaid comes and offers another drink, and then you see a tan Tiefling enter the Stick and Stone and walk over to the bar to engage the bartender. He carries a Lute.

[20:16] <DM_Tol> (afk again)

[20:17] * Shalanda looks over at the Tiefling briefly, having memories of another tiefling she didn't quite get along with.

[20:17] * Damene leans an elbow on the bar. "Good day, sir. I'm just to Gozah from sea, and several sailors mentioned your establishment. Would it be possible to play here a few days, before I move on?"

[20:18] * Ryu watches the Tiefling, but says nothing, he hardly moves

[20:19] * Reede lights up and begins to pull on his pipe.

[20:19] <Damene> ((Getting the stink-eye already, and just because I have a tail, and am a little bit red.))

[20:20] * Sentagur (Sentagur@9ac4a3c8.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[20:20] <Shalanda> (Yup, such is the way of society.)

[20:20] <Shalanda> (Then again, Shal doesn't really get along well with people to begin with.)

[20:21] <Damene> ((I guess he'll get used to it.))

[20:21] <Damene> ((I need to stop talking about my characters in the first. <_<))

[20:22] * Athas keeps an eye on Bolward

[20:22] <Shalanda> (Hey Sent)

[20:23] * Shalanda turns her gaze towards the contents of her mug.

[20:23] <Sentagur> (hello)

[20:24] * Reede empties his mug. "Moosedrool is a strange name. Had stranger though."

[20:26] <DM_Tol> Some of you overhear the newcomer addressing the man behind the bar, who eyes the Tiefling with disdain.

[20:26] <DM_Tol> (Hey, Sent)

[20:26] * Ryu shakes his head, "Enough sitting, lets get this done with."

[20:27] <DM_Tol> The conversation at the bar becomes quieter as you see to men move to a table near the door and start to play some sort of card game.

[20:27] <DM_Tol> (afk again)

[20:28] * Athas looks to Ryu.

[20:28] <Shalanda> "Don't you think haste has gotten you into trouble enough today?"

[20:29] * Damene flashes a smile, revealing pointed white teeth, and waits for a response.

[20:30] <DM_Tol> Damene, the barkeep seems to be ignoring you, as your poor impression of this establishment continues.

[20:30] * Athas settles back in his chair, watching teh people at the card game.

[20:32] * Damene stands erect. "Very well, a musician of my caliber would never offer to play in a tavern as rotten and smelly as your Stick and Stone in the first place. I will sell my talents elsewhere."

[20:32] <Damene> ((I lost my vocabulary for smelly, there.))

[20:33] <DM_Tol> Back at the table, you see Bolward and his companion rise. They walk towards the door.

[20:33] <Ryu> "Trouble no. That wasn't even a warm up"

[20:34] <DM_Tol> His companion, a woman you do not recognize, carries a large sack.

[20:34] * Reede nods. "Perhaps we should settle our bill and move on."

[20:34] * badgerbrains (badgerbrai@14055a3c.6ca5ec83.72.18.imsk) has joined #grovewood

[20:34] * Ryu stands and looks at Bolward, "We meet again my friend, I trust your journey here went well after we met on the road?"

[20:34] <badgerbrains> (yay!)

[20:34] <Damene> (Hello.)

[20:35] * Shalanda looks at the woman, trying to match her up to the one at the wagon when she was taken.

[20:35] <Shalanda> (Release the zombies!)

[20:35] <badgerbrains> (Berrian upstairs, not dead Berrian)

[20:35] <Reede> (I don't like zombies...)

[20:36] * Athas stands up and follows the others out.

[20:36] <Berrian> (this still works, but I need to eat upstairs...)

[20:38] <Ryu> (*is nomming on some homemade bread*)

[20:38] <DM_Tol> Bolward passes on the other side of a table from you, Ryu, glances over with no look of recognition, and moves on towards the door.

[20:38] * Reede chuckles. "It seems you left little impression Ryu."

[20:38] * Athas tries to lock eyes with Ryu.

[20:38] * Ryu looks to the others "His memory could not have been that short."

[20:39] <Berrian> "Shall we follow?"

[20:40] <DM_Tol> Damene, the bartender looks at you, "Ifn yer too good for us to playin', and no drinkin' then best be leavin'."

[20:40] <Reede> "It would seem like the opportunity."

[20:41] <DM_Tol> The two reach the door.

[20:41] * Damene turns from the bar without a backward glance, but mutters, "Degenerate oaf."

[20:41] <Ryu> (Bolward: "Boys, Get 'em!")

[20:42] * badgerbrains stands from the table. (sorry if this is confusing, but it will only be for 20-30 minutes) "Are we following him or not?"

[20:42] <Ryu> (benchmarking, AFK)

[20:43] * Reede stands. "Lets."

[20:43] <Shalanda> (Um... who is badgerbrains playing?)

[20:44] <Reede> (Berrian)

[20:44] <Reede> (I think)

[20:44] <DM_Tol> Damene, you reach the door and pass through into the street behind a man and a woman.

[20:44] <Shalanda> (If so, can we get a nick change closer to who he is playing?)

[20:45] * Damene speaks politely to the backs of the man and woman in front of him. "Excuse me, sir, madam, might you know of a place where a man might play for a few coins?"

[20:45] * badgerbrains is now known as Berrisoup

[20:46] * Shalanda sighs and finishes her drink as she comtemplates helping her hasty companions.

[20:46] <DM_Tol> (nice!)

[20:46] <Damene> (Berry soup.)

[20:46] <Shalanda> (/me decides to stay and orders the Berry soup.)

[20:47] <DM_Tol> The man turns to face you, "Play? Play for coin?" He chuckles and turns away.

[20:47] <Athas> (face me?)

[20:47] <Damene> (Me.)

[20:48] <Shalanda> "Tiefling, try the inn by the east gate, you'll likely have better luck there."

[20:48] * Shalanda says from her seat.

[20:48] <DM_Tol> (They're out the door, Shal)

[20:48] <Shalanda> (Nevermind then.)

[20:49] <Damene> (Thanks anyway. 🤔)

[20:49] <Shalanda> (I tried to include you. 😊)

[20:49] <Shalanda> (So whom in my group is still in this inn?)

[20:49] <Berrisoup> "So I miss the action again, then we let him walk by?" *me walks out the door, keeping his distance*

[20:50] <DM_Tol> Damene, you see the pair walk off down the path, you follow behind towards the intersection.

[20:50] <Reede> (can we assume that we paid by round?)

[20:50] <Damene> (Gladly.)

[20:50] <DM_Tol> Damene, at the intersection, something shiny on the ground catches your eye.

[20:50] <Berrisoup> (I think I'm the only one outside now?)

[20:50] <Reede> (or do we still need to catch our server's attention)

[20:50] <DM_Tol> Berrian stands outside the door of the Stick and Stone, awaitign his companoins.

[20:51] * Damene sighs, defeated for the moment, but chooses to follow the pair from a distance.

[20:51] <Shalanda> (Throw a coin on the table and go)

[20:51] <DM_Tol> The barmaid collects your payment and begins wiping your table down.

[20:51] * Reede shrugs and follows along.

[20:51] <Damene> "Hello." Damene kneels to examine the shiny object more closely.

[20:51] <DM_Tol> Damene, you see a silver coin in the dirt.

[20:51] <Athas> (Bolward still in the inn?)

[20:52] <Shalanda> (Um... he left.)

[20:52] <DM_Tol> (He is now out of sight from everyone but the Tiefling, who is kneeling at an intersection ahead.

[20:52] * Damene wraps his fingers around the coin, and lifts it from the dirt. With his thumb, he whipes the coin's surface clean.

[20:52] <Damene> (Normal coin?)

[20:52] <Shalanda> (Well Berrian went outside too to follow him I believe.)

[20:52] <DM_Tol> (Yep)

[20:53] * Shalanda gets up.

[20:53] <DM_Tol> Berrian, standing outside the door, see the Tiefling down the lane kneel at an intersection.

[20:53] <Athas> (I was following him...)

[20:53] * Reede slips into the shadows as soon as he is outside and begins following the Tiefling on a hunch.

[20:53] * Athas walks out

[20:53] <Damene> "Well, at least I have a bit of luck today." Damene pockets the coin, and glances around for the man and woman pair.

[20:53] <DM_Tol> (sorry, I missed that, Athas)

[20:53] * Shalanda mutters in Eladrin "I suppose somebody should watch my fellow Elandrin's back."

[20:54] <Reede> (stealth: 1d20+12)

[20:54] <Reede> 1d20+12
[20:54] <TolBot> [Reede's 1d20+12]: 18
[20:54] <DM_Tol> Damene, you note the direction they go.
[20:54] <Damene> (Which is?)
[20:54] <DM_Tol> Reede, you observe the Tiefling.
[20:54] <DM_Tol> (North, Damene)
[20:55] <Shalanda> (I assume Ryu is asleep at his keyboard, but would likely follow also. I assume I would be the last to leave, so any patrons take interest and try to follow?)
[20:55] <Damene> (So towards the gate, then?)
[20:55] <DM_Tol> Ryu follows behind.
[20:55] <Damene> ((Sorry, not hte gate. <_<))
[20:55] <Damene> (#15)
[20:55] <DM_Tol> (ack, sorry... "Up". Which is east)
[20:55] * Reede follows the Tiefling quietly.
[20:55] <Damene> (Okay.)
[20:56] <DM_Tol> (towards 15, yes)
[20:56] <Athas> (you would assume correctly)
[20:56] * Damene follows the rules of the city, and moves away from the ocean, and hopefully towards the better half of Gozah.
[20:57] <Damene> (So up, or east. No real reason to follow the pair much further.)
[20:57] <DM_Tol> (not for you)
[20:57] * Berrisoup follows, once his "friends" join him
[20:57] <DM_Tol> (not sure why the rest of the party is being all schizo)
[20:57] <Damene> (Oh well, more Tol for me. ;o)
[20:57] * Shalanda leaves the inn and starts trailing her own party through the city.
[20:58] <DM_Tol> Berrian and Ryu and Shalanda, you reach an intersection but do not see the couple. You do see the Tiefling who was at the bar.
[20:58] <Ryu> "Hey you, which way did they go?"
[20:58] <DM_Tol> (you too, Athas)
[20:58] <DM_Tol> (He's aLIVE)
[20:59] <Damene> (That directed at Damene?)
[20:59] <Shalanda> (Snicker)
[20:59] <DM_Tol> (yes, D)
[20:59] <Damene> (Welcome back, by the way.)
[21:00] * Damene pauses in his steps, and faces about. A motley crue stood in the intersection behind him. "Which way did who go?"
[21:00] <Ryu> (I was running a benchmark but I'm probably only going to make it another 20-39min I'm finally feeling lik ethat pre-sleep feeling)
[21:00] <Ryu> "The man and the woman"
[21:00] <Damene> (Girls, girls, girls.)
[21:00] <Damene> "Up this path a little ways."
[21:01] * Athas walks to the intersection and looks around, then looks down at the tiefling.
[21:01] <Athas> "Which way did the man go?"
[21:01] <Berrisoup> "Thank you."
[21:01] * Damene looks up at the human, and points towards the docks. "That way."
[21:02] <Damene> roll 1d20+3
[21:02] <DM_Tol> (don't need the roll)
[21:02] <Damene> 1d20+3
[21:02] <TolBot> [Damene's 1d20+3]: 4 (Not good.)
[21:03] <Damene> (Wow, great roll...))
[21:03] <DM_Tol> Athas, Damene stops pointing, and then shoves you from the side.

[21:03] <DM_Tol> 1d20+4
[21:03] <TolBot> [DM_Tol's 1d20+4]: 19
[21:03] <Berrisoup> (can only get better?)
[21:03] <Damene> (True.)
[21:04] <DM_Tol> He pushes you out of the way of something hurtling through the air, but not in time, as a dart sticks into your forearm.
[21:04] <DM_Tol> 1d4+1
[21:04] <TolBot> [DM_Tol's 1d4+1]: 5
[21:04] <DM_Tol> (For 5 HPs)
[21:04] <Damene> (Wow, max damage, too.)
[21:04] <DM_Tol> (5 HPs for Athas, that is)
[21:04] <Athas> (got it)
[21:05] * Berrisoup looks the way the attack originated, pulling out an arrow and his bow.
[21:05] <Damene> (I doubt little ol' me could push Athas to the ground.)
[21:06] <Shalanda> (Which direction did that come from, the direction of the inn, or from ahead?)
[21:06] * Athas looks down at the dart and pulls it out of his skin.
[21:06] <Athas> "Coward!"
[21:07] * Athas tries to find where the dart came from.
[21:07] <DM_Tol> (Up the lane, from the direction the couple was.)
[21:07] * Shalanda pauses mid-step and moves to the side when she notices Athas attacked by something from ahead.
[21:07] <DM_Tol> Reede, you see the man Bolward turn and hurl a dart and then attempt to run. You are 5 squares away.
[21:07] <Shalanda> "You ok?"
[21:08] <Damene> "I'm fine, thank you."
[21:08] * Athas sprints up the lane.
[21:08] <Athas> (brb)
[21:08] * Reede pulls out a knife and throws it at Bolward.
[21:08] <DM_Tol> (roll)
[21:08] <Reede> 1d20+11
[21:08] <TolBot> [Reede's 1d20+11]: 21
[21:09] <Reede> (vs AC)
[21:09] <DM_Tol> The robust man is startled as Reede slips out of the shadows nearby. He twirls to avoid a knife hurled and trips to the ground. The woman continues moving, out of sight around a corner.
[21:09] <Ryu> (How come I have to get so tired right when the action starts v.v *yawns*)
[21:10] * Berrisoup fey steps to Reed, to help out
[21:10] <Shalanda> (Sunday night frying pan concussions.)
[21:10] * Reede chuckles. "Have at it."
[21:11] * Damene loosens his blade in his scabbard, and follows the group, though at a much more leisurely pace.
[21:11] <Berrisoup> "Stay where you are." *points the knocked arrow towards Bolward.
[21:11] * Shalanda advances behind the tiefling.
[21:11] <DM_Tol> The group, along with the unknown Tiefling, sprint towards the felled man. You come upon him before he gets to his feet.
[21:11] <Shalanda> "You best stay out of this, if you know what's good for you."
[21:12] * Ryu runs up with the others, his blade seeming twitching in its sheath
[21:12] * Shalanda hangs back to watch the path they came from, and the tiefling.
[21:12] <DM_Tol> 1d4+1
[21:12] <TolBot> [DM_Tol's 1d4+1]: 4
[21:12] * Damene smiles at Shalanda. "Thank you for the warning, though I think I'll watch."

[21:13] <Damene> "There must be a story in this somewhere."
[21:13] <Damene> (Using your name only to show who it was directed to.)
[21:13] <DM_Tol> Athas, as you stand over the man, your arm sears with pain, dropping you to a knee. (Roll a save, please)
[21:13] <Berrisoup> "What did you do to him?"
[21:14] <DM_Tol> (Save = unmodified 1d20 vs DC10)
[21:14] * Shalanda mutters in elven: "Stupid oaf." She heads over to Athas.
[21:14] <DM_Tol> Bolward cowers on the ground, "No, mercy... have mercy."
[21:15] <Berrisoup> "I repeat, what did you do to him?"
[21:15] <Berrisoup> 1d20+3 intimidate
[21:15] <ToIBot> [Berrisoup's 1d20+3 intimidate]: 18
[21:15] <DM_Tol> (we lose Athas?)
[21:15] * Shalanda will examine Athas' wound.
[21:15] <Damene> (He's AFK)
[21:15] * Reede grins and makes his way to Bolward, kneeling down to pick up his fallen knife.
[21:16] <Shalanda> 1d20+5 Heal vs dc 15
[21:16] <ToIBot> [Shalanda's 1d20+5 Heal vs dc 15]: 9
[21:16] <DM_Tol> 1d20 save for Athas vs DC10
[21:16] <ToIBot> [DM_Tol's 1d20 save for Athas vs DC10]: 10 12Success
[21:16] <DM_Tol> Athas shakes his arm and seems to feel better, thanks in part to Shalanda's healing touch.
[21:17] <DM_Tol> Bolward tries to burst to his feet and push through to run.
[21:17] <Shalanda> "I don't recognize the poi...
[21:17] <DM_Tol> (Anyone can attempt to hold him.)
[21:18] * Athas steps forward and clotheslines Bolward
[21:18] <Reede> (what's a grapple check)
[21:18] <Shalanda> (Str vs Ref)
[21:19] <Reede> (I'll let the big one handle this)
[21:19] <DM_Tol> (Grab = Str vs Refl)
[21:20] <Berrisoup> (I want a called shot on his leg. what mods?)
[21:21] <DM_Tol> (no called shots.)
[21:21] <Berrisoup> (oh. ok then)
[21:21] <Reede> (I'm assuming Athas meant to attempt to stop him. Roll?)
[21:21] <Athas> (I roll my strength + mod?)
[21:21] * Shalanda will Command (pg 65) Bolward to kneel in a fearsome tone.
[21:21] <Shalanda> 1d20+6 Wis vs Will
[21:21] <ToIBot> [Shalanda's 1d20+6 Wis vs Will]: 22
[21:22] <Athas> 1d20+7
[21:22] <ToIBot> [Athas's 1d20+7]: 22
[21:22] * Berrisoup holds back, ready to place an arrow in his back, if he gets away.
[21:23] * Damene watches with interest, it wasn't every day that he ran into something like one of his stories come to life.
[21:24] <Athas> (did I clothesline him?)
[21:24] <Shalanda> (Nah I made him kneel, so you went "Woosh" over his head... or so I'd like to think.)
[21:25] <Damene> (How high could his defenses be? 22s probably killed him.)
[21:26] * Reede twirls his dagger and looks over Bolward.
[21:27] <Damene> (Aww...)
[21:27] <Shalanda> (DM ping is good, so I think he has family agro)
[21:27] <Athas> (... or he suffered cranial specific iron poisoning. Your choice, dude)
[21:28] <Reede> (Hungry.)

[21:28] <Damene> (I just finished off a tube of Ritz crackers.)
[21:28] <Shalanda> (I like the first choice, though he could have been mesmerized by his new Apple TV.)
[21:28] -> [DM_Tol] PING
[21:29] <Berrisoup> (I'm done with soup, so in 5 minutes, I'll be ready downstairs.)
[21:29] <Damene> (Mmm... peanut butter.)
[21:30] -> [DM_Tol] PING
[21:31] <Ryu> (Still good ping, maybe his kids decided they wanted to Soyent green and ate him)
[21:31] <DM_Tol> (sorry, wifey needed to debrief)
[21:31] <Damene> (Welcome back.)
[21:31] <Damene> (We're glad you weren't eaten.)
[21:31] <Ryu> (OK, I'm bailing out on you Tol, Sorry. I'll catch you next week, and welcome Damene)
[21:31] <DM_Tol> Between you, you knock Bolward back to the ground.
[21:32] <Damene> (Thanks Rob, take care.)
[21:32] <DM_Tol> (K, Ryu... sleep.)
[21:32] <Berrian> (soylent cola, taste varies from person to person)
[21:32] <Ryu> (Soyent Green: It's not a question of what your eating, but of whom your eating)
[21:32] * Athas grabs Bolward by the throat.
[21:33] <Athas> "Where is the boy?"
[21:33] <DM_Tol> Bolward: "No, no... the boy is not here. I don't have him."
[21:33] * Athas squeezes
[21:33] <DM_Tol> Bolward: "I don't know WHERE he is."
[21:33] <DM_Tol> Bolward chokes.
[21:33] <Athas> "Who has him then?"
[21:33] <Damene> (Possible to see if he's lying?)
[21:33] * Reede shakes his head. "Easy there. He can't talk if he can't breathe."
[21:33] <Athas> (Is he breathing?)
[21:34] * Athas lets up a little
[21:34] <DM_Tol> (Roll Insight, Damene)
[21:34] <DM_Tol> 1d20
[21:34] <TolBot> [DM_Tol's 1d20]: 8
[21:34] <Damene> 1d20+3
[21:34] <TolBot> [Damene's 1d20+3]: 9
[21:34] <Shalanda> (I'm going to take an insight too.)
[21:34] <Shalanda> 1d20+10
[21:34] <TolBot> [Shalanda's 1d20+10]: 24
[21:35] <DM_Tol> Shal, you don't believe him.
[21:35] <Athas> (I paid my insight... oh, wait -- we're not talking cable, are we?)
[21:35] * Reede kneels down and waves his dagger. "Well, you tell us everything you know. Or I cut your penis off. Your choice."
[21:35] <DM_Tol> 1d20+8
[21:35] <TolBot> [DM_Tol's 1d20+8]: 27
[21:35] <Shalanda> "Squeeze him again, he knows something that he's not sharing."
[21:36] <DM_Tol> Shal, upon hearing your words, Bolward pulls another dagger and slashes at Athas' arms.
[21:36] * Athas grunts
[21:36] <DM_Tol> 1d4+1
[21:36] <TolBot> [DM_Tol's 1d4+1]: 4
[21:37] <DM_Tol> Athas, you are shifted two spaces away. (and take 4 HPs of damage)
[21:37] <DM_Tol> (Others actions?)

[21:37] * Athas staggers back
[21:37] * Reede stabs at Bolward's thigh.
[21:37] <Athas> (yeah -- I'm going to un-man him)
[21:37] <DM_Tol> (roll, reede)
[21:37] <Shalanda> "Somebody disarm him, preferably while keeping him alive."
[21:38] <Reede> 1d20+7
[21:38] <TolBot> [Reede's 1d20+7]: 13
[21:38] * Athas gets his axe out
[21:38] <DM_Tol> (vs?)
[21:38] <DM_Tol> (AC?)
[21:38] <Reede> (AC)
[21:38] <DM_Tol> (miss)
[21:38] <Berrian> "Just let me know when I should shoot."
[21:38] <DM_Tol> (Dam, Shal, Berr action?)
[21:38] * Shalanda attempts to grab him, seeing as Athas let go.
[21:38] <Shalanda> 1d20+5 str vs ref
[21:38] <TolBot> [Shalanda's 1d20+5 str vs ref]: 20
[21:39] * Reede growls. "Squirring bastard."
[21:39] <DM_Tol> Shalanda grabs hold of the man.
[21:39] <Athas> (can I act?)
[21:39] <DM_Tol> (hold, Athas)
[21:39] * Damene shakes his head. "You lot have a way with words."
[21:39] <Damene> (Oh, and I offer no assistance.)
[21:40] <DM_Tol> (noted)
[21:40] <DM_Tol> Athas acts.
[21:40] <Shalanda> "No, they really don't."
[21:40] * Shalanda says over her shoulder.
[21:41] * Damene only smiles in return.
[21:42] * Athas scrambles to Bolward, raising the pommel of his axe up to drive it into Bolward's skull
[21:42] <DM_Tol> (roll if hitting)
[21:43] <DM_Tol> (+2 with combat advantage)
[21:43] <Athas> using crushing blow
[21:43] <Athas> 1d20+12
[21:43] <TolBot> [Athas's 1d20+12]: 22
[21:43] <DM_Tol> (hit)
[21:43] <Athas> (*poink!*)
[21:44] <Athas> 2d12+9
[21:44] <TolBot> [Athas's 2d12+9]: 17
[21:44] <Damene> (Remind me not to give you reason to hit Damene.)
[21:44] <DM_Tol> The man grunts.
[21:44] <DM_Tol> Blood spurts out of his skull as he is bloodied.
[21:45] <Athas> "MOVE AGAIN!"
[21:45] <Berrian> "We really need information, but if it is required of me, I WILL kill you."
[21:46] * Athas flips his axe down, blade at the ready.
[21:46] <Shalanda> "I grow tired of this town and chasing some sorry kid around, tell me where he is, and I will let you go free once we have him."
[21:46] <DM_Tol> Bolward shivers and drops to his knees, cowering.
[21:47] <Shalanda> "And don't you even dare think about peeing on me!"
[21:47] <Athas> (LOL)
[21:47] * Reede laughs.

[21:47] * Shalanda continue to hold Bolward.
[21:47] * Damene draws forth his lute and plays a few haunting notes.
[21:48] <DM_Tol> "H-h-h-he's with The Kragg."
[21:48] <Shalanda> "Who is Kragg, and where can he be found?"
[21:49] <DM_Tol> Bolward: "Th-th-they paid for him, for young m-men."
[21:49] <Shalanda> "And?"
[21:50] <DM_Tol> "I found the boy... he had run from home." He groans and holds his head.
[21:50] <Shalanda> "Where can this Kragg be found."
[21:51] <Athas> "Where is The Kragg?"
[21:51] <DM_Tol> Bolward: "Rumor was The Kragg would pay... I can't."
[21:51] <Athas> "You will!"
[21:51] <DM_Tol> Bolward: "Th-they'll kill me... can't."
[21:51] <Athas> "We will do worse."
[21:51] * Athas hefts his axe.
[21:51] <Berrian> "Death is not the worst thing that could happen."
[21:51] <Athas> "We will do much worse."
[21:52] <Shalanda> "I'm a priestess of the Raven Queen, do you want to be on one of her follower's bad side when you go to meet her to be judged?"
[21:52] * Athas points to Shalanda
[21:52] * Damene closes his eyes, still strumming on his lute, though the tune was growing harsher. "My friends have you at the moment, and are prepared to do anything to find The Kragg, and I see no agents about. Besides, the chances are, if they find The Kragg, he won't be bothering you much longer."
[21:53] <Shalanda> "Your other option is to tell us where this Kragg is, we find him and you get to go with your life intact."
[21:53] <Shalanda> "If I were in your boots, I'd like that option better at the moment."
[21:54] <Athas> "Old Man Iron thirsts..."
[21:55] <Shalanda> "So, what is your choice?"
[21:55] <DM_Tol> Bolward struggles.
[21:55] <Berrian> "I grow tired of chasing after this boy. Tell us where he is so that we may move on from this mission."
[21:55] * Shalanda passes her large scythe to Ryu, asking him to hold on to it.
[21:56] * Shalanda then takes a swing at Bolward with her fist.
[21:56] <Shalanda> 1d20+7 Str vs AC
[21:56] <TolBot> [Shalanda's 1d20+7 Str vs AC]: 23
[21:56] <Athas> (*point*)
[21:56] <Shalanda> 1d4+3
[21:56] <TolBot> [Shalanda's 1d4+3]: 7
[21:56] <Damene> (Whoa...)
[21:57] * Athas chuckles
[21:57] <DM_Tol> Shal plants a fist into Bolward's but. He coughs and spits up blood.
[21:57] <Damene> (But. 🤔)
[21:58] <DM_Tol> Bolward: "I tell you, and you let me go."
[21:58] <Berrian> "That seems to be the way these work"
[21:58] <Shalanda> "You tell me, and your words are true, and I'll let you go."
[21:59] <Shalanda> "Otherwise I'm going to reshape your ribcage with my fist for a while, before I grow tired of healing you and repeating the process."
[21:59] <DM_Tol> Bolward: "The Kragg, up the river, to the left and to the left. The large tree on the south side."
[22:00] <DM_Tol> Bolward closes his eyes in pain.

[22:00] <DM_Tol> Bolward: "They'll kill you."
[22:00] <Shalanda> "Yeah I've heard that one before too many times to count lately."
[22:00] <Reede> "They can try. Take his stuff and let's get out of here."
[22:01] <Shalanda> "He's coming with us, until we get there, then I'm letting him go."
[22:01] <DM_Tol> 1d4+1
[22:01] <TolBot> [DM_Tol's 1d4+1]: 2
[22:01] <DM_Tol> Athas, your arm stings. (Take 2 HPs damage and roll save)
[22:01] <Shalanda> "Otherwise he may tell somebody we are coming, and that would be most unpleasant."
[22:01] <Athas> (add Con bonus?)
[22:02] <Shalanda> (Straight d20 vs DC10 if I had to guess)
[22:02] <Athas> "If only to wash his blood from your robes."
[22:02] <Athas> 1d20
[22:02] <TolBot> [Athas's 1d20]: 19
[22:04] <DM_Tol> (no mods to saves... Success)
[22:04] * Athas shivers once
[22:04] <Athas> "Coward."
[22:04] <DM_Tol> The man has little left on him, only a small sack of coin in his pocket. (12 gold)
[22:07] <Athas> "I should beat you to death, so that your blood doesn't pollute Old Man Iron."
[22:07] <Shalanda> "Let's go, I grow tired of this patch of Können. I'd rather be in the feywild."
[22:07] <Berrian> "Agreed. Feywild is much better."
[22:08] <Athas> "Move."
[22:08] <Damene> "Yes, to the Kragg!"
[22:08] * Athas nudges Bolward forward.
[22:09] * Shalanda pauses, her grip on Bolward still.
[22:09] <Shalanda> "Um... what?"
[22:09] * Shalanda turns to look at the tiefling.
[22:10] * Damene smiles. "I won't get in the way, promise. Besides, if talking needs be done... Well, you haven't a way with words."
[22:10] * Athas holds up his axe.
[22:10] <Damene> "A mighty big axe."
[22:10] <Athas> "Old Man Iron speaks all tongues."
[22:10] <Damene> "Except glib, it appears."
[22:10] <Shalanda> "Are you always so insulting to people you meet?"
[22:11] * Damene pauses for a moment. "Yes."
[22:11] <DM_Tol> (what was insulting?)
[22:11] <Shalanda> (Well, you haven't a way with words."
[22:11] <DM_Tol> (ok)
[22:11] <Shalanda> "Well at least you
[22:11] * Reede shrugs. "Could be useful. Either way, we're headed back to retrieve our things first."
[22:11] <Shalanda> "Well at least you're honest."
[22:11] <Damene> (That was the nice way to put it. ;o)
[22:12] * Damene bows. "Honest and rude, to the rotten core."
[22:12] <Berrian> "I see no reason not to take another person on, if they can wield a weapon as well."
[22:12] * Damene straightens and pats the blade at his hip. "Of course, if words fail, I have my trusty blade."
[22:13] <Damene> (It's a rapier, feel free to insult, Athas.)
[22:13] <Shalanda> "Do you actually know if he can wield that, or if it's for show. Perhaps somebody should test that?"
[22:13] <DM_Tol> Bolward: "You let me go now..."

[22:14] <Berrian> "I'm sure Bolward would be willing to test it out?"
[22:14] * Athas looks at Bolward.
[22:14] <Athas> "Be silent, scum."
[22:14] <Shalanda> "When we get to Kragg's and what you say is true, then I'm letting you go."
[22:15] <DM_Tol> (You plan to take him with you? You plan to cart a bloodied prisoner with you through town? Just doing a reality check here)
[22:15] <Berrian> "Leaving this city is going to be nice. Are we ready to leave yet?"
[22:15] <Shalanda> (Hmmm, that isn't very wise is it.)
[22:15] <Athas> (I say we kill him.)
[22:15] <Damene> (Seconded, Damene hates slavery.)
[22:16] <DM_Tol> (Just slightly unrealistic... need to think through how you're gonna do it is all)
[22:16] <Berrian> (knock him out, and Athas can carry him. He had a rough night of drinking)
[22:16] <DM_Tol> (See, now Berrian's thinking. hehe)
[22:16] <Athas> (Can I knock him out?)
[22:16] <Shalanda> (Probably recognizable though. Put him in a large sack, like that woman had.)
[22:16] <DM_Tol> (Coud de Grace, sure)
[22:16] <Reede> "After we get our things. But are we honestly going along with him in tow?"
[22:16] <Damene> (Do it with the blade of your axe.)
[22:16] <DM_Tol> (Carrying a big drunk, more conspicuous than a prisoner at knife-point)
[22:17] * Athas turns to Bolward.
[22:17] <Berrian> "we need to get him out without problems. Either that, or we need to kill him. I would prefer to keep him alive."
[22:17] <Athas> "You shouldn't have drunk so much."
[22:17] * Shalanda looks at Athas.
[22:17] <Shalanda> "Huh?"
[22:18] * Athas pops him with the flat of his axe as hard as he can.
[22:18] <DM_Tol> Bolward falls unconscious□.
[22:18] <Athas> "Now we carry him."
[22:18] <DM_Tol> (meant to say earlier, carrying a big drunk, less conspicuous than a prisoner at knife-point)
[22:18] <Shalanda> "You sure you can with that knife wound?"
[22:19] <DM_Tol> Athas, you feel as if you've shaken off the poison effects.
[22:20] <Shalanda> "Also it would look odd that we are carrying a man out of the city without taking him to an inn or his home. We should put him in a large sack or something and pass him off as trade goods."
[22:20] <Athas> "I'll drag this fatherless pile of horsecrap to the maw of Old Man Iron himself if I have to."
[22:20] <Berrian> "Lets get done with this. I feel stifled in this city. I can't wait to see the grass and trees once more."
[22:20] <DM_Tol> Two locals pass by, but pay you no attention.
[22:21] * Athas hefts Bolward up on his shoulder
[22:21] <Reede> "Then to the inn and then onward."
[22:21] <Shalanda> (That's right, move along. Scary Eladrin and her posy here, nothing to see."
[22:21] <Damene> (Surprised they didn't stare at the guy with the tail and horns...)
[22:22] <Athas> (apparently, otherworldly people and violence are just another part of the day here)
[22:22] * Athas walks to the inn
[22:22] <Damene> (Sounds like my kind of city.)
[22:22] <Shalanda> (Well they do have slavery here, so it's reasonable.)
[22:23] * Damene follows the party, playing a drink tune on his lute.
[22:24] <Damene> (Let's toss him in manacles, then.)
[22:24] <Damene> (Personal slave.)

[22:24] <DM_Tol> The group makes its way up the streets and to the Flotsam and Jetsam inn. The dwarf at the barstool eyes you oddly as you walk in with the lump.

[22:24] <Shalanda> "Do you know anything eladrin or elvish, over human drinking tales?"

[22:24] <DM_Tol> InnKeep: "Your companion seen a better day?"

[22:24] * Reede chuckles darkly. "You might say that."

[22:24] <Athas> "Yes, he's definitely seen better days."

[22:25] * Damene switches tunes mid-song to a lighter mood. "One or two, though the human songs are more popular where I play."

[22:26] <Reede> "Must play in strange places. Even the humans I'm acquainted with prefer elven."

[22:26] <DM_Tol> As the lunch hour approaches, the group completes its business with the inn as some of you take turns managing your unconscious companion. After gathering your things, and settling your affairs, you are ready to depart.

[22:27] * Reede smiles and pets his crossbow. "It's good to have this back in my hands."

[22:27] <Berrian> "I will go get Tasso prepared for a ride. Maybe he will be willing to help carry the burden. Someone go get a few bottles for the road."

[22:28] <Athas> "I'll tend to our guest."

[22:28] * Athas glares at Bolward.

[22:29] <DM_Tol> You retrieve your steeds, for those that have them.

[22:29] <Damene> (I bought one for my sheet, would the stables be selling any?)

[22:29] <Reede> "Alright Biscuit, ready to move out?"

[22:30] * Shalanda prepares her feet for walking.

[22:31] * Athas hauls Bolward to his feet

[22:31] <DM_Tol> (Yes, let's say your purchase now, since you just got off a boat)

[22:31] <Damene> (Outstanding, I shall name him... later.)

[22:31] <DM_Tol> Damene arranges for a horse and meets all of you at the east gate.

[22:32] <Reede> "Alright then. If we're all set, let's be on our way."

[22:33] <DM_Tol> The group heads east, to the left, up the river, in search of a large tree, and in search of a group known as "The Kragg" (which they didn't bother ask anyone in town about)...

[22:33] * Berrian pats Tasso's side, and begins the walk.

[22:33] <DM_Tol> *** as this session of Können Land comes to a close ***

<- DM -> Learnign of the boy's delivery to The Kragg, up the river towards the hills, at the site of a great tree, the group decided to head out of town.

<- DM -> The group turns east, walking/riding up the river.

<- DM -> *** Thus begins this brief session of K??nnen Land ***

<Shalanda> "So, is this the place?"

<- DM -> The bloodied and barely conscious Bolward lies draped over a horse as you move along.

Athas flicks Bolward's ear.

<Athas> "Don't cheat Old Man Iron... or me."

<Berrian> "I hope we can end this soon. I am tired of chasing after this boy."

<Shalanda> "You too huh."

<Ryu> "Agreed"

Damene plucks idly at his lute.

<- DM -> You move upstream, as the water to your right moves slowly out towards the sea behind you. The afternoon sun glares as the salty wind from the west tosses your hair from behind.

Damene draws a sash from beneath his armor and ties a turban about his head, trapping wind-whipped hair. "So... how long have you all been traveling together?"

<Berrian> "sometimes it seems like too long."

<Athas> "Ling enough."

<Shalanda> "I met up with the rest of them in Jalem."

<- DM -> A small fishing craft moves past you downstream.

Athas looks at the craft oddly

Damene gazes at the craft, wondering what it must be like to make a living from fish.

Shalanda stifles a yawn as she continues to walk along the river.

<- DM -> A couple hours pass. You see the occasional boat pass by. You reach a fork in the river.

<Athas> "Which way?"

Damene points at Bolwar. "He might know; I can wake him for you."

<- DM -> You recall Bolward's instructions, "... up the river, to the left and to the left. The large tree on the south side ..."

Athas smacks Bolward

<Athas> "Which way, cur?"

Damene drops his hand. "You know, looking at him reminds me. He tolds us to go upriver, and take two lefts, this must be the first."

<Damene> (Wow, I saids 'tolds.' Damene must sounds like Smeagol.)

<Shalanda> "Then to the left we travel."

<Shalanda> "And easy on him big guy, I want him alive."

Shalanda says to Athas.

<Berrian> "At least we are not in the city."

<Athas> "Will Old Man Iron be able to slake his thirst on this."

Athas nods at Bolwar.

Ryu follows quietly, not really have anything to add

Damene shrugs. "He doesn't look all that delicious. I wouldn't want to slake my thirst on him."

Athas looks at Bolward again.... as if pondering.

<Athas> "Then I should beat him to death and let the earth be fouled by his blood."

Damene blinks and stares at Athas in response.

<Shalanda> "No"

<Athas> "No, what?"

<Shalanda> "No fouling the earth with his blood, or I will foul yours with it directly after the act."

Athas looks to Shalanda as is she just proposed to walk through the air.

<Athas> "Does your god have claim for him?"

<Shalanda> "I gave the man my word if he led us to the Kragg, I would release him safely. If you want to test the value of my word, try to kill him."

<Athas> "I thought you would have an interest in justice. Surely this man should not be allowed to continue to foul this land with his footsteps."

<Shalanda> "I have interest in finding this boy so the guilt you all seem to feel for him stops and I can have some peace and quiet without the sob story about that poor boy we gave to slavers."

Athas looks at her for a second... then bursts out laughing.

<Berrian> "Sometimes I wonder..."

Shalanda stares at Athas.

<Athas> "Your gods love you, Bolward! If she had a good night's sleep -- you'd be feeding her gods!"

Damene looks at Berrian. "Only sometimes? I wonder all the time."

Athas continues walking.

<Berrian> "You misunderstand. Sometimes I wonder why I spend time wondering, instead of just leaving."

Shalanda turns her attention briefly to her fellow Eladrin and the Tiefling.

Shalanda then continues onwards.

Damene nods sagely. "Perhaps you enjoy wondering about wondering about leaving?"

<Berrian> "It may be the only thing worth staying for." *glances towards Shalanda*

<Shalanda> "What's that suppose to mean?"

<Berrian> "Just thinking."

Athas chuckles

<Berrian> "I would almost rather go back to the feywild. Of course, there are more opportunities to practice my art, right here."

<- DM -> As the sun begins a descent, the water rushes on to your right.

Shalanda stops for a brief drink before continuing.

<- DM -> Another fork in the stream lies ahead.

<Berrian> "To the left?"

<Damene> "This would be the second, yes."

Athas looks around

Ryu shakes his head at the chatting group, "I guess they don't know how to travel in silence."

<Berrian> "We are supposed to be traveling in silence?"

<- DM -> Evening fast approaches.

Damene watches the sun. "Shall we set camp?"

<Berrian> "I suppose a daytime encounter would be better, but for which group?"

Damene shrugs. "I'm comfortable no matter the time."

Shalanda looks between Ryu and Athas.

Ryu glances at Shalanda, "Yes Lady Shalanda?"

<Shalanda> "I was thinking that night time would not work well for the two of you."

Ryu shrugs

<Berrian> "We should camp away from the water."

<Ryu> "Afraid a fish is going to jump out and nibble on your toes are we?"

<Berrian> "More like a bear or other animal could come to get a drink."

<Berrian> "Or more of those giant rats. I do not want to be in the way of more giant rats."

<Shalanda> "If I were going to the city, I'd follow the water way to get there. I wouldn't want to be camped on the waterway if somebody unfriendly decided to follow the river."

Ryu grins

<Ryu> "I still think he's afraid of something nibbling on his toes."

<Athas> "or something come out and drag us to She Who Stills and Quiets."

*Damene dismounts, and leads his horse towards the water. He lets it drink from the water while the

rest decide.*

<Shalanda> "To whom?"

Ryu dismounts and lets his horse drink as well

Athas points to the river.

Berrian allows Tasso a drink

<Athas> "She Who Stills and Quiets."

<Shalanda> "You mean Melora?"

<Athas> "She hates all that moves and is warm."

<Athas> "No, I mean She Who Still and Quiets. Who is this Melora?"

Damene removes his horse's tack after it drinks its fill, and gives it a good brushing.

<- DM -> You drink up and then move yourself away from the water, across the path.

<Shalanda> Melora is the goddess of the wilderness and sea. She who is the wild beast and also the peaceful forest, the raging rapids and the quiet brook.

<Shalanda> "Is that who you refer to, or another, perhaps the Raven Queen, who is the goddess of death?"

Damene looks for a place to tie his mount off.

<Athas> "She Who Stills and Quiets wears the wind as armor, wields the cold of the water as a sword. She tries to weaken Old Man Iron and bend Old Woman Wood. She hates He Who Wounds and Shines, asnd tries to woo the weakest among men to sleep with her whistling song and smothering hands."

Shalanda scratches her head and ponders this description of a goddess.

<Shalanda> "Where did you say you hailed from again?"

Athas points to the North

<Shalanda> "How far that way?"

<Athas> "Many days travel."

<Shalanda> "I suppose that explains a lot then."

Shalanda removes some food from her pack and begins to eat, choosing not to continue the conversation with Athas futher.

Athas finds a place to sit where his back is not exposed.

Ryu pulls out a portion of Journey bread and eats, he also feeds some of it to Kira, his dragonling.

<Berrian> "I will be back in an hour. I am going to find dinner."

Berrian walks off into the distance

<Shalanda> "It's not wise to go off alone, better take somebody with you."

<- DM -> You make camp.

Damene withdraws a heel of bread and a wedge of cheese, and settles to his dinner.

Athas stands

<Athas> "I will go."

Berrian is already out of sight

<Athas> "I will stay, then."

Damene rolls out his bedroll, and lays on it. He plays a gentle tune on his lute until he drifts to sleep.

Athas closes his eyes. but stays alert

Shalanda shakes her head and follows after Berrian.

Ryu pitches his bedroll and prepares for taking the first watch

<- DM -> The stream nearly out of earshot provides a soundtrack for an oddly peaceful rest. Bolward stirs little through the night.

<- DM -> Morning breaks...

<- DM -> ** as this session of K??nnen land comes to a close ***

12-19-2010: TO KRAGG OR NOT TO KRAGG...

[19:53] <GM_Tol> *** Game Recap ***

[19:54] <GM_Tol> The party a day ago left the confines of Gozah, heading up the river towards the hill range to the east.

[19:54] * Berrian (mkm@6ca5ed7a.6ca5ec85.72.18.imsk) has joined #grovewood

[19:54] <Shalanda> (THere he is.)

[19:55] <Berrian> (I told Ryu by 9pm)

[19:55] <GM_Tol> Following the instructions of their prisoner, Bolward, who delivered a boy into slavery that the group itself captured, and who comes along as their beaten prisoner, the group heads up river and makes camp.

[19:55] <GM_Tol> The night passes without event as morning breaks. You begin your regular routines, the newcomer Damene the Bard the only new scene to the otherwise normal routine.

[19:56] <GM_Tol> *** And thus begins this session of Können Lad ***

[19:56] <Berrian> 1d20+8

[19:56] <TolBot> [Berrian's 1d20+8]: 13

[19:56] * Athas stretches and gathers his axe.

[19:56] <Berrian> (nature check)

[19:56] <GM_Tol> Morning breaks as you hear the stream in the distance.

[19:56] <Athas> (nature... check...)

[19:57] <GM_Tol> Berrian, you find nothing to gather in the early morning hour.

[19:57] * Shalanda who is up before the rest of the party, is kneeling in prayer with her back to the sun.

[19:57] * Damene yawns, and sleepily rolls his bedroll. After strapping it to his pack, he withdraws more bread and cheese, and settles to his breakfast.

[19:57] <Berrian> (I had walked off at night. could I roll again? 4hr sleep cycle and all?)

[19:58] <Athas> (how many hit points go we get back?)

[19:58] <GM_Tol> (I'll allow at -2 for the night hour search)

[19:58] <GM_Tol> (All, Athas)

[19:59] <Athas> (neat...)

[19:59] * Reede stretches and takes a few minutes to meditate before starting into the day. (using ghostwise heritage to link Athas and Reed's perception)

[20:00] <Reede> (whenever we roll a perception check we each use the highest roll between the two of us)

[20:00] <Berrian> 1d20+6 (night search)

[20:00] <TolBot> [Berrian's 1d20+6 (night search)]: 19

[20:00] <GM_Tol> Berrian tires his hand at the stream and returns with two small perch.

[20:01] * Berrian cooks up his catch for breakfast, making sure to save his trail rations for desperate times.

[20:01] <Athas> (it's not going to be mine... 1d20+2 -- ever met a nearsighted barbarian?)

[20:01] * Damene checks the tuning of his lute after his breakfast, plucking strings, and turning knobs.

[20:02] <Reede> (I think it's highest before bonuses)

[20:02] <GM_Tol> Morning rituals and meditations pass as you prepare for the day. Bolward moans as you get him up.

[20:03] <Shalanda> "We should feed him."

[20:03] * Athas looks over at him, silently hoping for a mistep as an excuse to cuff him again.

[20:03] <GM_Tol> (Ryu has been absent for 20 minutes, someone nudge him)

[20:03] <Athas> (let me plug in the tazer)

[20:04] <Damene> (That's a pretty limited tazer... xD)

[20:04] <Damene> (Wait, bad guys! Is there an outlet nearby?)
[20:04] <Ryu> (Sorry, I'm Semi-here, helping wife wrap presents while the folks have the daughter)
[20:05] <Athas> (Should I charge Ryu for the electricity used?)
[20:05] <Damene> (did you get her anything good?)
[20:05] * Berrian (mkm@6ca5ed7a.6ca5ec85.72.18.imsk) Quit (Ping timeout: 260 seconds□)
[20:05] <Ryu> (I gigantic plushie, and a giant empty cardboard box *nods*)
[20:05] <Damene> (Awesome.)
[20:05] <Athas> (a better balanced frying pan?)
[20:06] <Damene> (Throwing pan?)
[20:06] <Ryu> (The wife's gift is stashed off-site, and already wrapped)
[20:06] * Shalanda feeds Bolward from her food supplies.
[20:06] <Shalanda> (Frying pan of smiting and returning)
[20:06] * Ryu eats and quietly packs his bedroll back up
[20:06] * Athas shakes his head at the sight of the enemy being treated so well and walks away.
[20:06] <GM_Tol> Bolward eats, groaning that it hurts his jaw where it was broken.
[20:06] <Ryu> (+65535 Frying Pan of Castration, Obedience, and spousal abuse.)
[20:07] <Reede> (how do you...never mind...)
[20:07] <Athas> (also called 'Widowmaker')
[20:07] * Shalanda heals the wound with a healing touch, before allowing him to continue eating.
[20:07] <Ryu> (Castration for her male enemies, Obedience because it keeps me in check, and spousal abuse because she beats me with it)
[20:08] <Damene> (That's an expensive frying pan.)
[20:08] <GM_Tol> The morning sun rises.
[20:09] * Berr (webchat@6ca5ed7a.6ca5ec85.72.18.imsk) has joined #grovewood
[20:09] * Reede takes in breakfast and packs up.
[20:09] <Berr> (something's wrong with my Trillian and internet...)
[20:09] <Reede> (but it's blunt...)
[20:09] <GM_Tol> The party packs up and heads out, upstream.
[20:10] <GM_Tol> The uncooperative and conscious Bolward becomes a hassle now in your progress.
[20:10] * Athas stays close to him.
[20:10] * Damene yawns. "Maybe we should put him to sleep again."
[20:10] <Athas> "I volunteer to do that."
[20:11] <Reede> "Of course, thump him on the head again."
[20:12] * Reede chuckles. "You're going to give him brain damage that way."
[20:12] * Shalanda sighs.
[20:12] <Athas> "Better him a babbling idiot than what he is now."
[20:12] <Ryu> (afk for a few minutes)
[20:12] * Shalanda advises her prisoner to remain quiet, for his own comfort.
[20:13] <Reede> "I'm sure that our friend will change his ways once we finish our little adventure."
[20:13] <GM_Tol> Two hours of less than pleasant travel up the river takes you towards the hill range ahead. The salt smell and view of the ocean has disappeared behind you.
[20:13] * Damene nods. "Maybe I can teach him how to play the flute..."
[20:14] * Reede looks over and smiles. "That could be fun. I've been learning it myself."
[20:15] <Damene> "Have you? Play a few notes, it is always a joy to have a partner in my music."
[20:15] <Damene> (In my love of music*)
[20:16] * Reede leans back and fishes his flute out of a side bag.
[20:16] * Berr (webchat@6ca5ed7a.6ca5ec85.72.18.imsk) Quit (Ping timeout: 268 seconds□)
[20:16] <Damene> (His Internet hates him today.)
[20:17] <Reede> "I started learning back when I was still with the caravan. There aren't many proper bards among the halflings, but we still like our tunes."

[20:18] * Damene smiles. "I've yet to meet a halfling who dislikes a good song or two."
[20:18] * Reede wets his lips and begins to play a cheery tune as they ride along.
[20:18] <GM_Tol> The stream to your right can now be seen in this strand to come out of the hills and mountains beyond. After a couple more hours, the landscape has changed to rocky grounds with harsh shrubbery around. Green patches still dot the landscape.
[20:18] * Damene joins in on his lute.
[20:19] <Athas> (not ambush country)
[20:19] <Shalanda> (And of course, we are not being loud at all)
[20:19] <Damene> (Nope.)
[20:19] <GM_Tol> As you approach the rising hills, across the stream, you see a large, very large tree in the valley between two steep hills.
[20:20] <GM_Tol> Visual: (Hill) * (Hill)
[20:20] <GM_Tol> Bolward seems to be shaking.
[20:20] * Reede stops.
[20:21] <Reede> "We're here."
[20:21] * Shalanda brings her finger to her lips and signals for everybody to be quiet.
[20:22] * Damene reluctantly mutes his lute with the palm of his hand.
[20:22] * Athas nods and gets his axe ready.
[20:22] * Reede readies his crossbow and studies the tree.
[20:24] * Damene loosens the rapier in its scabbard, places his wand in a boot, and straps his lute safely to his pack.
[20:25] <GM_Tol> The large tree and hills are visible from the 1000 feet distance you now stand.
[20:26] <Shalanda> (Any sign of structures, or just the tree.)
[20:26] * Athas looks for guards.
[20:26] * Reede takes a breath and strokes Biscuit's neck.
[20:27] <Ryu> (OK back)
[20:28] <Damene> (Welcome back.)
[20:28] <GM_Tol> You see no guards from the quarter mile distance across the stream that you stand.
[20:28] <Ryu> (Thanks)
[20:28] * Shalanda asks Bolward where they should expect to find the slavers.
[20:29] <GM_Tol> Bolward spits out, "With the Kragg."
[20:29] <GM_Tol> He points at the tree, "But they will kill you."
[20:29] * Shalanda sighs
[20:29] <Damene> "He seems dead set on us dying."
[20:30] <Shalanda> "How many do they number, and where are their living structures?"
[20:30] <GM_Tol> Bolward looks at you quizically.
[20:30] <Shalanda> "What, does my question puzzle you in some way?"
[20:30] <Reede> "They're in the tree Shalanda."
[20:31] <GM_Tol> Bolward: "It's past the tree, between the hills. I've not been past the tree."
[20:31] <Athas> "How many in the trees, then?"
[20:31] <Reede> "Or past it."
[20:32] <Reede> "I always wanted to live in a tree. If I were part of an evil gang, our hideout would be in a treetop."
[20:33] * Athas looks at Reede oddly.
[20:33] <Damene> "Trees are nice, but I'd prefer the city. More happens in the city."
[20:33] * Shalanda reaches for Bolward.
[20:33] <Athas> "I would build a wall out of the corpses of my enemies."
[20:34] <Shalanda> "Any other information we should know before we approach, secret passwords, signals, contacts, etcetera?"
[20:34] <Reede> "Blegh. The stench would be unbearable. Especially in the summer."

[20:34] <GM_Tol> Bolward "I know nothing."
[20:34] <Ryu> "Into the belly of the beast we go then?"
[20:34] <Shalanda> "What was the name of the person who you sold the boy to?"
[20:35] <GM_Tol> Bolward: "I do not know. I came to the tree, and they bought the boy, and made me promise not to show others where they live."
[20:35] <GM_Tol> Bolward lowers his head.
[20:35] <Shalanda> "Very well then."
[20:36] * Shalanda pulls out her dagger and points it at Bolward.
[20:36] <Damene> "If there's anything you're holding back, and they attack us, they might remember you, Bolward."
[20:36] <Shalanda> "You have kept your part, now I will keep my part. Let me see your bonds."
[20:36] <Damene> "Or not..."
[20:39] <Athas> "If he betrays us, I will club him like old meat."
[20:39] * Athas looks around
[20:39] * Shalanda cuts his bonds.
[20:40] * Damene nods at Athas.
[20:40] <Shalanda> "Go and know if you send word to the Kragg, we will meet again under very unpleasant terms."
[20:40] <Shalanda> "VERY unpleasant."
[20:41] <Athas> ?me says under his breath...
[20:41] <Ryu> "Ah the princess can be intimidating, even cute when stressing a point," he grins.
[20:41] * Athas says under his breath...
[20:41] <Athas> "... and will still call yourself fortunate."
[20:42] * Shalanda is not sure how to respond to that, and leaves it be.
[20:43] * Reede shrugs. "So, how do we progress? Ride on?"
[20:43] <Athas> "On foot."
[20:44] <Damene> "And leave the horses with Bolward?"
[20:44] <Shalanda> "Bring the horses, do not leave them in case things turn sour and we need a quick escape."
[20:45] <GM_Tol> Bolward backs up, away from the stream.
[20:45] * Damene dismounts to lead his horse.
[20:46] * Ryu dismounts and leads his horse as well
[20:47] * Reede hops down and leads Biscuit along."
[20:47] <GM_Tol> You lead your steeds upstream, but eventually will need to cross the stream. It does not look deep.
[20:48] * Athas moves forward
[20:48] * Damene leads his horse into the stream, staying downstream of the horse, and allowing it to takes its own pace across.
[20:48] * Shalanda finds a spot to enter the stream to cross.
[20:49] <GM_Tol> 1d20
[20:49] <TolBot> [GM_Tol's 1d20]: 8
[20:49] <GM_Tol> You move through the stream, close to the hillside. The tree is but 300 feet away. The stream disappears up into the hillside behind you.
[20:50] <GM_Tol> 4#1d20+6
[20:50] <TolBot> [GM_Tol's 4#1d20+6]: 26, 25, 20, 13 (Sum:84)
[20:50] * Reede looks up at the tree.
[20:50] * Athas looks around
[20:50] * Damene shakes water from his pants.
[20:51] <GM_Tol> The tree is very tall and wide. Craggy branches stretch out between the two steep bluffs of each adjacent hill. It all but conceals the valley behind.
[20:52] * Athas trudges across the stream, muttering something under his breathe in a chant...

[20:52] * Reede nods and continues on.
[20:52] * Ryu trudges along quietly, leading his mount
[20:53] <GM_Tol> As you reach the tree, but 50 feet away, a voice comes from the branches, or somewhere.
[20:53] <GM_Tol> Voice: "Stop. Why seek you The Kragg?"
[20:53] <GM_Tol> The voice is hissy and almost slimey.
[20:54] <Shalanda> "We seek to purchase a child."
[20:54] * Reede silently prays to Avandra.
[20:54] <GM_Tol> "Hssss. To sell a child?"
[20:54] <Reede> (Reed: "Athas...please shut the hell up")
[20:54] <Shalanda> "Buy a child that was sold here."
[20:55] * Athas purses his lips together
[20:55] <GM_Tol> Voice: "There is none here for you. Now, you must swear, to tell no one of my home, or die."
[20:55] <GM_Tol> 1d20+3
[20:55] <TolBot> [GM_Tol's 1d20+3]: 6
[20:56] * Ryu sighs
[20:56] <Shalanda> "We were told that the one we seek is here and would pay a fair price for him. I would of course keep your home secret for it does not benefit me to tell others of its location."
[20:56] * Athas tries to find the source of the voice.
[20:56] * Ryu whispers "Why do they always want to take the hard way?"
[20:57] * Damene shrugs.
[20:57] * Reede Reed seeks out the voice's location as well.
[20:57] <Reede> 1d20+7 (perception)
[20:57] <TolBot> [Reede's 1d20+7 (perception)]: 18
[20:57] * Damene whispers, "Out of stupidity or confidence."
[21:00] * Athas mutters under his breath: "Old Man Iron will drink deep either way."
[21:01] * Shalanda patiently awaits an answer.
[21:02] <GM_Tol> After a long pause, you hear the voice again, "Who told you how to come here?"
[21:03] * Athas grins.
[21:04] * Damene raises his voice. "A man by the name of Bolward!"
[21:04] <GM_Tol> Voiice: "Hiss. Now, leave or die."
[21:04] * Athas 's grin deepens.
[21:05] * Shalanda lets out an audible sigh.
[21:05] <Shalanda> "Our business is not yet concluded. How much will it cost to purchase the boy we seek?"
[21:06] * Reede shakes his head and prepares for the situation to get ugly.
[21:06] <Ryu> "I'm getting tired of being told we're going to die... How many times in the course of these past few weeks have we heard such?"
[21:07] <GM_Tol> A low fog rises above the ground at your feet. It is not apparent its origin or purpose or effect.
[21:07] <Ryu> (Yay! Cassandra is going to come again! Wait... wrong DM lol)
[21:07] * Damene pats his horse's neck.
[21:07] <Athas> (lol)
[21:07] * Reede looks around, feeling uneasy.
[21:08] <Athas> "This is the work of She Who Stills and Quiets."
[21:08] <GM_Tol> You get no reply from the tree, even after a long wait.
[21:08] * Shalanda stands firm.
[21:08] * Damene examines the fog.
[21:09] <Reede> "Well, onward, or do we retreat?"
[21:09] <Damene> "Onward."

[21:09] <Shalanda> "It is not my intent to take the child by force, in fact I personally don't even care, my companions however likely do care, and I do us all a favor by trying to resolve this peacefully."

[21:09] * Shalanda shouts

[21:10] <GM_Tol> You hear no response.

[21:10] * Ryu watches the fog, pondering what sort of magic this is (Arcana check?)

[21:12] <GM_Tol> After a minute, the smoke dissipates.

[21:12] <GM_Tol> (roll)

[21:12] <Ryu> 1d20+12

[21:12] <ToIBot> [Ryu's 1d20+12]: 30

[21:12] <Damene> (Same arcana score. 🤔)

[21:13] <GM_Tol> You've no idea what the smoke is/was.

[21:14] * Athas looks to Shalanda

[21:14] * Shalanda thinks.

[21:15] <Damene> "Shall we carry on?"

[21:15] <Athas> "We should."

[21:15] <Shalanda> "Hold a moment, I have a thought."

[21:15] <Shalanda> (The hissing sound of the creature, did it sound like a normally draconic speaker, speaking in common?)

[21:16] <GM_Tol> (Not especially draconic.As much saliva-y)

[21:16] * Shalanda calls out in draconic.

[21:16] <Athas> (like he's/she's hungry?)

[21:16] <Damene> (Like the stereotypical geek with braces?)

[21:16] <GM_Tol> (sure, hehe)

[21:16] <GM_Tol> You hear no reply.

[21:17] <Athas> (too much flea medication?)

[21:17] * Ryu looks at Shal "Princess, I say we kick down their door, and beat the snot out of them until they tell us what we want to know or give us the boy."

[21:17] <Shalanda> Draconic: "If you would not sell us the child, then we may be forced to tell all we encounter of your home here and what you do. You will then after to deal with those who frown upon slavery in great numbers."

[21:18] <Shalanda> "I am not a princess, and you will refrain from calling me such."

[21:18] * Ryu grins

[21:19] <GM_Tol> 10#1d20+6

[21:19] <ToIBot> [GM_Tol's 10#1d20+6]: 20, 10, 23, 14, 9, 26, 8, 22, 22, 23 (Sum:177)

[21:19] <Shalanda> (That can't be good.)

[21:19] <Damene> (That's a lot of initiative rolls..)

[21:19] <Athas> (here come the tentacles)

[21:19] <Reede> (RAAAAAPE)

[21:19] <GM_Tol> From the tree and branches beyond, bolt fly out, each of you getting stuck.

[21:19] <Shalanda> (Nah, it would normally be a number or two for init, that could be attack rolls)

[21:20] <GM_Tol> 1d8+2

[21:20] <ToIBot> [GM_Tol's 1d8+2]: 5

[21:20] <Damene> (It appears that they are attack rolls. xD)

[21:20] <GM_Tol> (Everyone takes 5 damage from a bolt)

[21:21] * Reede groans in pain. "Fight or run? Decide now!"

[21:21] <Athas> "To Land!"

[21:21] <Damene> (I guess that means he fights.)

[21:21] <Shalanda> "Your old man shall be satiated"

[21:21] <Ryu> (hmm)

[21:22] * Athas cackles
[21:22] * Shalanda prepares her scythe for combat and looks for cover.
[21:22] * Ryu draws his blade and looks for the source of the bolts
[21:22] * Damene draws his rapier with a wince, and drops his horse's reins, "To the fight!"

Reede loads a bolt into his crossbow and prepares himself.

<Ryu> 1d20+2

<TolBot> [Ryu's 1d20+2]: 16

<- DM -> `init report

<TolBot> Initiative Order: Kl, 25, Ka, 25, Reede, 24, Damene, 19, Athas, 18, Kw, 17, Ch, 16, Ryu, 16, kragg, 12, Shalanda, 8

Reede dashes out from cover to spot the enemies behind the tree. He fires at bolt at the first he lays eyes on.

Reede creeps out to get a better view of behind the tree.

<- DM -> Reede, you see a 10 foot gap on either side of the tree for passage.

<- DM -> Reede moves out towards the tree as Damene acts.

Damene moves out towards the tree as Reede, searching for enemies as he moves.

<- DM -> Damene joins Reede as Athas acts.

Athas charges to higher and steadier ground

<Athas> 1d20+11

<TolBot> [Athas's 1d20+11]: 14

<- DM -> Athas fails to climb the bluff.

<- DM -> Ryu acts next.

<Athas> "Cursed whore!"

Ryu charges forward, want to take out his enemy, he keeps his eyes ahead of him, and above him on the branches above.

<Ryu> 1d20+2

<TolBot> [Ryu's 1d20+2]: 8

<- DM -> Ryu moves into the grotto entrance and then sees several boney, lean, dark green creatures drop from the branches above.

<- DM -> The kragg that dropped from the branches focus on Ryu.

<- DM -> 3#1d20+6

<TolBot> [GM_Tol's 3#1d20+6]: 16, 16, 12 (Sum:44)

<- DM -> Three bolts fly past Ryu as Shalanda acts.

Shalanda moves to the corner of the tree trunk for cover, and peers around the base for signs of their attackers.

<- DM -> Shalanda, you see 3 kragglike creatures, whatever that is.

<- DM -> Reede acts.

Reede dashes to the base of the tree and looks beyond, spotting the creatures.

<- DM -> Reede, you see the creatures.

Reede takes aim and fires at the creature directly ahead.

<Reede> 1d20+10 vs AC

<TolBot> [Reede's 1d20+10 vs AC]: 20

<Reede> 1d6+9

<TolBot> [Reede's 1d6+9]: 14

<- DM -> The kragg hisses and falls to its knees.

<- DM -> Damene acts.

Damene moves up beside Ryu, bringing his wand to bear in his right hand, and searching for enemies.

Damene aims his wand at the kragg Ryu marked, and casts impelling force at it.

<Damene> 1d20+6

<TolBot> [Damene's 1d20+6]: 11
 <Damene> vs Fort
 <Damene> 1d10+4
 <TolBot> [Damene's 1d10+4]: 10
 <- DM -> Damene fails to force the kragg. as Athas acts.
 Athas charges to higher and steadier ground
 Damene curses under his breath. "I will move with you, Ryu."
 <Athas> 1d20+11
 <TolBot> [Athas's 1d20+11]: 24
 <- DM -> Ryu climbs up the bluff 15 ft.
 <- DM -> Ryu acts as Athas climbs.
 Ryu rushes forward, Letting his blade ring forth [Sword Burst, Close Burst 1] (vs k`, and his neighbor)
 <Ryu> 1d20+8 vs Reflex (k`)
 <Ryu> 1d20+8 vs Reflex (k)
 <TolBot> [Ryu's 1d20+8 vs Reflex (k`)]: 20
 <TolBot> [Ryu's 1d20+8 vs Reflex (k)]: 25
 <Ryu> 1d20+10 vs AC
 <TolBot> [Ryu's 1d20+10 vs AC]: 13
 <Ryu> 2#1d6+6
 <TolBot> [Ryu's 2#1d6+6]: 10, 12 (Sum:22)
 <- DM -> Each small kragg goes down.
 <Ryu> "Friends, I thought we where going to die."
 <- DM -> 3#1d20+6
 <TolBot> [GM_Tol's 3#1d20+6]: 10, 22, 8 (Sum:40)
 <- DM -> 1d8+2
 <TolBot> [GM_Tol's 1d8+2]: 6
 <- DM -> Ryu gets hit with a bolt from one of the other visible kraggs.
 <Shalanda> Draconic: "It's still not too late to give us what we came for, nobody else has to die." (HOLD ACTION)
 <- DM -> 2#1d20+9
 <TolBot> [GM_Tol's 2#1d20+9]: 28, 22 (Sum:50)
 <- DM -> Inside the grotto, you now see ledges on each side, with other Kragg archers, holding longbows. Two of them shoot at Ryu.
 <- DM -> 2#1d20+4
 <TolBot> [GM_Tol's 2#1d20+4]: 14, 16 (Sum:30)
 Shalanda moves to Ryu's aid, and uses healing touch on him (Double move, action point for the touch)
 <Shalanda> 1d6+3
 <TolBot> [Shalanda's 1d6+3]: 7
 <- DM -> Reede, above you, a small humanoid, with long tentacle like armes swings down to grab and choke you from teh branches above.
 <- DM -> 1d20+9
 <TolBot> [GM_Tol's 1d20+9]: 14
 <- DM -> Damene, above you, a small humanoid, with long tentacle like armes swings down to grab and choke you from the branches above as well.
 <- DM -> 1d20+9
 <TolBot> [GM_Tol's 1d20+9]: 27
 <- DM -> 1d8+3
 <TolBot> [GM_Tol's 1d8+3]: 6
 <- DM -> You see a larger Kragg standing beside a smaller tree far off. His twisted, scaly face seems

to be chuckling.

<- DM -> Round 3

<- DM -> Reede acts.

Reede loads a bolt into his crossbow and fires at the chokey bastard.

<Reede> 1d20+11 vc AC

<TolBot> [Reede's 1d20+11 vc AC]: 31 (Way to go!)

Athas charges towards the creature in a full tilt

<- DM -> 1d20+9

<TolBot> [GM_Tol's 1d20+9]: 13

<Reede> 1d6+9

<TolBot> [Reede's 1d6+9]: 12

<- DM -> Reede avoids the choker and sends a bolt into it as it squeals.

<- DM -> Damene acts. (Must try and 'Escape' the grab to do anything)

Damene struggles against his assailant, trying to wriggle from its grasp.

<Damene> 1d20+8

<TolBot> [Damene's 1d20+8]: 20

<Damene> Acrobatics vs. Reflex

<- DM -> Damene, you wriggle free and can still take a standard action.

Damene bursts from the creature's grasp, and slips to a position where he can attack his assailant.

<Damene> 1d20+9

<TolBot> [Damene's 1d20+9]: 10 (Sorry.)

<- DM -> Damene misses.

<- DM -> Athas, who had climbed up onto a branch touching the cliff, runs across a broad branch and drops down near the other small kraggs.

Damene grunts as his rapier misses his target.

Athas brings his axe up as he charges:

<Athas> "MY GODS DRINK DEEP!"

<Athas> 1d20+12

<TolBot> [Athas's 1d20+12]: 29

<Athas> 1d12+7

<TolBot> [Athas's 1d12+7]: 17

<- DM -> Athas decimates a small kragg with his axe.

<- DM -> The Chokers attack their prey once more.

<- DM -> 2#1d20+9

<TolBot> [GM_Tol's 2#1d20+9]: 15, 24 (Sum:39)

<- DM -> Reede, you are grasped.

<- DM -> 1d8+3

<TolBot> [GM_Tol's 1d8+3]: 11

<- DM -> Ryu acts.

Ryu rushes forward (double move), and ducks behind the same tree the that large Kragg is near, then rests (Action Point: Second Wind).

<- DM -> Ryu runs for cover as one archer fires at him.

<- DM -> 1d20+9

<TolBot> [GM_Tol's 1d20+9]: 25

<- DM -> 1d10+4

<TolBot> [GM_Tol's 1d10+4]: 10

<- DM -> An arrow finds its mark into Ryu's side.

TolBot shivers.

<- DM -> Two small kragg attack Athas.

<- DM -> 2#1d20+6

<TolBot> [GM_Tol's 2#1d20+6]: 18, 18 (Sum:36)

<- DM -> They hack with swords at Athas (and miss v. AC?)
<- DM -> Shalanda acts.
Shalanda advances to lend aid to Athas
<- DM -> 2#1d20+9
<TolBot> [GM_Tol's 2#1d20+9]: 11, 19 (Sum:30)
Shalanda then strikes with a Righteous Brand
<Shalanda> 1d20+8
<TolBot> [Shalanda's 1d20+8]: 18
<- DM -> As Shalanda advances, two arrows fly at her from the archers on the ledge above. (v. AC)
<Shalanda> 2d4+4
<TolBot> [Shalanda's 2d4+4]: 9
<- DM -> 1d10+4
<TolBot> [GM_Tol's 1d10+4]: 6
<- DM -> One arrow sticks into Shalanda's thigh. (6 HPs)
Shalanda takes a hit, and dishes out her revenge at the nearest Kragg. (9 damage if AC 18 hits)
<- DM -> Shalanda destroys a small kragg.
<- DM -> Next round
<- DM -> The large Kragg moves around the tree, staring at Ryu, its face twisted, drool from its mouth.
<- DM -> It raises a spear at Ryu.
<- DM -> 1d20+12 v. AC
<TolBot> [GM_Tol's 1d20+12 v. AC]: 26
<- DM -> 1d8+5
<TolBot> [GM_Tol's 1d8+5]: 7
<- DM -> The spear pierces Ryu's shoulder □. (For 7 Hps)
<- DM -> As Reede acts.
<- DM -> And, as Damene acts.
<Damene> (Mage, what's the descriptor for the attack bonus on Bless?)
Damene attacks his would-be assailant again, rapier leading the way.
<Damene> 1d20+10
<TolBot> [Damene's 1d20+10]: 26
<Damene> 1d8+4
<TolBot> [Damene's 1d8+4]: 12
<- DM -> Damene's choker squeals as it is hit.
<- DM -> Athas acts.
Athas swings his axe to split the next kragg in half.
<Athas> 1d20+13
<TolBot> [Athas's 1d20+13]: 31
<Athas> 1d12+10
<TolBot> [Athas's 1d12+10]: 22
<- DM -> Athas obliterates the last small kragg nearby.
<Athas> "OLD MAN IRON DRINKS DEEP!"
Reede tries to shake the grabby monster.
<Reede> 1d20+16
<TolBot> [Reede's 1d20+16]: 18
<- DM -> Reede wriggles free and can now attack.
Reede loads up and fires at the monster.
<Reede> 1d20+11
<TolBot> [Reede's 1d20+11]: 29
<- DM -> 1d20+5
<TolBot> [GM_Tol's 1d20+5]: 18

<Reede> 1d6+9
<TolBot> [Reede's 1d6+9]: 12
<- DM -> Reede hits the choker as it begins to retreat.
<- DM -> It jumps up into the tree.
<- DM -> Ryu acts.
Reede draws a dagger and takes a slash at the fleeing beast.
Ryu attacks the Brute
<Ryu> 1d20+11
<TolBot> [Ryu's 1d20+11]: 21
<Reede> 1d20+7
<TolBot> [Reede's 1d20+7]: 22
<Reede> 1d4+1
<TolBot> [Reede's 1d4+1]: 3
<- DM -> Reede gets a shot off at the Choker as it disappears into the tree above.
<Ryu> 1d10+7 (base damage)
<TolBot> [Ryu's 1d10+7 (base damage)]: 14
<Ryu> 1d6
<TolBot> [Ryu's 1d6]: 4
<- DM -> Ryu nails the larger Kragg who stumbles, and hisses, slobber flying.
<Ryu> "Friend, it wouldn't have had to come ot this, if you would have told us where the boy is, we could have been on our way, and left your friend here to appease you"
<- DM -> Arrows fly from the ledges to the side.
<- DM -> 3#1d20+9
<TolBot> [GM_Tol's 3#1d20+9]: 12, 12, 25 (Sum:49)
<- DM -> The first one misses Ryu, as one misses and one hits Shalanda.
<- DM -> 1d10+4
<TolBot> [GM_Tol's 1d10+4]: 5
Shalanda grunts in pain from the shot.
<- DM -> Shalanda is grazed by an arrow. (5 HPs)
<- DM -> Shal acts.
Shalanda charges Ryu's attacker from behind. (Basic attack: Str vs AC)
<Shalanda> 1d20+10
<TolBot> [Shalanda's 1d20+10]: 24
<Shalanda> 2d4+4
<TolBot> [Shalanda's 2d4+4]: 10
<- DM -> Shal plants her weapon into the large Kragg's back.
<Shalanda> Draconic: "Surrender!"
<Damene> Damene HP: 30
<- DM -> The larger Kragg swirls around at the flanking attack, and hisses: "Charge!"
<- DM -> At that word, more kraggs from the side of the hill jump into the frey.

1-2-2011: RECOVERY OF THE BOY

[20:00] <DM_Tol> *** Game Recap ***

[20:01] <DM_Tol> The party made its way from the sea-side town of Gozah, up river and into the hilly range at the point of the dwelling of an unknown tribe called the Kragg.

[20:02] <DM_Tol> Upon entrance, the group moved forward without any invitation and promptly received assault from tree and ground and ledge above.

[20:02] <DM_Tol> Crossbow bolts, arrows and strangling arms have taken their toll on the group, as the action heats up...

[20:03] <DM_Tol> *** as this session of Können Land begins ***

[20:03] <Shalanda> (reminder: bless is effect for all still +1 hit)

[20:03] <DM_Tol> The larger Kragg in the back of the battle received a blow from Shalanda.

[20:04] <DM_Tol> It swirls around at the flanking attack, and hisses: "Charge!"

[20:04] <DM_Tol> At that word, more kraggs from the side of the hill jump into the fray.

[20:05] <DM_Tol> (Grid map to the battle is at <http://tiny.cc/battlegrid>)

[20:06] * Berrian looks to see if he has any good targets at his current position

[20:06] <Ryu> (semi-afk waiting for the bathroom to be open so I can relieve myself)

[20:06] <Damene> (Sister steals bathroom all the time. I feel your pain.)

[20:09] <DM_Tol> 1d20

[20:09] <TolBot> [DM_Tol's 1d20]: 1 (Nooooo!)

[20:09] <Shalanda> `init

[20:09] <DM_Tol> Athas sees a choker attempting to drop upon him from above.

[20:09] <Ryu> (OK back, Wife's friend Kaci was in there, if it was the wife I'd jus' walk in lol)

[20:10] <TolBot> Initiative Order: Kl, 25, member:Reede, 24, member:Damene, 19, member:Athas, 18, Kw, 17, Ch, 16, member:Ryu, 16, Ka, 25, kragg, 12, member:Shalanda, 8, Berrian, 1

[20:10] <Damene> (:Damene)

[20:10] <Berrian> (weee! 1)

[20:11] <Berrian> (I am fine with that, just find it funny)

[20:11] <DM_Tol> Athas turns to engage the choker

[20:11] <DM_Tol> 1d20

[20:11] <TolBot> [DM_Tol's 1d20]: 8

[20:11] <DM_Tol> 1d20

[20:11] <TolBot> [DM_Tol's 1d20]: 18

[20:11] <DM_Tol> 1d20

[20:11] <TolBot> [DM_Tol's 1d20]: 5

[20:11] <DM_Tol> *** New round ***

[20:13] <DM_Tol> The Leader slams his spear and shifts a square, turning his spear upon Shalanda who just attacked him.

[20:13] <DM_Tol> 1d20+12

[20:13] <TolBot> [DM_Tol's 1d20+12]: 14

[20:13] <DM_Tol> (v. AC Shal. Miss.)

[20:14] <Shalanda> (AC 19)

[20:14] <DM_Tol> Reede grapples with the choker above him, as Damene acts.

[20:14] <DM_Tol> (Damene, I think you're currently 'grabbed'. that correct?)

[20:14] <Damene> (Not any more.)

[20:14] <DM_Tol> (k)

[20:15] * Damene attacks the choker, lunging at it with sharp, narrow steel.

[20:15] <Damene> (Guiding Strike v. AC)

[20:15] <Damene> `roll 1d20+10

[20:16] <Damene> (Eugh...)

[20:16] <Damene> 1d20+11
 [20:16] <TolBot> [Damene's 1d20+11]: 18
 [20:16] <Damene> (And wrong button, 17.)
 [20:16] <DM_Tol> (Hit)
 [20:16] <Damene> 1d8+4
 [20:16] <TolBot> [Damene's 1d8+4]: 5
 [20:16] <Damene> (Also, -2 to AC until the end of my next turn.)
 [20:16] <Damene> (For the Choker.)
 [20:17] <DM_Tol> The choker takes the hit on the arm and squeals, withdrawing his arm, making him more vulnerable.
 [20:17] <DM_Tol> Athas is busy with his Choker as the one beside Damene strikes back.
 [20:18] <DM_Tol> 1d20+9
 [20:18] <TolBot> [DM_Tol's 1d20+9]: 17
 [20:18] <Damene> (18 AC)
 [20:18] <DM_Tol> The choker misses Damene with its lunge.
 [20:18] <DM_Tol> Ryu turns to act.
 [20:19] <Ryu> (sorry was distracted)
 [20:19] * Ryu attacks
 [20:19] <Ryu> 1d20+10
 [20:19] <TolBot> [Ryu's 1d20+10]: 15
 [20:20] <DM_Tol> (v AC? miss)
 [20:20] <Ryu> (aight)
 [20:21] <DM_Tol> The archers atop the ledges continue their protection of the Kragg leader.
 [20:21] * Ryu swings his blade, yet misses, he grimaces in pain from his inflicted wounds
 [20:21] <DM_Tol> 3#1d20+9
 [20:21] <TolBot> [DM_Tol's 3#1d20+9]: 18, 19, 28 (Sum:65)
 [20:22] <DM_Tol> 3#1d2
 [20:22] <TolBot> [DM_Tol's 3#1d2]: 2, 2, 1 (Sum:5)
 [20:22] <DM_Tol> (2 = Shal, 1=Ryu)
 [20:22] <DM_Tol> 1d10+4 damage to Ryu
 [20:22] <TolBot> [DM_Tol's 1d10+4 damage to Ryu]: 14
 [20:23] <Ryu> (Down to 1HP)
 [20:23] <DM_Tol> 1d10+4 damage to Shal
 [20:23] <TolBot> [DM_Tol's 1d10+4 damage to Shal]: 13
 [20:25] <DM_Tol> As the archers on the ledges fire, more kragg move in.
 [20:26] <DM_Tol> Shalanda, recently struck from an arrow, acts.
 [20:26] * Shalanda moves to heal Ryu with her last healing word. 1d6+3
 [20:26] <Shalanda> 1d6+3
 [20:26] <TolBot> [Shalanda's 1d6+3]: 4
 [20:27] <Shalanda> (Surge +4 hps)
 [20:27] <Ryu> (Got it, Thanks)
 [20:27] * Ryu shakes his head prepares for a renewed strike
 [20:27] <Shalanda> (Done)
 [20:27] * Berrian targets the closest archer on the ledges, and lets twin arrows fly. (short range of 20 blocks should cover, twin strike vs AC)
 [20:27] <Berrian> 2#1d20+10
 [20:27] <TolBot> [Berrian's 2#1d20+10]: 11, 11 (Sum:22)
 [20:28] <Berrian> (why all rolling 1s?)
 [20:28] <Ryu> (because Tolbot cheats)
 [20:28] <DM_Tol> Berrian finishes shimmying around the face of the hill, finally oopening up for a shot.

[20:29] <DM_Tol> Berrian has not sturdied himself enough apparently, as the arrows fly off course.
[20:29] <Damene> (Heh, and those archers are a problem.)
[20:30] <Berrian> (I tried...)
[20:30] <Damene> (Yup, but the dice hate you.)
[20:30] <Ryu> (I vote for a TolBot restart
[20:30] <Damene> (Whatever floats your goat.)
[20:31] <DM_Tol> The Kragg leader moves away from Ryu and Shal (OA)
[20:31] <Ryu> (Attacking)
[20:31] <Ryu> 1d20+10
[20:31] <TolBot> [Ryu's 1d20+10]: 15
[20:31] <Shalanda> 1d20+8
[20:31] <TolBot> [Shalanda's 1d20+8]: 28 (Nailed it!)
[20:31] <Damene> (Wow.)
[20:31] <Ryu> (evil tolbot)
[20:31] <Shalanda> 2d4+4
[20:31] <TolBot> [Shalanda's 2d4+4]: 9
[20:32] <Ryu> (wait, I forgot the other bonuses)
[20:32] <Ryu> (so mine should have been 16)
[20:32] <Damene> (xD)
[20:33] <DM_Tol> Shalanda plants a blow on leader as he moves away, clearly wounded.
[20:33] <DM_Tol> As he moves, his powerful commands shift his companions in front of him as a Tactical shield.
[20:34] <DM_Tol> Damene moves to act.
[20:34] * Damene whips his blade across his body, slashing at the creature before him.
[20:34] <Damene> 1d20+11
[20:34] <TolBot> [Damene's 1d20+11]: 25
[20:34] <Damene> (Same attack, Guiding Strike v. AC)
[20:34] <Damene> 1d8+4
[20:34] <TolBot> [Damene's 1d8+4]: 7
[20:34] <DM_Tol> Damene slices into the choker, which falls from the tree and dies before him.
[20:35] <Damene> "Choke on that!"
[20:36] <Damene> (Gonna end there.)
[20:36] <DM_Tol> Ryu, refreshed from Shalanda's heal moves to act.
[20:36] <DM_Tol> ... as Reede and Athas are occupied with their Chokers.
[20:37] <Ryu> (plotting one moment)
[20:37] <DM_Tol> (np)
[20:38] <Ryu> (I die i die, attacks the nearest K)
[20:38] <Ryu> 1d20+11
[20:38] <TolBot> [Ryu's 1d20+11]: 31 (You da man.)
[20:38] <Ryu> 1d10+7
[20:38] <TolBot> [Ryu's 1d10+7]: 11
[20:38] <Damene> (Do the ledges have areas under them large enough to stand?)
[20:38] <Ryu> (since thats a crit, if he's fresh +1d6 damage)
[20:38] <DM_Tol> ("north" and "west" and "east" inside the glade is are more trees, surrounding by a cliff basically)
[20:39] <Ryu> (23 damage if that k has never been hit before, 17 if he has)
[20:39] <Shalanda> (Oh yeah, add 3 more damage to the leader, as I crit hit on the AoO)
[20:39] <DM_Tol> Ryu fells a kragg.
[20:40] <DM_Tol> (ok, Shal. And Damene, the ledge has nothing 'under' it. It is a lower ledge of the cliff face.It's 12 feet above the ground.)
[20:40] <Ryu> (I renamed the one I killed "kead" lol)

[20:40] <DM_Tol> (just delete. There'd be 6 other 'keads' then)
[20:41] <Damene> (So, I could stand beneath it, and the kraggs on top wouldn't be able to hit me?)
[20:42] <DM_Tol> (well, I'll grant partial cover for the square right in front.)
[20:42] <Ryu> (sure they can, they'll drop rocks on your noggin)
[20:42] * Shalanda Consecrates the ground beneath her feet then advances it upon the Kraggs and their leader.
[20:43] <DM_Tol> (Berrian, who were you firing at when you attacked last ruond?)
[20:43] <Shalanda> (Area marked with a box is Consecrated. Any foe that starts their turn in the box takes 1d6+3 damage, allies get 5hps if bloody)
[20:43] * Berrian steadies himself a bit better, then tries again to hit the archers on the ledges.
[20:43] <Berrian> (the ledges)
[20:43] <DM_Tol> The archers attack.
[20:43] <Shalanda> (correction 4 hps)
[20:44] <DM_Tol> (Ber, the one near you, or other side of valley?)
[20:44] <Berrian> (nearest target I can aim properly at. I have a normal range of 20, so...)
[20:45] <DM_Tol> (all in range)
[20:45] <Berrian> (I guess C9 then?)
[20:45] <DM_Tol> 2#1d20+11
[20:45] <TolBot> [DM_Tol's 2#1d20+11]: 16, 28 (Sum:44)
[20:46] <DM_Tol> 1#1d20+9
[20:46] <TolBot> [DM_Tol's 1#1d20+9]: 11
[20:46] <DM_Tol> Arrows fly at Ryu and Shal, only one connecting on the priestess.
[20:47] <DM_Tol> 1d10+4
[20:47] <TolBot> [DM_Tol's 1d10+4]: 13
[20:47] <DM_Tol> (13 HPs to Shalanda)
[20:47] * Shalanda takes the hit, and steadies herself with her scythe from falling to the ground from the injury.
[20:47] <Shalanda> (Bloodied)
[20:47] <DM_Tol> The kragg advance to attack.
[20:48] <Shalanda> (All who start in that box are taking 1d6+3 damage before moving)
[20:48] <DM_Tol> (you can roll it)
[20:48] <Shalanda> 1d6+3
[20:48] <TolBot> [Shalanda's 1d6+3]: 5
[20:48] * Shalanda concentrates on the dark consecrating fury of the Raven Queen, focusing the cracking radiant purple energy on the ground beneath their feet.
[20:50] <DM_Tol> (Shal, you cast that a little early)
[20:51] <DM_Tol> (You act after the archers and the kragg)
[20:51] <DM_Tol> (correct?)
[20:51] <Shalanda> (Did I? Ah yes I see my mistake.)
[20:52] <Shalanda> (Looked like you were giving me the go ahead for my turn earlier and instead acknowledged something instead. My bad)
[20:52] <DM_Tol> (I'll allow moving the grid on your turn)
[20:53] <DM_Tol> 3#1d20+6 vs. Ryu AC
[20:53] <TolBot> [DM_Tol's 3#1d20+6 vs. Ryu AC]: 13, 24, 10 (Sum:47)
[20:53] <DM_Tol> 2#1d20+6 vs. Shal AC
[20:53] <Ryu> (AC = 20)
[20:53] <TolBot> [DM_Tol's 2#1d20+6 vs. Shal AC]: 19, 22 (Sum:41)
[20:53] <DM_Tol> The kragg swing at Ryu and Shal.
[20:53] <Shalanda> (AC = 19)
[20:54] <DM_Tol> (5 Hps to Ryu and 10 to Shal)
[20:55] * Shalanda struggles to stay standing.

[20:55] <DM_Tol> Shalanda acts.

[20:56] * Shalanda takes a defensive posture. (Second Wind)

[20:57] * Berrian steadies himself a bit better, then tries again to hit the archers on the ledges. (C9)

[20:57] <Berrian> 2#1d20+10 (AC)

[20:57] <TolBot> [Berrian's 2#1d20+10 (AC)]: 29, 17 (Sum:46)

[20:57] <DM_Tol> (Both, hit. HITting same Ka?)

[20:58] <Berrian> 2#1d10+1 (if first kills, then no?)

[20:58] <TolBot> [Berrian's 2#1d10+1 (if first kills, then no?)]: 5, 10 (Sum:15)

[20:58] <DM_Tol> (Can twin strike hit two targets so far apart?)

[20:58] <DM_Tol> The archer alone on the ledge takes two arrows as it turns to notice Berrian.

[20:59] <DM_Tol> (Shal, casting your consecrated ground still?)

[20:59] <Shalanda> (No, took a second wind)

[20:59] <DM_Tol> (k)

[20:59] <DM_Tol> *New Round*

[21:01] <DM_Tol> The Kragg Leader moves to lean against a tree as Reede and Athas struggle with their Chokers. Damene moves into the battle. A small kragg is heading his way.

[21:02] <DM_Tol> (Go Damene)

[21:03] * Damene moves to attack the approaching creature, rapier leading in a high lunge.

[21:03] <Damene> (Guiding Strike v. AC)

[21:03] <Damene> 1d20+10

[21:03] <TolBot> [Damene's 1d20+10]: 27

[21:03] <Damene> 1d8+4

[21:03] <TolBot> [Damene's 1d8+4]: 9

[21:03] <DM_Tol> Damene obliterates the kragg.

[21:03] <Damene> (-2 to AC for it.)

[21:03] <Damene> (Or that.)

[21:04] <Damene> (I'll spend an action point, too, if possible. To move closer to the rest of the group.)

[21:04] <DM_Tol> (go for it)

[21:04] <Damene> (To there. Done.)

[21:04] <DM_Tol> Ryu acts.

[21:04] * Reede ([IceChat7@8ea623a3.hfc.f2428a0b.net.hmsk](https://www.ircchat7@8ea623a3.hfc.f2428a0b.net.hmsk)) has joined #groveewood

[21:05] <Damene> (O:)

[21:05] <Berrian> (maybe we have a chance now?!?)

[21:05] <Reede> (I forgot we were running tonight)

[21:05] <Shalanda> (Welcome)

[21:05] <DM_Tol> (Welcome, Reede. Battle is at <http://tiny.cc/battlegrid> You can act this round.)

[21:06] <DM_Tol> (Someone ping Ryu?)

[21:06] <Ryu> (I'm here)

[21:06] <Shalanda> (1 sec)

[21:06] * Ryu performs a furious dance with his blade (Dance of the Sword, Close Burst 2, Int vs Will, Target: all enemies in burst)

[21:07] <Ryu> (so this is vs all k's around me and shal)

[21:07] <Reede> (can I see the thing in the tree?)

[21:07] <Ryu> 1d20+8 vs Will

[21:07] <TolBot> [Ryu's 1d20+8 vs Will]: 26

[21:07] <Damene> (It's choking you, hope so.)

[21:08] <Ryu> (do you want me to roll vs each K, or jus' stick with the one roll?)

[21:09] <Ryu> (*waits for an answer*)

[21:09] <DM_Tol> Ryu decimates all the kragg around him.

[21:10] <Ryu> (got that one south west of Shal too lol, it was close burst 2 lol)

[21:10] <DM_Tol> (wanna roll them all?)
[21:10] <Ryu> (No lol)
[21:10] * Reede takes a step away from the tree and loads his crossbow.
[21:10] <DM_Tol> (cause that was me trying to save your butt)
[21:10] <DM_Tol> (😊)
[21:10] * Ryu pants and hopes Shal can deal with the last one as he is winded
[21:11] <Berrian> (when it's my turn, I want to know if I can target the KI, wherever it is on my turn)
[21:11] * Reede takes aim and fires at the choker.
[21:11] <DM_Tol> 1d20+6
[21:11] <TolBot> [DM_Tol's 1d20+6]: 18
[21:11] <Reede> 1d20+10
[21:11] <TolBot> [Reede's 1d20+10]: 12
[21:11] <DM_Tol> The kragg (who has a +2 bonus actually), hits Shal.
[21:12] * Reede makes a face at the beast.
[21:12] <Shalanda> (No, because I have a +2 bonus for Second wind)
[21:12] <DM_Tol> (for 5 HPs on Shalanda)
[21:12] <DM_Tol> (+2 to AC?)
[21:12] <Shalanda> (+2 to all defenses)
[21:12] <DM_Tol> The kragg misses Shalanda with its swing.
[21:13] <DM_Tol> As Reed blasts at its Choker, missing.
[21:13] <DM_Tol> The archer firing at Ryu turns towards Berrian, as the 2 on the other side stay on target.
[21:14] <Damene> (Which of you two are hurt more, Ryu and Shal?)
[21:14] <DM_Tol> 2#1d20+9
[21:14] <TolBot> [DM_Tol's 2#1d20+9]: 14, 11 (Sum:25)
[21:14] <Ryu> (I'm at 11HP lol)
[21:14] <DM_Tol> The arrows stick into the tree beside Ryu and Shalanda.
[21:14] <Shalanda> (I'm sitting at about 25%)
[21:14] <DM_Tol> Shalanda moves to act.
[21:14] <Damene> (I hope you have healing surges, Ryu.)
[21:14] <Ryu> (I do)
[21:14] * Shalanda gives that Kragg a "you shouldn't have done that look" as she swings at it with a Healing Strike (Str vs AC)
[21:14] <Shalanda> 1d20+8
[21:14] <TolBot> [Shalanda's 1d20+8]: 25
[21:15] <Shalanda> 4d4+8
[21:15] <TolBot> [Shalanda's 4d4+8]: 19
[21:15] <Ryu> (the k sexplodes)
[21:15] <Shalanda> (I'll use the healing surge that grants on myself)
[21:15] <DM_Tol> Shalanda ☐disintegrates☐ the kragg.
[21:15] * Shalanda will then advance on the leader
[21:16] <Shalanda> (No longer bloodied)
[21:17] <DM_Tol> (Explain more, HS as SA then take a MA?)
[21:17] <DM_Tol> Berrian acts.
[21:18] <Berrian> (is KI an available target for me?)
[21:18] <DM_Tol> (No, that's a tree)
[21:18] <Shalanda> (Sorry. Healing strike verses K, then advance on leader)
[21:18] * Berrian takes another shot at the archer on the hill
[21:18] <DM_Tol> (thanks)

[21:18] <Berrian> 1d20+10
[21:18] <TolBot> [Berrian's 1d20+10]: 11 (Better luck next time.)
[21:19] <Berrian> (third crit fail tonight... wth)
[21:19] <Damene> (You shoot your foot.)
[21:19] <DM_Tol> (lol)
[21:19] <Ryu> (No, the bow comes back and smacks him in the face)
[21:19] <Reede> (you'll shoot your eye out)
[21:19] <Damene> (String breaks, too.)
[21:20] <DM_Tol> The Kragg leader strikes at his assailant, bellowing out a command.
[21:20] <DM_Tol> 1d20+12
[21:20] <TolBot> [DM_Tol's 1d20+12]: 32 (You da man.)
[21:20] <Reede> (oh shit, it's on)
[21:20] <Ryu> (Pop goes the Raven Queen's servants head)
[21:20] <Damene> (That's what I said.)
[21:20] <Berrian> (he needs to move towards me this round, or we all die...)
[21:21] <DM_Tol> The spear impales Shalanda (13 Hps)
[21:21] <Shalanda> (Bloodied)
[21:21] <DM_Tol> Reede acts again.
[21:22] * Reede loads up and fires at the choker again.
[21:22] <Reede> 1d20+10
[21:22] <TolBot> [Reede's 1d20+10]: 26
[21:22] <TolBot> Initiative Order: Kl, 25, Reede, 24, Damene, 19, Athas, 18, Kw, 17, Ch, 16, Ryu, 16, Ka, 25, kragg, 12, Shalanda, 8, Berrian
[21:22] <Reede> 1d6+9
[21:22] <DM_Tol> Reede hits the Choker.
[21:22] <TolBot> [Reede's 1d6+9]: 13
[21:22] <DM_Tol> The creature falls from the tree, dead.
[21:23] * Reede runs to catch up with his party.
[21:23] <DM_Tol> Damene acts.
[21:24] * Damene points his wand at Shalanda, speaking words infused with arcane energy. "You look a little worse for wear."
[21:24] <Ryu> (Harl is hiding on steam, says he's trying to finish something)
[21:24] <Damene> (Majestic Word, close burst five. She can spend a healing surge, and get +4 to it.)
[21:24] <Shalanda> (Will do)
[21:24] <Damene> (And slide a square.)
[21:24] <Shalanda> (Me or you slide?)
[21:24] <Damene> (You.)
[21:25] <DM_Tol> (Tell Harl that Athas is bloodied)
[21:25] * Damene moves to help the cleric, as well, striking at her assailant as he closes.
[21:25] <Damene> 1d20+10
[21:25] <TolBot> [Damene's 1d20+10]: 22
[21:26] <Damene> (Guiding Strike v. AC)
[21:26] <DM_Tol> (attacking whom?)
[21:26] <Damene> (The Kl)
[21:26] <DM_Tol> (you need to move then)
[21:26] <DM_Tol> (What was it you used on Shal? a Minor Action?)
[21:26] <Ryu> (he says to give him 10 minutes then he'll be here)
[21:27] <Damene> (Yes.)
[21:27] <Damene> (Majestic Word.)
[21:27] <DM_Tol> (hit)

[21:27] <Damene> 1d8+4
[21:27] <TolBot> [Damene's 1d8+4]: 11
[21:27] <Damene> (He takes -2 to AC, as well.)
[21:27] <Ryu> (I told him that a Choker was molesting Athas, he only asked if old man iron drank deep lol)
[21:28] <DM_Tol> (k)
[21:28] <DM_Tol> Ryu acts.
[21:28] * Ryu rushes forward and throws his blade at the Kragg Leader (Whirling Blade, Int vs AC, Ranged 5)
[21:28] <Ryu> #grovewood 1d20+10
[21:28] <Ryu> hehe
[21:28] <Ryu> 1d20+10
[21:28] <TolBot> [Ryu's 1d20+10]: 17
[21:29] <Ryu> (actually that should be +11, so 18)
[21:29] <Ryu> (then if the +2 from Da carries over, would make it 20)
[21:30] <Damene> (For all intents and purposes. His AC is reduced by 2, rather than a bonus being given.)
[21:30] <DM_Tol> (miss)
[21:30] <DM_Tol> The Archers let fly.
[21:31] <Ryu> (the Ka on the ridge isn't within 5 squares is he?)
[21:31] <Ryu> (from the Leader that is)
[21:31] <DM_Tol> 3#1d20+9
[21:31] <TolBot> [DM_Tol's 3#1d20+9]: 23, 17, 29 (Sum:69)
[21:33] <DM_Tol> One archer lets fly at Berrian.
[21:33] <DM_Tol> 1d10+4
[21:33] <TolBot> [DM_Tol's 1d10+4]: 5
[21:33] <DM_Tol> (5 Hps)
[21:33] <DM_Tol> One archer shoots at Damene (19 vs AC hit?)
[21:34] <Damene> (Yes.)
[21:34] <DM_Tol> 1d10+4 HPs on Damene
[21:34] <TolBot> [DM_Tol's 1d10+4 HPs on Damene]: 5
[21:34] <Damene> (Heh.)
[21:34] <DM_Tol> One archer shoots at Shal.
[21:34] <DM_Tol> 1d10+4 HPs on Shalanda
[21:34] <TolBot> [DM_Tol's 1d10+4 HPs on Shalanda]: 8
[21:34] <Shalanda> (Bloodied)
[21:35] <DM_Tol> Shalanda acts.
[21:35] * Shalanda raises her scythe to strike, murder in her eyes as her scythe erupts in radiant flame. (Move to flanking position, then Avenging Flame vs. Leader, Str vs AC, does damage on a miss too)
[21:35] <Shalanda> 1d20+10
[21:35] <TolBot> [Shalanda's 1d20+10]: 28
[21:35] <DM_Tol> (hit)
[21:35] <Shalanda> 4d4+4
[21:35] <TolBot> [Shalanda's 4d4+4]: 12
[21:36] <DM_Tol> The Kragg leader is wounded.
[21:36] <Shalanda> (Also gets 5 on going fire damage)
[21:36] <DM_Tol> 1d20
[21:36] <TolBot> [DM_Tol's 1d20]: 4
[21:36] <DM_Tol> Berrian acts.
[21:36] <Shalanda> (If he acts on his turn he can't save vs. the fire damage)

[21:37] <Berrian> (can I fey step and move in the same turn, if not attacking?)
[21:37] <DM_Tol> (yes, two move actions)
[21:37] <DM_Tol> (but you already fey stepped this encounter. 😊)
[21:37] <Berrian> (ugh...)
[21:38] <Shalanda> (So do a normal double move)
[21:38] <DM_Tol> (I'm sorry)
[21:38] <Damene> (Just hit the archers, they're as much as a problem in themselves.)
[21:38] <Berrian> (and leader isn't in range still?)
[21:38] <DM_Tol> (You are 6 squares up)
[21:39] <DM_Tol> (Leader is behind a tree for you)
[21:39] <Ryu> (You know, all this time, I jus' remembered that I had the Leader marked... so he was s'posed to be getting a -2 to attack rolls that don't include me as a target)
[21:39] * Harlequin_J_Goat ([@Harlequin @34aa832c.dhcp.a3d59c23.com.hmsk](https://www.twitch.tv/Harlequin)) has joined #grovewood
[21:39] <Shalanda> (About time)
[21:39] * Harlequin_J_Goat is now known as Athas
[21:40] <Athas> (working on the novel)
[21:40] * Berrian aims at the distant archers and sends an arrow at each (twin strike)
[21:40] <Shalanda> (I'll ruin the ending... Tyro dies)
[21:40] <Berrian> 2#1d20+10
[21:40] <Athas> (now, someone said I was bloodied?)
[21:40] <TolBot> [Berrian's 2#1d20+10]: 11, 29 (Sum:40)
[21:40] <DM_Tol> (one hit)
[21:40] <Berrian> 1d10+1
[21:40] <TolBot> [Berrian's 1d10+1]: 3
[21:40] <Berrian> (ugh, my rolls tonight... I nearly give up.)
[21:40] <Berrian> (that's the 4th '1' rolled)
[21:41] <DM_Tol> *** new round ***
[21:41] <Ryu> (If the leader attacks either Shal or Dam, I'm teleporting and attacking (Aegis of Assault))
[21:41] <Athas> (again? She dies more often than a redshirt from 'Star Trek')
[21:41] <DM_Tol> 1d20+12
[21:41] <TolBot> [DM_Tol's 1d20+12]: 18
[21:41] <Ryu> (Isn't she a zombie construct anywyas lol)
[21:41] <Athas> (just point me towards an enemy)
[21:42] <Athas> (She prefers post-construct American, thank you.)
[21:42] <DM_Tol> The Kragg leader strikes back at his newest assailant. (18 vs AC Dam?)
[21:42] <Damene> (18)
[21:42] * Zionia is now known as Zio|semi
[21:42] <DM_Tol> 1d8+5
[21:42] <TolBot> [DM_Tol's 1d8+5]: 11
[21:42] <Ryu> (if it lands, I'm teleporting... and making a basic melee attack, as an Immediate Reaction)
[21:42] <DM_Tol> (11 HPs)
[21:42] <Damene> (Bloodied.)
[21:43] <DM_Tol> (Tell me the ability again, Ryu)
[21:43] <Ryu> (Aegis of Assault)
[21:43] <Ryu> (I jus' remembered that I had him marked)
[21:44] * Damene hisses at the wound, his eyes narrow at the kragg.
[21:44] <DM_Tol> (k, roll, Ryu)
[21:44] <Ryu> 1d20+11

[21:44] <TolBot> [Ryu's 1d20+11]: 17
[21:44] <DM_Tol> (vs AC? miss)
[21:44] <DM_Tol> Reede Acts.
[21:44] * Reede loads another bolt and fires upon the choker.
[21:44] <Reede> 1d20+10
[21:45] <TolBot> [Reede's 1d20+10]: 18
[21:45] <DM_Tol> (The one grasping Athas?)
[21:45] <Reede> (yeah)
[21:45] <DM_Tol> (k, roll)
[21:45] <Damene> (Don't worry, Ryu.)
[21:45] <Shalanda> (Oh, leader acted so 5 fire damage)
[21:45] <Reede> 1d6+9
[21:45] <TolBot> [Reede's 1d6+9]: 11
[21:45] <DM_Tol> The choker squeals.
[21:46] <DM_Tol> (got it, thanks, mage)
[21:46] <Reede> (no move action)
[21:46] <DM_Tol> Damene acts.
[21:46] * Damene laughs as the scent of blood fills the air, and slashes at the leader, his rapier singing a song of death.
[21:46] <Athas> (is this choker a tree?)
[21:47] <Damene> (Song of Death, if it hits he grants combat advantage to me and all allies.)
[21:47] <Damene> (Save ends, but I'm not getting information on what save ends it.)
[21:47] <DM_Tol> (no, it is a creature, hanging down from a branch above, squeezing the daylight out of you with its arms.)
[21:47] * Damene laughs as the scent of blood fills the air, and slashes at the leader, his rapier singing a song of death.
[21:47] <Damene> (Whoops, redundant.)
[21:47] <Damene> 1d20+13
[21:47] <TolBot> [Damene's 1d20+13]: 21
[21:47] <Damene> (He also still has -2 AC until the end of this turn.)
[21:48] <DM_Tol> (Hit)
[21:48] <Damene> 2d8+4
[21:48] <TolBot> [Damene's 2d8+4]: 9
[21:48] <Damene> (Meh, damage sucks.)
[21:48] <DM_Tol> (song of death is vs aC?)
[21:48] <Damene> (Slayer's Song* sorry, and yeah.)
[21:49] <Athas> (that would be "Angel Of Death" off of the self-titled album)
[21:49] <DM_Tol> Athas, you prepare to move. You are currently being held by a Choker, so must first break free. (Athl check)
[21:49] <Athas> 1d20+11
[21:49] <TolBot> [Athas's 1d20+11]: 13
[21:49] <Athas> (hmm -- apparently I haven't been getting the right steroids)
[21:50] <Damene> (Don't forget a +2 for CA against this guy, Ryu.)
[21:50] <DM_Tol> (vs Fort failed)
[21:50] <DM_Tol> The Choker chokes Athas.
[21:50] <DM_Tol> 1d20+9 vs Fort.
[21:50] <TolBot> [DM_Tol's 1d20+9 vs Fort.]: 27
[21:51] <DM_Tol> 1d8+3 HPs damage to Athas.
[21:51] <TolBot> [DM_Tol's 1d8+3 HPs damage to Athas.]: 9
[21:51] <DM_Tol> Ryu moves.
[21:52] * Ryu uses all the power he can muster to smite the leader

[21:52] <Ryu> 1d20+11
 [21:52] <TolBot> [Ryu's 1d20+11]: 28
 [21:52] <DM_Tol> (Hit)
 [21:52] <Damene> (+2 for CA, too!)
 [21:52] <Ryu> 1d10+7
 [21:52] <TolBot> [Ryu's 1d10+7]: 10
 [21:52] <Shalanda> (And +1 bless)
 [21:52] <DM_Tol> The leader reels, hissing.
 [21:52] <Ryu> "I warned you, Fool!"
 [21:52] <Damene> (Do you pity the fool?)
 [21:53] <DM_Tol> 1d20+11
 [21:53] <TolBot> [DM_Tol's 1d20+11]: 17
 [21:53] <DM_Tol> 1d20+11
 [21:53] <TolBot> [DM_Tol's 1d20+11]: 27
 [21:53] * Athas 's face flushes red with exertion as he tries to break free.
 [21:53] <DM_Tol> 1d20+9
 [21:53] <TolBot> [DM_Tol's 1d20+9]: 14
 [21:54] <DM_Tol> 1d3
 [21:54] <TolBot> [DM_Tol's 1d3]: 2
 [21:54] <DM_Tol> (2 = Shal in channel list among KI assailants)
 [21:55] <Shalanda> (Ok AC 19)
 [21:55] <DM_Tol> One archer prevails, hitting Shalanda.
 [21:55] <DM_Tol> 1d10+4
 [21:55] <TolBot> [DM_Tol's 1d10+4]: 8
 [21:56] * Shalanda staggers from the hit, her complexion growing ever so pale from blood loss.
 [21:56] <DM_Tol> Shalanda acts.
 [21:56] * Shalanda consecrates the ground in divine radiant purple energy, then moves it to center on the leader. (All enemies in at start of their turns 1d6+3 dam, all bloodied allies 5 hps) - End turn
 [21:56] <Damene> (Do we get those HPs now, or later?)
 [21:56] <Shalanda> (On the start of your turn)
 [21:56] <Damene> (Okay.)
 [21:57] <Damene> (Do you benefit from them?)
 [21:57] <Shalanda> (Yes I benefit from it, and enemies are 1d6+1...my bad)
 [21:57] <Damene> (That thing has to go down soon.)
 [21:57] <Shalanda> (on the start of my next turn)
 [21:58] * Berrian looks at his bow. "If I miss this time, I'm going to break you over my knee" He then aims and fires at the other archers once more
 [21:58] <Athas> (I say we just ask it why we all can't get along, man...)
 [21:58] <DM_Tol> Berrian acts.
 [21:58] <Berrian> 2d1d20+10
 [21:58] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
 [21:58] <Berrian> 2#1d20+10
 [21:58] <TolBot> [Berrian's 2#1d20+10]: 28, 24 (Sum:52)
 [21:58] <Damene> (I think Athas is broken.)
 [21:58] <DM_Tol> (Please state target first)
 [21:59] <Athas> (or maybe that's the hypoxia talking)
 [21:59] <Berrian> 2#1d10+1 (aims and fires at the other archers, IE, not c9)
 [21:59] <TolBot> [Berrian's 2#1d10+1 (aims and fires at the other archers, IE, not c9)]: 10, 10 (Sum:20)
 [21:59] <Damene> (I guess.)

[22:00] <DM_Tol> Berrian hits the archers.
[22:00] <DM_Tol> *** New Round ***
[22:02] <DM_Tol> After the leader's command bellowed out from last round, you see movement from the edges of area.
[22:02] <Damene> (Kw sounds bad.)
[22:03] <Shalanda> (Oh #*%&)
[22:03] <Zio|semi> <King Wookie?>
[22:03] <DM_Tol> (Kragg Warrior)
[22:03] <Ryu> (We're all going to die down here...)
[22:03] <Damene> (Athas needs to break free.)
[22:03] <DM_Tol> 1d20+12
[22:03] <TolBot> [DM_Tol's 1d20+12]: 19
[22:03] <Damene> (That's okay, I was dreaming up a paladin, anyway.)
[22:04] <Ryu> (if we all die, i saw we migrate to a NWN campaign for a while 😊)
[22:04] <DM_Tol> The Kragg leader swings at the next assailant, taking damage in the process.
[22:04] <Shalanda> 1d6+1 (From consecrated ground and leader takes an additional 5 on going fire damage)
[22:04] <TolBot> [Shalanda's 1d6+1 (From consecrated ground and leader takes an additional 5 on going fire damage)]: 4
[22:04] <DM_Tol> (roll fire)
[22:04] <Shalanda> (Fire is 5)
[22:04] <DM_Tol> (er, other one)
[22:04] <Berrian> (I have an alternate idea already. shapeshifting druid)
[22:04] <Shalanda> (I did, got a 4)
[22:05] <DM_Tol> (ok)
[22:05] <DM_Tol> (21 vs. AC, Shal?)
[22:05] <Shalanda> (AC 19 still)
[22:05] <Ryu> (although I can't teleport since I'm already at him, would I still be able to do the immediate reaction part?)
[22:06] <DM_Tol> (surely so)
[22:06] <Damene> (Doesn't he take a -2 because he isn't attacking Ryu?)
[22:06] <DM_Tol> (yep)
[22:06] <Ryu> (good, I'll do that)
[22:06] <Damene> (Just making sure.)
[22:06] <DM_Tol> 1d8+5
[22:06] <TolBot> [DM_Tol's 1d8+5]: 8
[22:06] <Ryu> 1d20+11 (Immediate Reaction, Melee, vs AC)
[22:06] <TolBot> [Ryu's 1d20+11 (Immediate Reaction, Melee, vs AC)]: 17
[22:06] <Ryu> (forgot the CA thingy)
[22:06] <DM_Tol> (miss)
[22:07] <Damene> (John Cale's Hallelujah just came on, a good sign.)
[22:07] <DM_Tol> (miss)
[22:07] <DM_Tol> Reede acts as the leader hisses loudly.
[22:07] * Reede loads another bolt and fires upon the choker (using Unbalancing Shot, if it hits the choker is slowed until the end of my next turn).
[22:07] <Reede> 1d20+10
[22:07] <TolBot> [Reede's 1d20+10]: 11 (Yikes!)
[22:07] <DM_Tol> Reede stumbles.
[22:08] * Shalanda takes the hit hard and doesn't recover from it, \going to the ground in a bloody mess.

[22:08] * Reede curses and scrambles to load another bolt (action point for a second attack)
[22:08] * Reede fires on the choker again (trickster's blade)
[22:08] <Reede> 1d20+10
[22:08] <TolBot> [Reede's 1d20+10]: 27
[22:09] <DM_Tol> (hit)
[22:09] <Reede> 2d6+6
[22:09] <TolBot> [Reede's 2d6+6]: 14
[22:09] <Reede> (I also get +3 to my AC until the beginning of my next turn)
[22:10] <DM_Tol> The choker squeals and tightens its grip on Athas.
[22:10] <DM_Tol> (k)
[22:10] <Athas> 1d20+11
[22:10] <TolBot> [Athas's 1d20+11]: 29
[22:10] <Athas> (YEAH!)
[22:11] <Damene> (Thought I went before Athas?)
[22:11] <Ryu> (Yea)
[22:11] <Athas> (dang...)
[22:11] * Damene points his wand at Shalanda, "Be well, Shalanda, please," and takes a deep breath, settling into a defensive position, rapier directed low, but at the ready.
[22:11] <Damene> (Majestic Word for Ryu, Second Wind for me.)
[22:11] <Damene> (Sorry, Shalanda*)
[22:12] <Damene> (Shalanda, you get healing surge +4, by the by.)
[22:12] <DM_Tol> (Damene, it's an Encounter power... already spent)
[22:12] <DM_Tol> (C'mon, I can't be tracking that stuff)
[22:12] <Damene> (Twice per encounter)
[22:12] <Damene> (Once per round.)
[22:13] <Damene> Special: You can use this power twice per encounter, but only
[22:13] <Damene> once per round. At 16th level, you can use this power three times
[22:13] <Damene> per encounter, but only once per round.
[22:13] <DM_Tol> (got it)
[22:13] <Damene> (So, now I'm out of them. ;o)
[22:13] * Shalanda awakens with a groan.
[22:13] <Damene> (You also slide a square.)
[22:13] <DM_Tol> (until 16th level. 😊)
[22:14] <Damene> (That's my turn, I get 5 HPs from Shalanda's consecrate, and 10 from Second Wind.)
[22:14] <Damene> (No longer bloodied, as well.)
[22:14] <Shalanda> (Actually checking with DM if that is still active)
[22:14] <Damene> (Either way.)
[22:16] <DM_Tol> (I just don't see how it's possible for any 'sustain' power to persist once unconscious/dying)
[22:17] <Damene> (Okay, ten points, then, and I'm still unbloodied.)
[22:18] <DM_Tol> Athas acts.
[22:18] <Athas> 1d20+11
[22:18] <TolBot> [Athas's 1d20+11]: 29
[22:18] <Athas> (HELL YEAH!)
[22:18] <Damene> (Same roll twice. xD)
[22:18] <DM_Tol> Athas breaks free from the grasp. (and can now attack)
[22:19] * Athas snaps the limb and slashes savagely at the nearest foe
[22:19] <Athas> (could someone give me the link to the map, please?)
[22:19] <Ryu> ([https://spreadsheets.google.com/ccc?key ... zGA#gid=25](https://spreadsheets.google.com/ccc?key...zGA#gid=25))

[22:20] <DM_Tol> (or <http://tiny.cc/battlegrid>)
[22:20] <Athas> (can I hit the choker?)
[22:20] <DM_Tol> (dunno, can you? Roll. 😊)
[22:20] <Athas> (doing crushing blow)
[22:21] <Athas> 1d20+11
[22:21] <TolBot> [Athas's 1d20+11]: 16
[22:21] <DM_Tol> (+2 for Bless?)
[22:21] <Shalanda> (+1 for bless)
[22:21] <DM_Tol> (did you inclue the +1?)
[22:21] <Athas> (yeah)
[22:22] <DM_Tol> Athas attempts and misses a
[22:22] <DM_Tol> Crushing blow.
[22:22] <DM_Tol> As the Choker swings back.
[22:22] <Athas> (dang -- I was going to take his fool head off)
[22:22] <DM_Tol> 1d20+9 vs. AC
[22:22] <TolBot> [DM_Tol's 1d20+9 vs. AC]: 21
[22:22] <DM_Tol> 1d8+3 on Athas and is grasped.
[22:22] <TolBot> [DM_Tol's 1d8+3 on Athas and is grasped.]: 6
[22:23] <DM_Tol> Ryu acts.
[22:23] * Ryu growls wildly as he attacks "Now you die!"
[22:23] <Ryu> 1d20+11
[22:23] <TolBot> [Ryu's 1d20+11]: 12 (Sorry.)
[22:23] <Damene> (Meh.)
[22:23] <Ryu> (F You TolBot!)
[22:23] <DM_Tol> The archers let fly.
[22:23] <DM_Tol> 1d20+11
[22:23] <TolBot> [DM_Tol's 1d20+11]: 25
[22:23] <DM_Tol> 1d20+11
[22:23] <TolBot> [DM_Tol's 1d20+11]: 28
[22:23] <DM_Tol> 1d20+9
[22:23] <TolBot> [DM_Tol's 1d20+9]: 28
[22:23] <Damene> (Jeebus.)
[22:24] <DM_Tol> 1d8+2
[22:24] <TolBot> [DM_Tol's 1d8+2]: 5
[22:24] <Ryu> (v.v game over folks)
[22:24] <DM_Tol> 1d8+2
[22:24] <TolBot> [DM_Tol's 1d8+2]: 3
[22:24] <DM_Tol> 1d8+2
[22:24] <TolBot> [DM_Tol's 1d8+2]: 6
[22:24] <Damene> (Fight unto the death.)
[22:24] <Damene> (I'm sure the Raven Queen will give us all a warm welcome.)
[22:24] <Athas> (What ever happened to the nobility of cowardace?)
[22:25] <DM_Tol> Ryu gets hit in the arm from an arrow. 5 HPs
[22:25] <DM_Tol> Shal takes an arrow in the shoulder. 3 HPs
[22:25] <DM_Tol> Damene takes an arrow in the buttocks. 6 HPs
[22:25] <Damene> (Of course.)
[22:25] * Shalanda swears obscenities in elvish.
[22:25] <Ryu> (Yes, it would like to ass you a couple questions)
[22:25] <Damene> (Bloodied... again.)
[22:25] <Athas> (How's that 'fight unto the death' working out for you?)

[22:25] <DM_Tol> Shalanda acts.
[22:26] <Damene> (Pretty well.)
[22:26] <Shalanda> (Move: Shift 1 away from leader, Standard: Sacred Flame at from prone position Wis vs Ref)
[22:26] * Damene winces, and tries not to imagine a hard wooden chair.
[22:26] <Shalanda> 1d20+6
[22:26] <TolBot> [Shalanda's 1d20+6]: 20
[22:26] <Shalanda> 1d6+4
[22:26] <TolBot> [Shalanda's 1d6+4]: 8
[22:26] <Damene> (Is that with CA?)
[22:27] <DM_Tol> More kraggs appear from the outskirts of the area as Shalanda hacks at the leader who falls to a knee.
[22:27] <Shalanda> (yes and the -2 for being prone, forgot my bless though so 21)
[22:27] <Damene> (Let's at least kill him before we die.)
[22:28] <DM_Tol> The Leader hisses aloud. The bony spike on his forehead bloodied at the base.
[22:28] <Shalanda> (Ryu can take 3 temp hps or make a save)
[22:28] <Ryu> (save for what lol)
[22:28] <Athas> (I don't think I've been in a game where everybody died at roughly the same time)
[22:28] <Shalanda> (Then take the 3 temp hps noob)
[22:29] <Ryu> (lol, 3 HPs it is)
[22:29] <DM_Tol> The KraggLeader hisses, catching himself with one hand, "Yyyield. Hsssss."
[22:29] <Shalanda> (Ongoing 5 fire damage)
[22:29] <Athas> "rut...with...a...diseased...hound..."
[22:29] <TolBot> (not his turn yet)
[22:29] <Shalanda> (nod)
[22:29] * Ryu eyes the leader and brings his blade to the ready, "Would you yield to us, if it was us at your mercy?"
[22:30] <Berrian> (What, I don't get a turn?)
[22:30] <Damene> (Nope.)
[22:30] <Ryu> (I'm jus' talking not acting)
[22:30] <DM_Tol> The Kragg Leader looks up at Ryu, then behind him at the horde approaching.
[22:30] <Zio|semi> <you are just goin to roll a again Berrian 😊>
[22:30] <DM_Tol> KraggLeader: "Yield and you can live. hsssss"
[22:30] <Berrian> (I wanted a turn...)
[22:31] * Ryu partially lowers his blade, "perhaps so..." he shrugs and ponders.
[22:31] * Shalanda looks at the approaching horde, not liking her odds.
[22:31] <Athas> (wow...2011 sucks...)
[22:31] <DM_Tol> The archers have their bows pointed at you now, Ryu.
[22:31] <Ryu> "I guess we can't win them all," he sheaths his blade.
[22:31] <DM_Tol> Shalanda, you see a couple of the Kragg Warriors from the new grouping seemingly displeased.
[22:32] * Damene looks to Ryu, but does not yet put his blade away.
[22:32] * Shalanda starts considering escape.
[22:33] <DM_Tol> KraggLeader: "You have beaten me. It isssss I that yield. Your reward is to depart alive."
[22:33] <Ryu> "If you would have just told us where you sold the boy, none of your people would of had to die. We would be gone, and this would not have happened.
[22:33] <DM_Tol> KraggLeader: "What boy???"
[22:33] <Ryu> "A Slaver told us he sold him here, left him."
[22:33] * Shalanda is going to destroy everybody in that bar if we got duped.

[22:34] <Damene> "A man named Bolward."
[22:34] <DM_Tol> The KraggLeader leaves his fallen spear on the ground and pushes himself up. He is tall.
[22:34] <Damene> (So, who can track?)
[22:34] * Ryu offers to help him up
[22:34] <Berrian> (I should be able)
[22:34] <DM_Tol> The Kragg speaks in a tongue to the horde in the back, and in a moment a boy is held by the arm by a smaller kragg.
[22:34] <Damene> (It's Bolward season.)
[22:35] <DM_Tol> The Kragg Leader points, "One of these boysss?"
[22:35] * Shalanda drags herself to her feet.
[22:35] <DM_Tol> You recognize one of the young men.
[22:35] * Damene wipes his blade clean with a handful of leaves and grass before sheathing it.
[22:35] <Ryu> "Yes, it would seem so."
[22:36] <DM_Tol> The Kragg waves a finger and both boys are presented forward.
[22:37] <DM_Tol> KraggLeader: "You may have them. Was there any other purpose to your invasion of our glade?"
[22:37] <Ryu> "We had no intention of invading, we offered to willingly purchase them or whatnot and be on our way."
[22:37] <DM_Tol> Shalanda, you can see even beyond the bounds of language barriers, that a couple of the Kragg Warriors are unhappy that the leader is negotiating.
[22:37] * Ryu looks to the boys "One of you Dunne?"
[22:38] <DM_Tol> The Kragg Leader begins to walk away from you, "Then on your way, you may be."
[22:38] * Shalanda eyes them carefully, and keeps her ears keenly tuned for any conversation.
[22:38] <Damene> (Did he take his spear?)
[22:39] <DM_Tol> One boy you don't recognize speaks up quick, "I'll be Dunne. You bet. That's me."
[22:39] <Ryu> "If it means anything, I am sorry that it had to come to blows," he motions for the boys to follow him as he heads back the way they came.
[22:39] <Reede> (I don't think he'd like if you took his pointy)
[22:39] <DM_Tol> The other boy looks up at you and nods, as you recognize him.
[22:39] <DM_Tol> (Spear is on the ground. You pickign it up?)
[22:39] <Damene> (No.)
[22:39] <Shalanda> "Let's go."
[22:39] * Damene eyes the spear, but decides against it.
[22:39] * Shalanda points at the child Dunne.
[22:40] <Shalanda> "That's him."
[22:40] <Reede> (though...it might make a nice trophy)
[22:40] <Damene> "Take them both."
[22:40] <Damene> (Yeah, we can leave our blood on it, to remember.)
[22:40] <Damene> (I'll cover your back if you nab it.)
[22:40] * Shalanda will depart before the reinforcements decide to attack or the party gets too greedy.
[22:41] * Ryu looks at the leader as he walks away, "May your gods watch over your swift recovery."
[22:41] <DM_Tol> The Kragg Leader turns, "Bound you are... tell no one of our grotto. Or the mercy you showed me will not reciprocate."
[22:41] <Reede> (I'm across the battlefield.)
[22:41] * Damene nods. "Very well."
[22:41] <Ryu> "Do not worry, I will reveal nothing of your glade to anybody, I do no wish harm on any people."
[22:41] <Shalanda> "You had my word before the battle that I would not, and we have what we

came for, so I see no need to break that word."

[22:41] <DM_Tol> (you and Athas can have stepped up, and Berrian climbed down, even)

[22:42] * Athas glares at the choker as he joins the group.

[22:42] * Damene turns to follow his companions at a limp, arrow sticking gracefully from his butt.

[22:42] <Berrian> (I keep my distance, but come down)

[22:42] <DM_Tol> The choker grins evilly and ascend into the branches above you, Athas.

[22:42] * Reede has a closer look at the spear.

[22:42] <DM_Tol> The Leader stands stoically staring you down, as two kragg come to his side.

[22:43] * Athas weighs angering Old Woman Wood against angering the enemy by burning down the tree

[22:43] <Ryu> (want me to move myself on the map, or is it assumed we are moving?)

[22:43] <DM_Tol> The spear looks ordinary. The archers repoint their arrows at you, Ryu, as you stoop to it.

[22:43] <Ryu> (I'm not going for the Spear :-P I have no interest in it)

[22:43] <Damene> (Maybe if you ask nicely.)

[22:43] <DM_Tol> (Moving out of the glade?)

[22:44] <Ryu> (Yea, keeping the boys with me, the way we came in)

[22:44] <Damene> (I'm following.)

[22:44] <Athas> (pretty please, with sugar on top, can I have the spear so I can impale you and cook you on a spit?)

[22:44] <Shalanda> (Definitely already on my way out)

[22:44] <Athas> (I am following)

[22:45] * Reede leaves it alone and starts to make his way out of the glade.

[22:45] * Berrian walks up to Shalanda as she approaches. "Are you all right?"

[22:45] <Ryu> "Son of Dunne, are you well? and who is your friend here?"

[22:45] <DM_Tol> As you move past the great tree, the Dunne boy moves slowly, weak and quiet. The other boy, clearly a hobbit, not a human, trots along, "If not Dunne, I'll still come, off we go then? I'm with you's for sure."

[22:46] * Shalanda looks down at her dress covered in a large assortment of holes, the couple of arrows sticking out of her body, and her trembling free hand.

[22:46] <Shalanda> "No."

[22:46] * Ryu looks at the little one (hobbit) "Where are you from? if its on our way back to this ones father, we'll drop you there"

[22:46] * Athas cranes his neck about

[22:46] <DM_Tol> You move out of the glade, past the great tree, licking your wounds.

[22:46] * Berrian helps her walk out fo the glade, offering a shoulder

[22:47] * Damene happily limps along.

[22:47] <DM_Tol> The hobbit boy hops alongside Shalanda, "From? Can't I be from where you are?"

[22:47] <Shalanda> "No thank you. I'll be fine, I'm just not fine at the moment."

[22:47] <DM_Tol> *** as this session of Können Land comes to a close ***

1-9-2011: INTRODUCING ZAHIRA

[20:24] <DM_Tol> *** Game Recap ***
[20:25] * Zahira (Zahira@4b4b3765.rcmdva.fios.36f5c1fe.net.hmsk) has joined #groveewood
[20:25] <DM_Tol> *** Game Recap ***
[20:25] <DM_Tol> The party entered the grotto of The Kragg, one of few parties to do so uninvited and live.
[20:26] * Harlequin_J_Goat is now known as Athas
[20:26] <DM_Tol> After a fierce battle, the group defeated the front guards and the tribal leader, enough to bargain their safe passage away from the place and the remaining horde along with the boy they came for.
[20:27] <DM_Tol> The Dunne boy, whom they previously inadvertently delivered into such slavery has remained quiet and broken in spirit. A second boy who came along as well, and enthusiastic Halfling teen on the other hand won't stop talking.
[20:28] <Ryu> (Yea, who stuck us with the bloody hobbit)
[20:28] <DM_Tol> As the group makes its way down the river, away from the hill and mountain range...
[20:28] <DM_Tol> *** This session of Können Land begins ***
[20:28] * Athas glares at the halfling teen
[20:29] <Athas> "Be silent."
[20:30] <Ryu> "We will drop you where you will be safe, then we will be on our way."
[20:30] * Warb-lurker is now known as Bodoc
[20:30] * Shalanda dismisses Berrian's aid as she grits her teeth, then pulls an arrow out of her shoulder.
[20:30] <Bodoc> (gonna play the npc halfling, told request)
[20:30] <Shalanda> (Oh no)
[20:30] <Bodoc> (tols request)
[20:30] <Ryu> "Maybe this ones dad will have a use for you," he points to Dunne's don.
[20:31] * Athas keeps an eye on hte perimeter
[20:31] <DM_Tol> As you move down the river, the day begins to fade.
[20:32] <Bodoc> "Well I suppose though I would be safest with you, no?"
[20:32] * Shalanda attempts to muffle a scream as she tosses the removed arrow aside, and yanks out the other arrow that hit her leg.
[20:32] * Ryu looks at Shalanda, and does the same, removing the arrow in his arm with gritted teeth
[20:33] * Athas looks to the others,
[20:34] <DM_Tol> The Dunne boy at one point loses consciousness from exhaustion as you place him upon a horse.
[20:34] <Athas> "May I give you a bit of advice, Shalanda? From the Hard Lands?"
[20:34] * Shalanda briefly looks over at Athas, before deciding not to respond.
[20:36] * Bodoc stays very close to Shalanda "you can tell me some advice from that place, i'd like to know"
[20:37] * Shalanda feels the hairs on the back of her neck start to stand on end when the little halfling starts to hover around her.
[20:38] * Bodoc still close to Shalanda, just looks at Athas waiting for an answer
[20:38] <DM_Tol> The sun disappears over the mountains and light then quickly fades.
[20:38] <Athas> "Do not feel pain. Just observe it."
[20:39] * Shalanda takes the second arrow she was going to discard and throws it unceremonially at Athas.
[20:39] * Athas grins as the arrow bounces off his chest.

[20:39] <Athas> "See? Just observe. Do not feel."
[20:41] * Ryu walks up behind Athas "Would you say that when the... Princ...I mean Lady, shoves a dagger in your chest?"
[20:41] <Ryu> (*grins*)
[20:42] * Athas looks over his shoulder at Ryu.
[20:42] <Shalanda> "I would give Athas more respect then my dagger in his chest... you on the other hand can have the dishonor of my dagger in yours."
[20:42] <Athas> "After cursing at her? yes."
[20:43] * Ryu grins at Shalanda, "Ah but Lady, you'd impale me so well, but Athas, one cannot simply observe pain, one must accept it unto themselves."
[20:45] * Shalanda rolls her eyes, even though it's hard to tell since they are pupiless, and proceeds to ignore those two.
[20:45] <Ryu> "You do have to admit though, You are beautiful and deadly, a fitting Princess of the Raven Queen, should she choose to have one."
[20:46] * Shalanda pauses
[20:46] <Ryu> "But I will no longer think such things. It was just my observation."
[20:46] <Shalanda> "Did you actually just compliment me for once?"
[20:47] <Ryu> "It was always intended as a compliment my lady."
[20:47] * Athas smiles and shakes his head
[20:47] <Shalanda> "For all I've heard from you before this point was that I was at first a slut and then a princess. I am actually surprised something kind about me has come from your lips. Did the Kragg poison your tounge?"
[20:48] <Ryu> "Perhaps, perhaps the leathality of your blade has changed my opinion of you."
[20:49] <Shalanda> "Perhaps you are just toying with me in my weakened state."
[20:49] * Shalanda turns and continues on.
[20:49] <DM_Tol> As you move alongside the stream, evening is upon the sky.
[20:49] * Ryu laughs heartedly "That would not be wise, in all honesty, in my travels are you by far the most vicious woman warrior I have ever encountered. I have yet to decide if that is a good thing or a bad."
[20:51] * Shalanda starts looking for the site they made camp last evening, as she moves away from the others to the front of the party.
[20:51] <Ryu> (I'd hate to see Shal during "that time of the month")
[20:52] * Bodoc moves away from Shalandra and starts follows really closely to Athas "boy you seem big"
[20:52] <Shalanda> (Do Eladrin even have a time of month / 1/4 year / year?)
[20:53] <Athas> (I'm seeing a mountain of skulls... next to a smaller pile of empty Ben 'n' Jerry's Ice Cream containers)
[20:53] <Bodoc> (lol)
[20:53] <DM_Tol> As you begin looking for a camping spot, you do not seem near the previous night's rest.
[20:53] <Shalanda> (Classic)
[20:55] <Shalanda> (How much more travel roughly Tol?)
[20:55] * Athas looks around for trail signs
[20:56] * Bodoc "So group!, should we start a fire and make a camp, can't be very safe travelling at night, I can find us some wood"
[20:56] <DM_Tol> (5-7 more hours if you're headed to Gozah)
[20:57] <Shalanda> (How much time to that previous camp site?)
[20:57] <DM_Tol> (oh, you actually passed it)
[20:57] <Shalanda> (Ah)
[20:58] <Shalanda> "I suppose we should find a camp, it doesn't look we are being followed."
[20:58] <DM_Tol> (camp near the stream or away from the stream?)

[20:59] <Bodoc> "yeah, i'll help us get setup, its great being with you guys, where do you wanna make a camp, over there, maybe over there?"

[20:59] * Shalanda groans

[21:00] * Athas looks to the halfling teen.

[21:00] * Ryu sighs "I say we rig up a a ladder, Tie the little one to it, and leave him behind," he grins.

[21:00] <Athas> "Boy! Find a campsite and be quick."

[21:01] <Bodoc> "for sure, over there then" Bodoc points, looks like a good spot. (Bodoc just picks a random place in reality)

[21:02] <Athas> "You sure?"

[21:02] * Bodoc adds "and why tie me up and leave me, i am very resourceful"

[21:03] <Bodoc> "i'm sure of it, common" Bodoc looks very pleased that he could help

[21:03] <Shalanda> "I think I'm in agreement on the tree idea."

[21:05] * Athas looks at the boy

[21:05] * Bodoc starts looking for some stones to build a little campfire pit "you guys get settled, i'll find some stones to make a fire circle, this is great"

[21:06] <Ryu> "I see why the so willingly gave that one up..." he whispers "Who's got the rope?"

[21:06] <Athas> "If we live the night -- you made a good choice. If we die -- may Old Man Iron drink you first."

[21:07] <DM_Tol> The group makes camp through the night. Nothing disturbs your sleep within the confines of this most excellently chosen campsite.

[21:07] <DM_Tol> Night passes and morning breaks.

[21:08] * Shalanda only needing less rest than the others goes to the stream before she rests to clean up, patch up her wounds and change clothes.

[21:08] * Ryu rests (How many healing surges can you spend a night? lol)

[21:09] <Shalanda> (All of what you have left during rests.)

[21:10] <Athas> (spending everything to get back to full)

[21:10] <Ryu> (Will do the same)

[21:11] <DM_Tol> (Ok, plans? Heading on to Gozah?)

[21:12] <Shalanda> (Yeah, we'll probably want supplies before we move on.)

[21:15] * Shalanda rises early, prays, and eats one of her rations.

[21:15] * Bodoc wakes up and looks around to see what the others are doing.

[21:17] * Shalanda stares at the halfling with her purple pupilless eyes while she waits for the others to wake up.

[21:17] <DM_Tol> `links

[21:17] * Athas wakes, tests his axe and looks to the others.

[21:17] * Ryu yawns and stretches

[21:18] <Ryu> "Another day, another chance to be maimed"

[21:18] * Bodoc heads over to Shalanda and sits down right beside her "Morning"

[21:19] * Shalanda looks to her side.

[21:19] <Shalanda> "Morning."

[21:20] <Athas> "Morning."

[21:20] <Bodoc> "Not much to eat around here, if we were in Gozah, i'd be able to get us food so fast"

[21:20] <Ryu> "Perhaps so, but if you end up in the city dungeon we won't.. wait, do it, one less worry for us," he laughs quietly to himself.

[21:21] * Shalanda sighs

[21:21] * Shalanda reaches into her pack and pulls out 2 small wrapped bundles, hands one to Bodoc and throws the other at Ryu.

[21:22] <Shalanda> "Make yourself useful and give that to the child Dunne so he doesn't starve to death."

[21:22] <Shalanda> (To Ryu)
[21:22] <Ryu> "Yes, M'lady," does as Shal wishes.
[21:22] * Bodoc smiles gratefully "Well thanks" Bodoc takes a big bite for his size "we are going to be good friends, I owe you a favor now!"
[21:23] <Shalanda> "I suppose you owe me two now."
[21:24] <Athas> "I am not your friend."
[21:25] * Athas eats his rations
[21:26] <Shalanda> "We should leave soon if we are to make Gozah before the sun sets."
[21:27] <DM_Tol> As the morning rituals come to a close you hit the riverside path towards the city. Travel in this direction goes quicker, and you see the occasional fisher over at the river.
[21:28] * Athas looks at the fishers with oddity
[21:28] <DM_Tol> Mid afternoon, you reach the eastern gate.
[21:28] <DM_Tol> (City map at http://konnen.wg2140.com/index.php?option=com_content&view=article&id=5)
[21:29] <DM_Tol> The Dunne boy walks behind you, still looking very worn.
[21:29] <Shalanda> (Are there stables in the city?)
[21:29] <Bodoc> "Well where are we going, I can take you anywhere you want to go here"
[21:31] <Athas> (are there houses of ill repute to sell the boy to for a few coppers?)
[21:31] <Bodoc> "But I will probably have to leave you for a little while at some point, to get myself some gear, so where to?"
[21:32] <Shalanda> "I'm going to get a horse and some trail rations, shall we meet up at the inn by sunset?"
[21:32] <DM_Tol> (Stables building 1... Flotsam and Jetsam inn is 2, The Stick and stone shady tavern near 17)
[21:32] <Athas> "I need to get some rations as well."
[21:32] <Ryu> "Agreed, I need to resupply as well"
[21:32] <DM_Tol> (Central market is shops around the pavillion 11)
[21:34] <Bodoc> "common, i know all those places, let me take you to them" Bodoc races a little forward excited.
[21:34] <Shalanda> (So to speed things along, I'm looking to get a riding horse, trail rations, and a room at the inn for the night. Should be 82 gold by book price)
[21:35] <Athas> "That boy will get himself killed."
[21:35] <DM_Tol> You follow the enthusiastic Bodoc, reluctantly. After stowing steeds, he leads you around the Old Market Pavillion, and at one point think you see him get a cutback from a gear vendor for bring you to him. He disappears and returns with some clothes.
[21:36] <DM_Tol> Shalanda retrieves a dress she ordered and purchases a riding horse.
[21:36] <Shalanda> (I suppose I could get the dress damaged in the last fight repaired, otherwise I got that other dress a while ago already)
[21:36] <DM_Tol> After a day of recouping, you rest at the Flotsam and Jetsam inn for the night. Bodoc finds you again in the morning in the common room waiting to hear where everyone is heading.
[21:37] <DM_Tol> (oops, my bad memory then)
[21:37] <Athas> "Don't you have parents, boy?"
[21:37] <DM_Tol> The Dunne boy sits in the breakfast room sipping some milk, looking better, still no talking out of him.
[21:38] <Shalanda> (No biggy, I'll just have that other one repaired, so it's all good)
[21:38] * Athas looks to the Dunne boy.
[21:39] * Athas looks back to the halfling teen.
[21:40] * Shalanda tries to eat in peace.
[21:40] <Shalanda> (I do forget if I paid for a week's stay here or just a day.)
[21:42] <Shalanda> "Assuming nothing eventful occurs, I hope to leave early in the morning."
[21:44] <Shalanda> "Young master Dunne can stay in my room for the night, if that is acceptable"

with him."

[21:44] * Athas gives a meaningful look to the halfling.

[21:44] * Bodoc tries to act like part of the group

[21:44] <Ryu> "Keep the pest away from me, or he will never wake from his sleep."

[21:45] <Bodoc> "So where do you think you might head next?"

[21:45] <Athas> "this will be a, uneventful stay, right?"

[21:46] <Shalanda> (Insight: Do I think Bodoc's question may be for malicious purposes, such as tipping off Kragg or local slavers on where we are going?)

[21:46] <DM_Tol> (Uhm, I skipped ot morning now)

[21:46] <Shalanda> (Missed that, I was caught up in the moment)

[21:48] <DM_Tol> (Shal, you do not detect any malicious purpose from Bodoc, though not full disclosure either. Not evil intentions, rather, overselling himself and his usefulness just to get to come along)

[21:49] <Shalanda> "We have a child to return to his family, that is where we are heading next."

[21:50] <DM_Tol> The Dunne boy looks up from his cup.

[21:51] <Bodoc> "Well, i'm in, I'll be back very soon, I need to gather a few supplies for the trip"

[21:51] <Shalanda> "Don't look so surprised, I didn't almost die to have you as a slave. We are taking you back to your family where you belong."

[21:51] * Bodoc scoots out quickly

[21:51] <Athas> "I will remain here with the boy."

[21:52] * Ryu looks at Dunne and grins, "Thats right boy, we're taking you home."

[21:52] <Shalanda> "Which is a journey we will start once everybody is done eating."

[21:53] <DM_Tol> The boy manages a grin.

[21:54] * Ryu pats the boy on the back

[21:54] <Ryu> "Eat, Drink, recover your strength, we have a ways ahead of us"

[21:57] <DM_Tol> You finish you meals, ready to head out (to where, however, the DM has not heard)

[21:58] <Shalanda> (Madasa)

[22:00] <DM_Tol> And elf with a bow beside her table smiles over at you. She has been sitting there for the whole of breakfast.

[22:00] * Athas looks at the woman with a little suspicion.

[22:01] <DM_Tol> The Dunne boy speaks a couple words, "To where?"

[22:01] <DM_Tol> He seems pained to speak.

[22:01] <Shalanda> "Your home."

[22:03] * Shalanda rises from her chair and holds out her hand to the Dunne boy.

[22:04] <Shalanda> "Shall we go?"

[22:04] * Athas stands up.

[22:04] * Ryu looks at Shal and stands "I guess we should."

[22:06] * Zahira finishes up a cup and rises, tossing her bow over her shoulder and makes her way to the table of rising patrons. "Greetings fellow travelers. I couldnt help but overhear. Did I hear you were traveling east towards the North Road?"

[22:06] * Athas turns to face the woman.

[22:06] * Shalanda looks at the elf woman.

[22:07] <Athas> "Our path is our own concern. not yours."

[22:07] <Shalanda> "You did not, you only overheard that we were leaving."

[22:07] <Shalanda> "However, I am in a good mood today, so what is your intent on asking us such a question?"

[22:08] * Shalanda looks the elven woman up and down to size her up and get a general image of what she looks like.

[22:09] * Zahira blinks and smiles dipping her chin. "I, was wondering if perhaps you would mind some additional company. The roads can be treacherous nowadays."

[22:09] <Shalanda> (AKA: Description please)

[22:09] * Ryu glances at the elf, "So can this one," he points at Shal, as he shakes back his hood, revealing his bright blue hair.

[22:10] * Shalanda has fine soft strands of hair the color of a pale golden sunrise on a summer's pond spills down the hair of this slender woman's body. Her eyes are the color of a purple pearl plucked from the sea and her long black gown does little to hide her slender toned frame. A well used scythe rests atop her shoulder.

[22:11] * Athas steps in front of the boy, his hard frame blocking out the young man completely. In both hands rest an axe, and in his frost blue eyes rest blood chilling malice.

[22:11] <Zahira> She appeared to be quite average for your everyday elf, perhaps a bit short with deep set green eyes and a long green traveling cloak with little on her aside from her bow and a quiver at her hip. Her long silvered hair flowed over her shoulders around her pointed ears.

[22:12] * Ryu stands at 5'11", clad in black leather armor and a blade that hangs by his side. On his left shoulder sits his small Dragonling, Kira. His bright blue hair, stands in stark contrast with his olive green eyes.

[22:12] <Shalanda> "Where is your destination of travel miss?"

[22:12] <Athas> (brb)

[22:13] <Zahira> "Nowhere in particular. I am just making my way away from here. It would be much easier to have company while on the road."

[22:15] <Shalanda> "I suppose extra numbers would not hurt at least for a while, and I could use somebody to talk to that seems pleasant."

[22:16] * Zahira grins and dips her head. "I thank you greatly for allowing m to join you. It will be a pleasure I am sure."

[22:17] <DM_Tol> After greetings with a new traveller, you gather your things and horses and head out the east gate.

[22:17] * Shalanda almost comments on the "pleasure" statement, but decides to let the newcomer make her own impressions about Athas and Ryu.

[22:18] * Shalanda looks at her new horse before mounting up.

[22:18] <DM_Tol> The horse is grey.

[22:18] * Ryu brushes his horse, before he saddles him

[22:19] <Shalanda> "Let's get one thing straight horse, your name is now Jean and I'll turn you into food if you are a surly beast."

[22:19] * Bodoc comes running up from behind he is a ways away but you here him call out "don't worry im coming!"

[22:19] * Ryu grins at Shalanda, "And to think, this is her in a 'good' mood."

[22:20] <Athas> "How many husbands have heard that, you think?"

[22:20] <DM_Tol> Two minutes out the gate and up the road, you hear the young halfling Bodo cfrom behind.

[22:20] <Ryu> "Atleast a dozen I'd say"

[22:20] * Zahira gathers the last of her things and hurries to join the others outside and leaps up onto her horse close behind the others.

[22:21] * Bodoc has a big smile as he runs after the group and it looks like he has a staff or club at his side and a small pack on his back

[22:21] * Ryu looks at Bodoc, then Zahira, "Lady Zahira, you can have this halfling if you like... He's been a thorn in my side since we found it."

[22:23] * Bodoc gets closer and you notice a pot hanging from the pack and what might be a fishing pole coming out of it

[22:23] * Zahira takes one look at him and smiles warmly offers to pull him up behind her in the saddle. "Of course. Hold on now, dont need you falling off. It do be a long way down for you."

[22:24] * Bodoc jumps up "ill hold on tight, who are you anyway?"

[22:26] <Zahira> "I be Zahira. Just a wandering soul that had some business to do for my family with

nothing to do but travel now."

[22:27] <Bodoc> "So you joined their band also then, great!"

[22:28] <Shalanda> "It's odd that an elven family would have business out here. What kind of business are you in?"

[22:28] <Ryu> "Kidnapping, Assassination, and dealing in Stolen Goods would be my guess."

[22:30] <Zahira> "Well, my family raises horses. I've never been one for the raising and breeding of them, so they sent me out to sell this years stock. We are housed up in the forests to the north of Knnen."

[22:30] <DM_Tol> The day of travel along the road the Heborn goes uneventful. The traffic on the road is light.

[22:31] <DM_Tol> After making camp one night, you travel on the rest of the next day, up the hilly range towards Heborn. You reach the city close to nightfall.

[22:33] * Athas keeps the elf in sight

[22:35] <DM_Tol> As the group meanders into the city of Heborn, surrounded by tall hills and small mounts

[22:35] <DM_Tol> *** this session of Können Land comes to a close ***

1-16-2011: JOURNEYING NORTH

[19:41] <DM_Tol> *** Game Recap ***

[19:41] <Shalanda> (Perhaps we'll start with the pure elves).

[19:42] <Berrian> (yay!?)

[19:42] <DM_Tol> The party made it in and out of the valley of The Kragg, skin intact for the most part.

[19:42] <Damene> (Could make a minotaur paladin.)

[19:42] <Berrian> (wait, my char sheet doesn't say what XP I had, to add the 550 to... ack.)

[19:42] <DM_Tol> After defeatign the Kragg leader, he parlayed for his life, exchanging the boy they sought for their freedom.

[19:43] <DM_Tol> The group made its way down the mountain stream towards the coast and the Sea City of Gozah once more.

[19:43] <Damene> (We should have killed him, then died.)

[19:43] <DM_Tol> After spending a night resting, and restocking, the group heads out east back over the central hilly range to discover the Dunne boy's home and return him.

[19:44] <DM_Tol> The group is heavy two travellers, another orphan halfling youth and a female ranger who met them in the inn at Gozah.

[19:45] <DM_Tol> They made their way into the central range, to the city of Heborn, before continuing on to the North Road.

[19:45] <DM_Tol> *** Thus begins this session of Können Land ***

[19:46] <DM_Tol> The party makes its way into the outskirts of Heborn in the late afternoon.

[19:47] <DM_Tol> You walk your mounts and are reminded of the chaotic streets of the city, one main road leading through and multiple small lanes throughout.

[19:47] * Berrian sighs. "Heborn again."

[19:48] * Damene absorbs the sights of the city, a new place to him. The Tiefling had come to Gozah by ship, rather taking the overland route.

[19:49] <DM_Tol> You recall the quaint inn nearby and can make it there with relative ease.

[19:51] <Athas> (are they going to recall us?)

[19:51] * Warb-lurk is now known as Bodoc

[19:51] <Bodoc> (gonna do taht npc for Tol again)

[19:53] <DM_Tol> For those new to Heborn, the place is inhospitable. It is difficult to get around, and the clearly the central road that leads directly through the city with barely passable lanes between building on each side, gives you the impression that they're quite happy if you just continue on your way.

[19:53] * Shalanda mutters something about "wood and earth" as she looks in the direction of the Hall of Kings.

[19:53] * Athas looks for a tavern.

[19:54] * Zahira would look about feeling a bit nervous at the unwelcoming site. She made sure to stay close to her traveling companions.

[19:54] <DM_Tol> To the north, Shalanda, you see the steep rising of the mountainside that presses against the town nestled in the hills. You recall the anceint temple that sits at the bottom of that mount.

[19:54] * Shalanda rides through as if there is nothing wrong, keeping her thoughts to herself.

[19:55] <DM_Tol> You make your way up a slender lane and reach tehe small inn some of you stayed at before.

[19:55] <Berrian> "I suppose it would be better for the boy if we stayed in the inn tonight, before heading on."

[19:55] <DM_Tol> The innkeep welcomes you nonenthusiastically and offers enough rooms as long as at least two rooms are twins.

[19:56] <DM_Tol> The Dunne boy looks up at you, Berrian, but says not a word. Over the days, he has looked better after eating well, but still hardly speaks.

[19:56] <DM_Tol> His fits during the night of moaning and writhing speak of torturous experience he endured at the hands of The Kragg.

[19:57] <Shalanda> "I'll take the boy tonight so the rest of you can get some sleep."

[19:58] <Bodoc> "What about me? Who am I staying with?" Bodoc has been talking to Zahira all trip while taking a ride with her on her mount, about all his experience.

[19:58] <Athas> "A room and ale. Both alone."

[19:58] <Shalanda> "You are responsible for your own lodgings, unless somebody wants to take you in."

[19:59] * Zahira would nod. "I can room with you Bodoc. Perhaps we can speak of more interesting things."

[19:59] * Shalanda orders a private room for herself.

[19:59] * Damene presents his lute. "I'll play for my room, If you'll allow it."

[19:59] * Bodoc smiles

[20:00] <DM_Tol> The inn has the smallest common room, with no one in it. He says no need for a bard.

[20:00] * Damene frowns. "Very well, though the music would surely bring others."

[20:00] * Athas throws down his coin

[20:01] * Berrian pays the innkeep and goes to the room, getting an early start on his trance.

[20:02] <DM_Tol> Evening comes after you settle into rooms.

[20:02] * Shalanda offers the boy the bed when she retires for the night and sits herself up against the door.

[20:02] <DM_Tol> (gonna move to morning unless someone has specific intentions for Heborn)

[20:02] <Damene> (Not I.)

[20:02] * Zahira would pay for the room and grin at the hobbit on the way up to the room.

[20:03] <Berrian> (I want to hunt in the morning, before people wake)

[20:03] <DM_Tol> Zahira graciously takes the young, if talkative, Bodoc into her chamber as all settle for the night.

[20:03] <DM_Tol> Morning breaks, the beds small but comfortable, as you prepare to head out for the day of travel.

[20:03] <Berrian> 2#1d20+8 (2 hours morning foraging/hunting)

[20:03] <TolBot> [Berrian's 2#1d20+8 (2 hours morning foraging/hunting)]: 15, 14 (Sum:29)

[20:03] <DM_Tol>)Berrian, not a hunting area)

[20:04] <Shalanda> (You hunt up rocks, and mountain roots)

[20:04] <Athas> (only if he is hunting for succulent man-flesh)

[20:04] <Berrian> (fine...)

[20:05] * Berrian sits in the common room, waiting for the others to wake.

[20:05] <DM_Tol> The party meets up in the morning and heads out for the road. (anything before leaving town?)

[20:05] * Athas comes down axe in one hand and a sharpening stone in the other.

[20:06] * Shalanda has an unusually long trance, disrupting it only for periods when the boy tosses too much in his nightmare fitted dreams.

[20:06] * Zahira wakes early to make sure to get all her things as well as Bodoc's secured for the day.

[20:06] * Damene leaves his room, still pulling his boots on.

[20:07] <Shalanda> (5 silver for the room?)

[20:07] * Bodoc comes down the steps full of energy "morning, what's the plan today? what can I do?"

[20:07] <Athas> "Can you sharpen a blade?"

[20:08] <DM_Tol> (5 silver for the room)

[20:09] <Bodoc> "Well I could but I think I would be more useful elsewhere"

[20:09] <Bodoc> "I could get the horses ready"

[20:10] * Shalanda slaps Bodoc on the shoulder.

[20:10] * Athas shakes his head

[20:10] <Athas> "What do your elders teach you, boy?"

[20:10] <Shalanda> "A sharp blade is very useful, while you're at it, you can sharpen mine as well."

[20:11] * Shalanda hands Bodoc her scythe without waiting for objection.

[20:11] <DM_Tol> After the morning passes with Shal and Athas discovering ways to treat the halfling orphan as a personal slave, all gather outside ready to depart.

[20:11] <Shalanda> "Careful with that, it's gotten me out of many a scrape, and hasn't been sharpened in a while.

[20:11] <Damene> (The scythe probably weighs almost as much as he does. xD)

[20:11] <DM_Tol> (Map of Können is here [http://konnen.wg2140.com/index.php?opti... p;Itemid=5](http://konnen.wg2140.com/index.php?opti...p;Itemid=5))

[20:12] <Shalanda> (only 10 lbs)

[20:12] <Damene> (Half as much, then.)

[20:13] <DM_Tol> The group returns to the main road and heads out into the hills.

[20:14] <DM_Tol> With Heborn behind you, you wind your way along the road, over and around hills of the central range of the region.

[20:14] * Athas shakes his head

[20:14] * Berrian relaxes slightly

[20:15] * Damene produces his lute, but plays only briefly.

[20:15] <DM_Tol> After a day of travel, the hills have gone behind you. You passed only 2 traveling parties along the way. Late afternoon you reach the great North Road.

[20:16] <Bodoc> "So how did I do with the weapons? Not bad, pretty good?" Bodoc seemed to have a good technique for someone who was reluctant to sharpen.

[20:16] * Shalanda checks the sharpness.

[20:16] * Zahira would grins at Bodoc. "Im sure you did your best."

[20:16] <DM_Tol> After spending the traveling time with the stone and blade while moving along, Bodoc returns you each your blades, Athas and Shalanda. the work is impressive.

[20:17] <Shalanda> "Not bad work there."

[20:18] <Berrian> "when we find a place to camp for the night, I am going to forage the area. I detest using my trail rations when I am in a land that may provide my meals, if only I look."

[20:19] <Zahira> "I can help you out if you would like Berrian."

[20:20] <Berrian> "That would be acceptable. Thank you, Zahira."

[20:20] <Athas> "Suitable."

[20:21] * Shalanda looks over at Athas.

[20:21] <Shalanda> "Surely you can offer a better compliment than 'suitable' can't you?"

[20:21] <DM_Tol> You reach the North road. To the North lies the way to the regional city of Yerush, also known as Jalem, and further beyond the northern segments of Können Land. Just to the south would be the mountain city of Madassa.

[20:21] <Zahira> "No problem. Always glad to be of assistance where i can lend a hand."

[20:22] <Athas> "If I can lop off a limb with a half-hearted stroke, then he will be 'good'."

[20:22] * Bodoc asks Zahira as he rides with her (if thats still the case) "Where are you from again? did you even adventure before?"

[20:22] * Shalanda directs her horse southward towards Madassa.

[20:24] <DM_Tol> You travel south, and by nightfall, you reach the side road that leads up to Madassa.

[20:24] <Zahira> "I do be from the clan in the north forests of Knnen. Ive done my fair share of wandering around in the forests, but not so much in terms of adventuring. What about yourself? Where are you from?"

[20:24] <DM_Tol> Traveling along, you see before you a solitary mount, standing before a lower

valley sea.

[20:25] <DM_Tol> As you approach the mount, you see a settlement alongside the road... tents and booths and camps on the outskirts of the slopes.

[20:26] <Bodoc> "from Gozah of course, how old are you?"

[20:26] <DM_Tol> A sole winding road switches back up the mountain side leading to the city above.

[20:27] * Athas looks down at the settlement.

[20:28] <Berrian> "Shalanda, do they close the gates at night?"

[20:28] * Shalanda tries to remember.

[20:29] <Shalanda> "I don't think they did, just made you pay a tax to get in."

[20:29] <Zahira> "Not that old compared to many of my friends. I am only 38 years old."

[20:30] <DM_Tol> You move through the settlements around you and up the winding road.

[20:30] <DM_Tol> Midway, you are greeted at the guard station.

[20:30] <DM_Tol> One of three guards stands at the open gate and barely looks up, "Two piece silver each."

[20:31] * Athas hands him the two silvers

[20:31] <DM_Tol> The guard waves Athas through.

[20:31] * Berrian tenses slightly. "Hello again, toll-man." Then pays.

[20:31] <Shalanda> "Do children pay that fee also?"

[20:31] <DM_Tol> (funny)

[20:31] <DM_Tol> The guard looks at the Dunne boy, then the Halfling, and waves them through.

[20:31] <Berrian> (couldn't resist)

[20:32] * Shalanda pays 2 silver then.

[20:32] * Zahira would smile to the guard and pays the fee.

[20:32] * Damene digs through his pockets, eventually finding the two silvers.

[20:32] <DM_Tol> You each pay and move up the winding road. It leads you in time up to the walled city of Madassa. You just catch the sunset at your back, beautiful over the mountain range to the east.

[20:33] <DM_Tol> (er... west, hehe)

[20:33] <DM_Tol> (Map of Madassa is at <http://tiny.cc/konnenmaps>)

[20:34] <Berrian> "Those of us with mounts should bring them to the stables."

[20:35] <DM_Tol> You enter the gate (site #1) and instinctively take the steeds to the stable to the left (site #39)

[20:35] * Berrian begins to lead Tasso towards the familiar structure.

[20:35] <DM_Tol> Following stowing the horses, you see the tavern (#17) and no activity in the public space.

[20:36] * Damene follows Berrian, leading his own mount, aptly named Horse.

[20:36] * Zahira nodded and hopped down to lead her horse aftr Berrian to the stables. Now you be good Elaine."

[20:37] * Shalanda is going to make her way to the inn, recalling that Dunne's name was listed in the registry a while back ago.

[20:38] * Bodoc follows closely to Shalanda "I'll go with you I guess" Bodoc smile as he speaks

[20:39] * Damene enters to the inn himself, after unsaddling Horse, brushing him, and paying any fees needed for stabling.

[20:40] * Zahira hurries after the others to the inn after caring for her horse and gear.

[20:40] * Athas giudes his horse in and tends to it himself.

[20:41] * Shalanda inquires at the desk if they know anything about Dunne and where he could be found.

[20:43] * Athas walks back to the inn.

[20:44] * Berrian meets the others at the inn, a few minutes later.

[20:46] * S711 (pan@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) Quit (Quit: For England, James?□)

[20:47] <DM_Tol> After gathing at the inn, the one tending the desk calls another over to converse.

[20:47] <DM_Tol> The halfling verifies that the Dunne uncle was here in Madassa and is now out on search once more.

[20:48] <Shalanda> "Do you by chance know where he went?"

[20:49] <Athas> "When will he return... if he decides to return."

[20:49] <DM_Tol> InnKeep: "They were gathering back at the boy's home. Mercenaries were left here in the south to look."

[20:50] <Shalanda> (You know, I suppose it would have made sense for one of us to ask the kid where he lived.)

[20:50] <Shalanda> (Of course we haven't yet.)

[20:50] <Berrian> "Would it be possible to speak to those left behind?"

[20:51] <DM_Tol> InnKeep: "None come here. That is the boy there? All I know is to travel to the boy's home."

[20:52] * Shalanda turns to the child.

[20:52] <Shalanda> "Where is your home?"

[20:52] <DM_Tol> (I was waiting for one of you to ask the kid)

[20:52] <Zahira> <XD>

[20:52] <DM_Tol> (-10 xp points for blatant stupidity)

[20:53] <Damene> ("Yerush.")

[20:53] <DM_Tol> The Dunne boy looks up and chokes on his words, "Near Scy... *cough* Scythopis. A ranch."

[20:53] <Shalanda> (At least I asked... eventually.)

[20:53] <Shalanda> "That's quite a trip from here."

[20:54] <DM_Tol> The boy's eyes well up with tears.

[20:54] <Shalanda> "Now stop that, it just means you have to be a little stronger for our trip there."

[20:55] <DM_Tol> The boy nods.

[20:55] <Bodoc> "how far away is it?"

[20:55] * Berrian frowns

[20:56] * Zahira would frown as well. "A bit further than a long trip."

[20:56] * Shalanda pulls out and looks at her map.

[20:57] <Shalanda> "I think about 6 days, but it's an unfamiliar trip for me, so it may be longer or shorter."

[20:57] <DM_Tol> Shalanda, you estimate that it'd be 4 to 5 days journey if you did not take the time to stop in the major towns along the way, Jereka, Shilo and Schecho.

[20:57] <Athas> "Where is this place? Scythopis?"

[20:58] <DM_Tol> (sorry, it would be closer to 6, but the ranch is quite a bit south of it actually)

[20:58] <Shalanda> "It's far to the north from here, along the river."

[20:58] <DM_Tol> The boy looks at points at your map, Shalanda.

[20:59] <Shalanda> (time of day?)

[20:59] <Damene> "Could we rent passage by boat?"

[20:59] * Berrian looks to the others. "6 days. We should rest for the journey. And it would make sense to stop in the towns on the way and leave word we were returning him." Lowers his voice "We do not need to be attacked as if we were kidnapping him."

[20:59] <Damene> (Nightfall, IIRC.)

[20:59] <Athas> "That's a long travel."

[21:00] * Bodoc is now known as Blake`

[21:00] <Shalanda> "Good question Damene."

[21:00] <Shalanda> (GASP!)

[21:00] <Athas> "A boat?"

[21:01] <DM_Tol> InnKeep: "The Danjor river can be boated. From Qurman. But upstream, would be quicker to take the north road. It goes straight past Scythopis.

[21:01] * Athas frowns

[21:02] <Berrian> "Would a wagon speed the trip?"
[21:02] <Shalanda> "Then it's settled. Rooms for the night and we leave as the sun rises."
[21:02] <DM_Tol> InnKeep: "Unless"
[21:03] * Athas looks to the Innkeeper.
[21:03] <Zahira> "Unless what?"
[21:03] <DM_Tol> InnKeep: "Hold amoment."
[21:04] <DM_Tol> He leaves into a back room, returning with a bearded dwarf beside him.
[21:04] <Damene> (Imagine, bearded as an adjective for Dwarf.)
[21:06] <DM_Tol> InnKeep: "Unless you travel with Skirmal. He pilots the Abora on the river."
[21:06] * Athas looks down at the dwarf.
[21:06] <Shalanda> "I thought you said the road was faster though?"
[21:07] <DM_Tol> Skirmal: "I'm leaving for Tibris in the morning. And just emptied the Abora. Can take you to Tibris, but it'll cost 2 gold each, your own food, and I don't like talkin"
[21:07] * Shalanda looks over at Bodoc.
[21:08] * Damene hopes the dwarf likes music.
[21:08] <DM_Tol> Skirmal: "By row boat, for sure. But this is the Abora. This season the water flows slow, and my Abora takes the winds... and a bit something extra."
[21:08] <Damene> "What sort of something extra?"
[21:08] <Shalanda> "That would be talking, the gentleman doesn't like talking."
[21:08] <DM_Tol> Skirmal glares at Damene, "She your ship?"
[21:09] <Damene> "No, but it is my gold. Besides, I'm curious, and I ask a lot of questions if I'm kept curious."
[21:09] <Athas> "I prefer the roads."
[21:09] <Berrian> "I think we should travel the North Road."
[21:09] <DM_Tol> Skirmal: "I can make Tibris in five days. You're lucky I got no cargo this return trip."
[21:10] <Berrian> "Not insulting the Abora, or the captain, but I prefer the land, and being able to find my food as I travel."
[21:10] <Berrian> (and it would take the same amount of time, and cost more...)
[21:10] <Zahira> "I would say the ship may make for swifter travels...but my stomach much prefers the road..."
[21:10] <Shalanda> "I'd prefer the ship, less chance of giant rats and other nasty things killing us in our travels."
[21:11] <DM_Tol> (Tibris would take 7-8 days by land llooking at the map)
[21:11] <Berrian> (but we want to go south of Scythopis, which is south of Tibris, which would take at least 1-2 days by road. 4-6 is less than 6-7)
[21:12] <DM_Tol> (you're confused.)
[21:12] <Berrian> (I am?)
[21:12] * Berrian looks confused, and turns to Shalanda.
[21:12] <DM_Tol> (If his claim is correct, making Tibris in 5 days, that's 2 to 3 days quicker than by road)
[21:13] <Zahira> <unless he can bring us ashore near scythopis>
[21:13] <Athas> (brb)
[21:13] <DM_Tol> (Since the Dunne ranch is south of Scythopis, it'd be less, and still quicker than by road)
[21:13] <DM_Tol> (yes, it's a river, can bank along the way)
[21:14] <DM_Tol> (take the road if you want... look a gift horse in the mouth... I don't care. 😊)
[21:14] <Shalanda> (DM said we need to go about a day south of Scythopis, which would be 5 days. Tibris in 5 days would add time, unless he let us off along the way.)
[21:14] <DM_Tol> The InnKeep whispers to the salty dwarf.

[21:14] <Damene> (Let's just take the boat, and pretend Tol said it would take five days to Scythopis.)

[21:15] <DM_Tol> Skirmal: "South of Scythopis? Posh, you'd be there in no time."

[21:15] * S711 (pan@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) has joined #groveewood

[21:15] <Shalanda> (Letting us off, as Tol said would speed our trip by a day roughly)

[21:15] <DM_Tol> Skirmal: "Three days, I'd wager. Suit yourself though."

[21:15] <DM_Tol> Skirmal turns and reenters the tavern room off to the side.

[21:15] <Berrian> "A wager?"

[21:15] <Shalanda> "As I've said, I'd prefer the ship myself."

[21:16] * Damene nods in agreement with Shalanda.

[21:16] * Zahira would nod. "Half the time of roads. Id say ship."

[21:17] <Berrian> "I would personally double my portion of the gold if we made it to Scythopis in three days. But if it took longer..."

[21:17] <Damene> (He already left the room. ;o)

[21:17] <Athas> "You can't drown in a road."

[21:18] <Shalanda> "Yes you can, and I'd wager double Berrian's portion on that."

[21:19] <DM_Tol> Bodoc wanders into the tavern room.

[21:20] <Berrian> (he left faster than I could type the reply)

[21:21] <DM_Tol> (He's just in the next room)

[21:21] <DM_Tol> The InnKeep has gone back to his work at the desk.

[21:23] <Shalanda> "So?"

[21:23] <Damene> "Very well, a room, and then a boat ride."

[21:23] <Zahira> "Sounds like a plan to me."

[21:24] <Berrian> "Agreed"

[21:25] * Atreyu| (jacensharm@6ca5f05d.14055b32.69.158.imsk) Quit (Quit: Atreyu|□)

[21:25] <Athas> "Sounds like a way to die."

[21:26] <Damene> "We'll tie you to the mast."

[21:26] <Athas> "And not a proud death."

[21:26] <Shalanda> "It's better than my trying to drown you in a puddle on the road."

[21:27] <DM_Tol> You walk into the tavern. You see Skirmal sitting at table enjoying a mug. Few others are in the room. And elderly halfling woman is at a table by the bar, and curiously, Bodoc is sitting talking with her. Only one other is in the room, a man, perhaps half-elf, sits reading a parchment at a table in the corner.

[21:27] <Berrian> "If you would prefer to walk there alone, and meet us in six days, that is your choice."

[21:28] <Shalanda> "There is no dishonor in being afraid of water."

[21:29] * Zahira would wander over to the bar and take a seat on the other side of Bodoc asking the barkeep for a glass of tea.

[21:30] <DM_Tol> Skirmal looks up at you as you enter.

[21:30] <Athas> "There is dishonor in being taken by She Who Chills and Smothers."

[21:30] <DM_Tol> Zahira, Bodoc seems to be having a private conversation at table beside the bar.

[21:30] <Athas> "But -- I will not leave that boy alone."

[21:30] * Shalanda pauses and raises her brow.

[21:32] <DM_Tol> Shalanda, after noticing Bodoc, you then see that the half-elf in the corner seems to be noticing you.

[21:32] * Blake` puts away his parchment with frustrated care, stuffing it away and finishing his ale and looks up at all the new noise

[21:32] * Atreyu| (jacensharm@6ca5f05d.14055b32.69.158.imsk) has joined #groveewood

[21:32] * Atreyu| (jacensharm@6ca5f05d.14055b32.69.158.imsk) Quit (Client Quit□)

[21:32] <DM_Tol> The half-elf is a couple inches shy of six feet with a slender athletic build. he has a short brown beard and long thick brown hair. His eyes are brown with light eyebrows and a strong

face. He wears brown clothes with a well kept chain shirt over his torso.

[21:32] * Shalanda looks over at the half-elf.

[21:33] * Damene approaches the bar, requesting a meal and a drink.

[21:33] * Blake` gives Shalanda a double take and seems to be curious as he sits for a moment longer

[21:33] <Shalanda> "Blake?"

[21:33] * Athas looks to Shalanda, then turns to face the half-elf

[21:33] * Berrian watches in puzzlement

[21:34] * Zahira sipped casually at her drink pretending not to notice the hobbit hitting on a cougar.

[21:34] <Blake` > "Shalanda, what are you doing here?"

[21:35] * Blake` gets up to greet her

[21:36] <Shalanda> "I was side-tracked after trying in vain to hunt down my captor in Jalem. I left notes with the innkeeper there for you, Lucius, and the others to follow if you came back that way."

[21:37] <Blake` > "I see, I never recieved that note, well its good to see you again none the less"

[21:37] <Shalanda> "What brings you out this far?"

[21:38] <Blake` > "Well, I was following a lead, but it seems it has run dry, as have they all, so now I am trying to figure out my next move, naturally"

[21:38] <Shalanda> "Well I'm heading north by boat, if you have nothing better to do?"

[21:39] <Blake` > "I suppose it was likely meant to be" Blake holds out his hand for a shake.

[21:39] <Blake` > "introduce me to your friends then"

[21:40] * Shalanda returns the shake and starts pointing out people.

[21:40] <DM_Tol> Bodoc and the older halfling woman leave the bar.

[21:40] * Blake` greets everyone in turn

[21:40] <DM_Tol> As Shalanda and Blake greet each other, the rest make arrangements with Skirmal to leave in the morning, 2 gold each, plus the double wager if he can make their stop in three days.

[21:41] <Damene> "I made no such wager."

[21:41] <DM_Tol> Skirmal: "Three days, ONCE we reach the river.... deal."

[21:41] * Berrian nods at the newcomer.

[21:42] <DM_Tol> Skirmal rises, "6 a.m. at the bottom of the mountain road. Get yer sleep."

[21:42] * Zahira would dip her head in greeting. "Pleasure to meet you Blake."

[21:42] <DM_Tol> (They're about to pay the ferry man... no, not that one)

[21:42] * Atreyu| (jacensharm@6ca5f05d.14055b32.69.158.imsk) has joined #grovewood

[21:43] <DM_Tol> (man, watched the new ClashoftheTitans last night... awful movie)

[21:43] <Shalanda> "So you haven't seen Lucius or the others at all Blake?"

[21:43] <Athas> (I could have told you that.)

[21:43] * Damene offers a smile in greeting, and returns to his meal. (I hope.)

[21:43] * Athas nods in deference

[21:43] <Blake` > "None of them, i've been off on my own really"

[21:44] <Shalanda> "Too bad."

[21:44] <DM_Tol> Damene, the stew is tasty.

[21:44] <Blake` > "agreed, but I am sure we will see them again"

[21:44] <Damene> (Thanks.)

[21:44] <Blake` > "they were good allies"

[21:45] * Blake` greets Zahira "the pleasure is mine"

[21:45] * Atreyu| (jacensharm@6ca5f05d.14055b32.69.158.imsk) Quit (Client Quit□)

[21:47] <DM_Tol> Shalanda and Blake talk on into the night, eventually the conversation turns towards the villainous creature "D", who had accosted and robbed them, and escaped their eventual attempts at retribution.

[21:47] <DM_Tol> In time, all retire for the night.

[21:47] <Athas> (I have an alibi.)

[21:48] <DM_Tol> Before the morning breaks, you arise to meet your deadline.

[21:49] * Berrian makes sure to wake any still trying to sleep.

[21:49] * Athas gets up silently, whispering a plea to She Who Stills and Quiets to look elsewhere for victims.

[21:50] <DM_Tol> Gathhering yourselves, you head to the gate. The newcomer, Blake joins you. all are present except for the halfling youth, Bodoc.

[21:50] * Zahira wakes and grabs all her things rushing out of her room.

[21:50] <Shalanda> (Meanwhile She who has mood swings, pleads with She Who Stills and Quiets, and She who is Queen of the Ravens, to take Athas as a victim.)

[21:51] <Damene> "Where's the short one?"

[21:51] <Shalanda> "I suspect he has a new lady friend. This establishment is very halfling friendly."

[21:52] <DM_Tol> Out the gate, you make it down the road. At the bottom, you see Skirmal waiting for you in the dim morning light.

[21:52] <Damene> "A little old for him... but to each his own.

[21:53] * Zahira would blink. "Did we lose our hobbit?"

[21:54] <Shalanda> "Did you tell him we were leaving?"

[21:54] <Berrian> "I tried to wake him, but did not see him."

[21:55] <Damene> "Perhaps it would be best for him to stay. A life on the road isn't the best home for one as young as he."

[21:55] <DM_Tol> As you reach the bottom, the salty dwarf speaks up, "Come then, to the docks."

[21:56] <DM_Tol> He unceremoniously leaves the road and moves through the sea of tents that jot the landscape.

[21:56] <DM_Tol> He leads you around the slope of the mount, along the south side, and then towards the bank of the sea behind.

[21:57] * Athas goes down to the docks with quiet resignation.

[21:57] <DM_Tol> You see and hear no activity from the sleepy tents, but as you reach the docks ahead, you see some fishing vessels preparing to set out.

[21:57] * Shalanda brings her gray horse along.

[21:58] * Zahira wanders along behind Shalandra leading her mare as well.

[21:58] <Athas> (we have room for the horses?)

[21:58] <DM_Tol> (Skirmal doesn't seem to mind it)

[21:58] <Shalanda> (It's a cargo ship.)

[21:58] <Zahira> <empty cargo ship 😊>

[21:59] * Berrian leads Tasso through the tents.

[21:59] <DM_Tol> Moving out onto the docks, you follow the captain to a lone, large, impressive, vessel.

[21:59] <DM_Tol> Skirmal: "My Abora."

[22:00] * Athas holds his tongue.

[22:00] * Blake` heads along with everyone, double checking his gear along the way

[22:00] * Zahira would look at it amused. "Tis a pretty vessel."

[22:00] <DM_Tol> The boat is less wide than it is deep. Flat on top, with hardly any rail along the sides. Long from end to end, a portal leads down to a lower chamber on each side. It almost has the appearance on the outside as having been cut from one immense trunk.

[22:00] <Berrian> "Impressive."

[22:00] <DM_Tol> Skirmal: "How many 'orses?"

[22:00] * Damene shrugs, ocean-going vessels were generally larger, and more impressive.

[22:02] <Zahira> "One here, and Shalandra has hers" She looked around to see how many others were there.

[22:02] <Damene> (I have one.)

[22:03] <Athas> (I've got one.)

[22:03] <Berrian> (yup)
[22:04] <DM_Tol> Skirmal: "Five horses? You should've said that. Alrighty."
[22:04] <DM_Tol> Skirmal: "Two gold each... elf, eladrin, human, horse, no matter. 2 each."
[22:04] * Damene sniffs, but produces four coins.
[22:05] * Shalanda pays for the horse, herself, and the kid.
[22:05] * Zahira nods and hands over the 4 coins.
[22:05] * Athas hands four coins
[22:05] * Blake` offers his coins
[22:05] <DM_Tol> Skirmal takes each horse in turn and leads them carefully down a chute in the portal at the bow.
[22:05] * Berrian pays as well. "And the extra 4 if we make it in 3 days."
[22:06] <Damene> "Still want us to tie you to the mast, Athas?"
[22:06] <DM_Tol> Skirmal finishes, "All aboard then... off we go. Stay on top for the trip, only a couple below at a time then."
[22:06] <DM_Tol> Skirmal: "Come now."
[22:07] * Athas looks at Damene and scowls.
[22:07] <Athas> "Only if I can drag you behind me when we're on the road."
[22:07] <Damene> "Horse and all?"
[22:07] * Zahira hops on board and heads away from the edge quickly.
[22:08] <Athas> "No need to make the horse suffer needlessly by being next to you."
[22:08] * Damene steps on board, settling onto his sea legs, offering only a smile to Athas's reply.
[22:09] * Athas walks up the gangplank and hands the horse's reins to a sailor.
[22:10] <Damene> (Horses are already gone, Skirmal stole them.)
[22:10] * Shalanda takes a seat near the bow of the ship and stares out at the water, the first time without her eladrin chain on in several weeks.
[22:11] <DM_Tol> As you board the deck, the boat drifts off into the Low Sea. The boat deck lies lower than you expected, mere feet from the top of the water. After drifting a bit, the short mast in the front of the boat grows as sails drop.
[22:11] <DM_Tol> Skirmal is in the back of the deck, turning two of three cranks.
[22:11] * Athas stays in the center of the ship
[22:11] <Damene> (Too bad it isn't a gnome ship.)
[22:12] <DM_Tol> (A Kracken rises from the bubbling water and chomps Shalanda's chainless torso in half.)
[22:12] * Zahira focusses on the sails and anything but the water and any swaying of the ship.
[22:13] * Damene strolls the deck, exploring the top, before finding a seat near the water.
[22:13] <Shalanda> (Shalanda summons her Kracken to defend her from Tolman's Kracken)
[22:13] <DM_Tol> You make your way across the lake. Fishing boats are few, and as the afternoon wanes, you reach the northing end of the lake and the mouth of the Danjor river.
[22:15] <DM_Tol> As the sails shift, taking you up into the mouth of the river, the quiet Skirmal fiddles with the mast a bit. Returning to the cranks, he turns the third crank, as a loud POP echoes from below the back of the ship. YOu pick up speed.
[22:15] <DM_Tol> Skirmal: "Three days I says."
[22:15] * Blake` watches "You should show me how to steer"
[22:16] * Athas tightly grips the haft of his axe
[22:16] * Zahira would be sitting on the deck leaning against the mast wondering what could have caused the loud crack. She hoped they had not broken a hole in the hull already.
[22:17] <Damene> (Take care.)
[22:17] <Zahira> <kk sleep well>
[22:18] <DM_Tol> The deck of the ship, now fading as the light goes down, has an elongated shape. Wooden planks seem sturdy, but stay slightly damp. The benches that line the center of the boat are less than comfortable, but suffice.

[22:18] <DM_Tol> The horses seem ok below, but are cramped and unhappy.

[22:19] <DM_Tol> As night falls, the boat travels on.

[22:20] * Athas sits against the mainmast.

[22:20] * Damene moves to the center of the boat as night falls, unhappy that it was growing too dark to see the passing landscape.

[22:20] <DM_Tol> You grab sleep as you can during the night. Skirmal presses on. The next day, the terrain passes by fast enough. You catch the glimpse of the expansive desert too familiar to Shalanda and Blake to the east, and views of the occasional mountain off to the west.

[22:21] * Athas looks to the mountains with longing

[22:21] <DM_Tol> Night comes and goes once more, and more of the same become monotonous.

[22:21] * Shalanda is not happy with the view

[22:21] * Damene looks to his homeland with mixed emotions.

[22:21] * Zahira sighs looking to the mountains as she empties her stomach

[22:22] <DM_Tol> The ship moves along on the third day, as fast as it did at the beginning. Once or twice a day, you hear the same POP echo from behind and below the ship. Each time, Skirmal seems to chuckle.

[22:22] * Blake` watches the familiar landscape disappear

[22:23] <Athas> "What is that sound?"

[22:23] <Shalanda> (That's the pop of champagne bottles shooting the ship forward.)

[22:23] <Damene> (Or rockets.)

[22:23] <Zahira> <or popellers>

[22:23] <Blake` > "not sure"

[22:23] <Athas> (or sharks with ballista)

[22:24] <Damene> (Never heard propellers pop.)

[22:24] <Zahira> <note spelling 😊 and they pop if they fall off >, >>

[22:24] <Berrian> "I do not care what the sound is, as long as we are nearly to our destination. I need to take a walk, and I am sure Tasso could use some fresh grass."

[22:24] <DM_Tol> You noticing the Dunne boy looking up with interest more on this third day.

[22:25] <DM_Tol> (Third day comes after one more nightfall)

[22:25] * Blake` compliments the captain "Skirmal, do all your trips go this well?"

[22:25] <Blake` > "we've had no problems at all"

[22:26] <Berrian> (groan)

[22:26] <DM_Tol> Skirmal turns to Blake, almost out of a trance, "I don't like talkin' on board."

[22:26] <DM_Tol> In the late morning hours, the Dunne boy stands finally.

[22:26] <DM_Tol> He moves to the side of the boat, pointing.

[22:27] <Blake` > "well you can answer when we hit land then"

[22:27] * Shalanda looks in the direction he points, almost out of her own trance.

[22:27] * Zahira looks out to where he is pointing

[22:27] <DM_Tol> DunneBoy: "Ford."

[22:27] <Damene> (The truck?)

[22:28] <Athas> (Does it have a working starter? I could use one.)

[22:28] <Berrian> "Skirmal, I think we have reached our destination."

[22:28] <Zahira> <i dun wanna be Found On Road Dead!>

[22:28] <DM_Tol> Along the bank in the distance of the wide river, you see a dock. On the opposite side of the river, a matching dock and a small raft.

[22:28] <Athas> (or Fiat -- Fix It Again, Tony)

[22:29] <DM_Tol> Skirmal awakens, and barks out, "That's the last time I... O. Here already, then? This ford up ahead?"

[22:29] <DM_Tol> Skirmal turns two cranks, as the mast lowers.

[22:30] <DM_Tol> In time he takes the ship towards the bank.

[22:31] <DM_Tol> The boat moves slowly towards the east bank but stops short.
[22:31] <DM_Tol> (Percept checks)
[22:31] <Damene> 1d20+3
[22:31] <TolBot> [Damene's 1d20+3]: 7
[22:31] <Berrian> 1d20+8
[22:31] <TolBot> [Berrian's 1d20+8]: 14
[22:31] <Shalanda> 1d20+5
[22:31] <TolBot> [Shalanda's 1d20+5]: 21
[22:31] <Damene> (My, but am I a perceptive fellow?)
[22:32] <Athas> 1d20+2
[22:32] <TolBot> [Athas's 1d20+2]: 4
[22:32] <DM_Tol> Shalanda, a site across the river peaks your interest.
[22:32] <Athas> (struck blind)
[22:32] <DM_Tol> You notice a larger company gathering at the other dock, flowing robes.
[22:32] <Blake`> 1d20
[22:32] <TolBot> [Blake`s 1d20]: 7
[22:32] <Shalanda> (What kind of robes?)
[22:32] <DM_Tol> Skirmal: I can't get closer to the dock"
[22:33] <Shalanda> "You may not want to yet!"
[22:33] <Berrian> "What is that?"
[22:33] <DM_Tol> He moves over to the side and looks over. Can wade from here... but can't get closer to the dock.
[22:34] <DM_Tol> He moves to turn a crank and then drops an anchor.
[22:34] <DM_Tol> Skirmal goes below.
[22:34] <Shalanda> (Can I identify what the robed figures may represent, a religion, faction, etc.?)
[22:34] <Damene> (Anybody have waterwalk prepared?)
[22:35] <Zahira> 2d20+12
[22:35] <TolBot> [Zahira's 2d20+12]: 41
[22:35] <Zahira> <gah>
[22:35] <DM_Tol> Shalanda, from this distance, you can make out black and white robes boarding a large raft.
[22:35] * Athas looks to the dwarf, to the dock and to the distance between the ship and dock.
[22:35] <Zahira> 1d20+12
[22:35] <TolBot> [Zahira's 1d20+12]: 31
[22:36] <Athas> "You jest badly, dwarf. We are not at the dock yet."
[22:36] <DM_Tol> Skirmal moves up the portal shoving a large plank which scoots over the edge of the ship and plunks one end down into the water.
[22:36] <Shalanda> "I don't know yet, but we may have trouble. Somebody go tell the captain, somebody else get my back from my horse."
[22:36] <DM_Tol> Skirmal looks at the plank which leads to the water and then at Athas, "Down you go, son."
[22:36] * Blake` looks across
[22:37] <DM_Tol> Skirmal goes down and comes up with a horse, "Off you go, then, whose is this?"
[22:37] <Shalanda> "Skirmal, do you recognize those people?"
[22:38] * Shalanda points out the crowd.
[22:38] <Athas> "I go nowhere until I know we are safe, dwarf."
[22:38] * Zahira would look to see what was before them looking for her things.
[22:38] <DM_Tol> The captain wipes his brow and glances over, "Look like travelers to me. YOU skiddish, lady?"
[22:38] <Shalanda> (Where do the robed figures appear to be headed?)
[22:39] <DM_Tol> The are still boarding a large raft. They may be carrying cargo.

[22:39] <Shalanda> "A little paranoid I suppose."
[22:39] * Damene looks at the captain intently.
[22:39] <DM_Tol> Skirmal goes below and returns with another horse. "You're not going to be able..."
[22:39] <Blake` > "we should keep an eye on them either way"
[22:40] * Shalanda keeps an eye on them until her horse arrives from below.
[22:40] <Damene> (Insight to see if he's hiding something?)
[22:40] * Zahira takes the horse from Skirmal and passes it off so he can get the next faster.
[22:40] <Damene> (The captain, that is.)
[22:40] <DM_Tol> One horse trots to the plank and down into the water, which barely reaches the top of its legs. The second steed follows.
[22:40] <DM_Tol> Skirmal: "I says to you, better fetch your horses. They see land and they go."
[22:41] <DM_Tol> (roll, Damene)
[22:41] <Damene> 1d20+3
[22:41] <TolBot> [Damene's 1d20+3]: 22
[22:41] <DM_Tol> The captain seems to be hiding nothing, only to want to be done with you.
[22:42] <DM_Tol> Damene and Zahira, your horses have reached the bank and stand grazing.
[22:42] * Berrian follows Tasso down into the water, making sure to keep his pack and weapons as dry as possible.
[22:43] <Berrian> "We're leaving the ship whether we want to or not. Come on!"
[22:43] <DM_Tol> Skirmal produces all the horses and waves, "Safe journey to you, then."
[22:43] * Damene shrugs, and starts down the plank, keeping his precious lute clear of the water.
[22:43] * Zahira tosses her pack onto her back and slings her bow waltzing down the gangplank after her horse.
[22:43] * Blake` heads down also
[22:43] <Shalanda> "Thanks."
[22:43] <DM_Tol> the Dunne boy slides down the plank and swims for the bank.
[22:44] * Shalanda fey steps to shore so as not to get wet.
[22:44] * Athas hefts his axe to his shoulders and leads his horse down the plank.
[22:44] <Damene> (*Rolls his eyes.*)
[22:45] <DM_Tol> As you each reach the bank, you gather with the horse near the dock. Skirmal cranks up the anchor as the Abora takes off north up the river.
[22:45] * Blake` gets wet and makes his way to shore
[22:45] <DM_Tol> As it passes from your line of sight, you see two barges being oared across the river by robed figures. You hear what seems to be chanting.
[22:46] <Blake` > "Maybe we should move onwards and avoid them for now"
[22:46] <DM_Tol> The Dunne boy wrings out his clothes, "This *cough* this not my side."
[22:46] <DM_Tol> He points across the river, "Home."
[22:46] <Shalanda> "Is there a bridge we can cross?"
[22:47] <DM_Tol> The Dunne boy shakes his head.
[22:47] <Berrian> "The raft is being used right now. We will return later. For now, let us provide space for the others."
[22:47] <Berrian> (as in, retreat)
[22:47] <DM_Tol> Shalanda, as the barges approach, you recognize a chant.
[22:47] * Shalanda stops talking to listen.
[22:48] <DM_Tol> The noon sun glistens off the water of the wide river. As you watch the large group approaching, they appear well dressed in white and black robes.
[22:48] <DM_Tol> The chant is a mournful sound; they seem to be on some religious pilgrimage.
[22:49] <Damene> (Followers of She Who Stills and Quiets?)
[22:49] <Shalanda> (No, she who is Queen of Ravens)
[22:49] <Damene> (Oh, less dangerous, then.)

[22:49] <DM_Tol> As they approach, Shalanda, you recognize the skulls and ravens that adorn two large crates on the rafts and their robes.

[22:50] <Shalanda> (Skulls?)

[22:50] <Athas> (Hey... this is Hedonism!)

[22:50] <DM_Tol> Three white-haired old women and a bright white (albino) girl are at the front. They wear the vestments of an acolyte.

[22:50] * Berrian keeps a respectful distance, trying to dry himself off, but still pay attention to the goings-on.

[22:51] * Zahira shakes the water from her boots and tends to her horse, while keeping an eye on the barge.

[22:51] <DM_Tol> As they near, you can see that the second barge holds a ceremonial stretcher, a masked figure lying still atop it.

[22:52] * Shalanda watches, having not seen this ceremony before, but having heard of it.

[22:52] <DM_Tol> The large barges are rowed to the dock by some of the priests. You can see now that their kept robes are mud-stained at the bottom from a long journey.

[22:52] * Blake` watches from the shore for a moment

[22:52] * Athas shakes himself and lowers his axe.

[22:54] <DM_Tol> Mostly human, with a few half-elves, they hit the docks.

[22:54] <DM_Tol> One sister disembarks and watches yuo all keenly as the others heft their cargo and the fallen one and prepare to move along.

[22:55] <Blake` > "Rather strange event to stumble upon"

[22:55] <DM_Tol> The Sister, about 40 years old smiles at you, "Well met. My thanks for making room for our passage."

[22:55] * Shalanda holds up her holy symbol and nods to the sister.

[22:55] <Shalanda> "You are welcome."

[22:55] <DM_Tol> The sister looks at the party and at Shalanda and nods, smiling.

[22:56] * Blake` waves with a smile

[22:56] * Zahira would smile nervously.

[22:57] * Athas nods his head

[22:57] <DM_Tol> Sister: " I am Sister Narnia, and we are what remain of the monastery of Lord Nagalam."

[22:57] <DM_Tol> The priests move along, carrying their cargo.

[22:57] <Damene> (Heh, Narnia.)

[22:57] <Blake` > (🤔)

[22:58] <Shalanda> "I'm sorry, I am unfamiliar with Lord Nagalam's monastery, having come to these lands from east of the desert."

[22:59] <Shalanda> "Can you tell me why you speak of your monastery in the past tense?"

[23:00] <DM_Tol> SisterNarnia: "Our monastery honors Lord Nagalam. The land is now desert, but we keep it faithful."

[23:01] <Shalanda> "I see."

[23:01] <DM_Tol> The train has moved past as only the albino girl remains behnd with Sister Narnia as she speaks with you.

[23:02] <Blake` > 1d20+9 (History)

[23:02] <TolBot> [Blake`'s 1d20+9 (History)]: 12

[23:02] <Shalanda> "I should not keep you, thank you for indulging my curiosities."

[23:02] * Damene searches his mind as to who Lord Nagalam might be.

[23:02] <Damene> 1d20+8 (History)

[23:02] <TolBot> [Damene's 1d20+8 (History)]: 24

[23:02] <Shalanda> (I wouldn't mind a history or religion roll on that one as well.)

[23:02] <DM_Tol> The three white haired ladies move forward as the Albino girl joins then as they

follow the train of the caravan.

[23:03] <Berrian> 1d20+8 (history)

[23:03] <TolBot> [Berrian's 1d20+8 (history)]: 17

[23:03] <Zahira> 1d20+3 (history)

[23:03] <TolBot> [Zahira's 1d20+3 (history)]: 18

[23:03] <Shalanda> 1d20+10 history

[23:03] <TolBot> [Shalanda's 1d20+10 history]: 27

[23:03] <Damene> (And I was winning, too. 😞)

[23:03] * Athas looks at the albino child

[23:04] * Athas looks to Shalanda and gently clears his throat.

[23:05] <Shalanda> "Sorry."

[23:06] <Shalanda> (Are the rafts still present?)

[23:06] <DM_Tol> (Shalanda, you remember something about an Evil Paladin wrapped up with the name Lord Nagalm).

[23:06] <Athas> "That one is marked by your Queen?"

[23:07] <DM_Tol> Sister Narnia: "Lord Nagalam was savior to these lands. He..."

[23:07] <Shalanda> "Curious..."

[23:07] * Blake` watches the group head off in the distance "Well shall we cross?"

[23:07] <DM_Tol> Suddenly, the Albino girl up ahead screams.

[23:07] * Shalanda looks down the road.

[23:07] * Athas looks to the girl.

[23:07] * Damene rests a hand on his rapier upon hearing the scream.

[23:07] <DM_Tol> As you look, you see her pointing ahead of the caravan. A flock of crow raucously rises from a nearby hill and flies overhead to the west.

[23:08] <DM_Tol> The three old women rush to the albino girl, looking around.

[23:08] <DM_Tol> Sister Narnia also rushes away from you to catch up to the others.

[23:08] * Zahira looks out to the scream and pulls her bow from her shoulder.

[23:08] * Berrian checks his bow and arrows over, making sure they will work when he needs them.

[23:09] * Shalanda looks to the others.

[23:09] <Athas> "A sign of your Queen's dismay?"

[23:09] <DM_Tol> Zahira as you and others look ahead, from a hill top above the caravan, you see over a half dozen figures race down the hill at the priests.

[23:10] * Athas starts to run to the girl.

[23:10] * Atreyu| (jacensharm@6ca5f05d.14055b32.69.158.imsk) has joined #grovewood

[23:10] <Shalanda> "Something is amiss he..."

[23:10] <DM_Tol> The priests drop their cargo, screaming.

[23:10] * Damene follows the big man, rapier clearing its scabbard.

[23:10] * Berrian looks to Shalanda for guidance. "Shalanda?"

[23:11] <Shalanda> (What do the figures look like)

[23:11] <DM_Tol> And from the top of the hill, behind the attacking marauders, you see a figure atop a hippogriff fly above the hill uttering a battle cry...

[23:11] * Shalanda appears confused by all of this.

[23:11] * Athas speeds up to a dead sprint.

[23:11] <DM_Tol> *** as this session of Können Land comes to a close ***

1-23-2011: ATTACKED!

[19:45] <DM_Tol> *** Game Recap ***

[19:45] <DM_Tol> The party of adventurers heads north from the mountain city of Madassa.

[19:46] <DM_Tol> Oddly, no sign of the Dunne family was to be found in Madassa. What could've made them abandon their search for their son, leaving it only to hired mercenaries in the area?

[19:47] <DM_Tol> Deciding to return the Dunne boy to his family, they hire a boat named the Abora, whose 24 hour a day sailing and unknown source of propulsion got them swiftly up the Danjor river to the spot near the Dunne farm.

[19:48] <DM_Tol> Waiting on the bank to cross toward the Dunne estate, a burial procession of Raven Queen priests passes by. However, as they depart, a group of Brigands have launched an ambush.

[19:49] <DM_Tol> Marauders pour down a slope in front of the desert to the east, charging the procession of priests.

[19:50] <DM_Tol> From the top of the hill, behind the attacking marauders, a figure atop a hippogriff flies up, utters a battle cry and soars momentarily out of sight.

[19:50] <DM_Tol> *** as this session of Können Land begins ***

[19:51] <Shalanda> (Battle map for this?)

[19:51] * Harlequin_J_Goat is now known as Athas

[19:51] * Berrian tries to decide on a target while protecting the boy, as the others charge forward.

[19:51] * Reede watches for a moment before calmly pulling out his crossbow.

[19:51] <DM_Tol> (I started to, but it's a wide open space, so we could get by without it).

[19:51] * Athas charges into the fray

[19:51] <DM_Tol> (Rather I make one?)

[19:52] <Blake` > (they do help with any pull or pushes)

[19:52] <Reede> "Well then, I suppose as long as Athas is with us we don't have a choice in the matter."

[19:52] * Shalanda charges into battle without armor or scythe, for the leader's last position, hoping to take him out quick.

[19:52] <Reede> ((oh, I've missed a bit, who's Blake and what happened to the other halfling))

[19:53] * Blake` stays behind to get the rest of his armour on

[19:53] * Zahira checks her bow and quiver and follows after Shalanda to get into range of the onslaught.

[19:53] <Athas> "MY GODS DRINK DEEP!"

[19:54] <Blake` > (Blake use to adventure with Shalanda, ran into you guys, she invited him along, he's a half-elf with a sword and chain mail armour)

[19:54] <Reede> (nice)

[19:54] <Blake` > (halfling stayed behind in the last village)

[19:54] <Zahira> <the other hobbit found an elderly lady friend>

[19:56] <DM_Tol> (Ok, the map is "BattleSite" tab at <http://tiny.cc/battlegrid>)

[19:57] <Shalanda> (W= Priests, G = Albino girl, P = ?, M = bandits ???)

[19:58] <DM_Tol> (yes... m = marauders. p = priests, w = the three white-haired ladies that always surround the albino girl)

[19:59] <Shalanda> (Ah)

[19:59] <Blake` > (btw, anyone who can see or hear me, up to the DM since I am putting armour on, would get +2 init)

[19:59] <Berrian> "Ryu, help protect the boy, please."

[20:00] <Athas> ("Athas, just... well... never mind.")

[20:01] <DM_Tol> Ryu grabs the boy and drags him towards the dock.

[20:01] <Shalanda> (init?)

[20:02] <Berrian> (and now he's busy, without being here 😞)
[20:02] <Athas> 1d20+6
[20:02] <TolBot> [Athas's 1d20+6]: 11
[20:02] <DM_Tol> (t = tieflings, M = mairauders with robes instead of armor)
[20:02] <Berrian> 1d20+7 init
[20:02] <TolBot> [Berrian's 1d20+7 init]: 25
[20:02] <Zahira> 1d20+7
[20:02] <TolBot> [Zahira's 1d20+7]: 16
[20:02] <Reede> 1d20+11
[20:02] <TolBot> [Reede's 1d20+11]: 21
[20:02] <DM_Tol> (note yeat
[20:02] <DM_Tol> (not yet)
[20:03] <Reede> (oh cool)
[20:03] <Shalanda> (Leader is not represented correct?)
[20:03] <Reede> (that roll sucked)
[20:03] <DM_Tol> (the one you are calling leader is out of sight)
[20:04] <DM_Tol> `init rolls please
[20:04] <TolBot> Please make an initiative roll (1d20+modifier).
[20:04] <Shalanda> 1d20+5
[20:04] <TolBot> [Shalanda's 1d20+5]: 23
[20:04] <Blake` > 1d20+4
[20:04] <TolBot> [Blake`s 1d20+4]: 12
[20:04] <Berrian> 1d20+7
[20:04] <TolBot> [Berrian's 1d20+7]: 10
[20:04] <Reede> 1d20+11
[20:04] <TolBot> [Reede's 1d20+11]: 19
[20:04] <Berrian> (ugh. I want my 25 back...)
[20:04] <Reede> (I want my 21 😞))
[20:04] <Shalanda> (I'm happy with my roll improvement)
[20:04] <DM_Tol> 1d20+3 for marauders
[20:04] <TolBot> [DM_Tol's 1d20+3 for marauders]: 14
[20:05] <Reede> (haha. win)
[20:05] <DM_Tol> 1d20+4 for Marauders
[20:05] <TolBot> [DM_Tol's 1d20+4 for Marauders]: 6
[20:05] <Zahira> 1d20+7
[20:05] <TolBot> [Zahira's 1d20+7]: 24
[20:05] <DM_Tol> 1d20+8 for Tieflings
[20:05] <TolBot> [DM_Tol's 1d20+8 for Tieflings]: 9 (Yikes!)
[20:05] <DM_Tol> (Is Athas here?)
[20:06] <Athas> (yeah -- rolled a 11)
[20:06] <DM_Tol> Reroll Athas
[20:07] <DM_Tol> Reroll Athas, please
[20:07] <Athas> 1d20+6
[20:07] <TolBot> [Athas's 1d20+6]: 9
[20:07] <DM_Tol> `init report
[20:07] <TolBot> Initiative Order: Zahira, 24, Shalanda, 23, Reede, 19, Blake`, 12, Berrian, 10, Tieflings, 9, Athas, 9, marauders, 6
[20:07] <Athas> (really?)
[20:07] <Berrian> (didn't take the 2 different Marauders)
[20:07] <DM_Tol> Zahira reacts.

[20:08] <DM_Tol> (np)

[20:08] <DM_Tol> (I guess I programmed that case insensitive. No biggie)

[20:08] <Zahira> <may need a little help...sorry if i mees up a bit..still got 3.0 in my head>

[20:08] <DM_Tol> (NP, Zahira... state you intended move and action, then I ok it, then you roll)

[20:09] <DM_Tol> (You can move up to the number of squares equal to your speed).

[20:09] <DM_Tol> (you go ahead and move yourself at <http://tiny.cc/battlegrid>)

[20:10] <DM_Tol> (well done)

[20:10] * Zahira would move into into a position north of the group of priests getting into a position to loos an arrow

[20:10] <DM_Tol> (k, roll.)

[20:10] <Zahira> 1d20+7

[20:10] <TolBot> [Zahira's 1d20+7]: 11

[20:11] <Athas> (do we want any alive?)

[20:11] <DM_Tol> (Verses an "m"? is it against AC?)

[20:11] <DM_Tol> Zahira lets loose an arrow, and misses as Shalanda acts.

[20:12] <Zahira> <verses 'm' straight E of me>

[20:12] * Shalanda charges forward unarmored, drawing her dagger as she does, then lets loose purple radiance at the ground beneath her feet. (Double Move, Minor: draw dagger, Action Point: Consecrated Ground at feet)

[20:12] <Shalanda> (done, it does 1d6+1 on the start of their turns)

[20:13] <Shalanda> "You will not harm them!"

[20:13] <DM_Tol> Reede moves to act following Shalanda.

[20:14] * Reede loads up his crossbow and moves to get a good shot at the mauraders.

[20:15] * Reede fires a bolt at the nearest of them.

[20:16] <DM_Tol> (roll)

[20:16] <Reede> 1d20+10 vs AC (Unbalancing Shot)

[20:16] <TolBot> [Reede's 1d20+10 vs AC (Unbalancing Shot)]: 29

[20:17] <Reede> 2d6+6

[20:17] <TolBot> [Reede's 2d6+6]: 15

[20:17] <DM_Tol> Reede blasts a bolt into an attacker.

[20:17] <Reede> (he's slowed and since he hasn't acted I get combat advantage, and thus sneak attack)

[20:18] <DM_Tol> Blake moves to act.

[20:18] <Reede> 2d6+6

[20:18] <TolBot> [Reede's 2d6+6]: 16

[20:18] * Blake ` straps on the rest of his armour and prepares to head into battle.

[20:19] <Reede> (I just remembered that, so that should have just been 4 instead of 2)

[20:19] <DM_Tol> (I'm not following you, Reede)

[20:19] <DM_Tol> Berrian acts.

[20:19] * Berrian marks the nearest enemy, (m) draws back 2 arrows in his bow, and lets fly. (twin strike)

[20:20] <Berrian> 2#1d20+10 vs AC

[20:20] <TolBot> [Berrian's 2#1d20+10 vs AC]: 16, 29 (Sum:45)

[20:20] <DM_Tol> (one hit)

[20:20] <Berrian> 1d10+1 (and hunter's quarry of)

[20:20] <TolBot> [Berrian's 1d10+1 (and hunter's quarry of)]: 4

[20:20] <Berrian> 1d8

[20:20] <TolBot> [Berrian's 1d8]: 7

[20:21] <Reede> (First Strike. I get combat advantage against anybody who hasn't acted. When I get combat advantage I get sneak attack damage. So it's effectively 25.)

[20:21] <Reede> (I just rolled sneak attack separately because I'm a dumbass)

[20:21] <DM_Tol> (ok)
[20:22] <DM_Tol> Berrian, attacking whom?
[20:22] <Berrian> (nearest m, which is who I can mark)
[20:22] <DM_Tol> (ok, so same marauder as Reede. He now looks bloodied)
[20:23] <Berrian> (poor guy... 😞)
[20:24] <Athas> (can't wait to get my axe in his neck...)
[20:24] <DM_Tol> The Tieflings move and attack, one on Reede.
[20:25] * Athas rushes at the Tiefling attacking Reede, face masked with murderous intent.
[20:25] <DM_Tol> 1d20+11 vs Reede's AC
[20:25] <TolBot> [DM_Tol's 1d20+11 vs Reede's AC]: 15
[20:25] <Reede> (nope)
[20:25] <DM_Tol> The Tiefling misses Reede as the other swings at and levels a priest that falls down wounded.
[20:26] <Athas> "OLD MAN IRON DRINKS DEEP!"
[20:26] <DM_Tol> Athas acts.
[20:26] * Athas rushes at the Tiefling attacking Reede, face masked with murderous intent.
[20:26] <Athas> "OLD MAN IRON DRINKS DEEP!"
[20:28] <Athas> (swing?)
[20:28] <DM_Tol> (sure)
[20:28] <Athas> (crushing blow)
[20:28] <Athas> 1d20+12
[20:29] <TolBot> [Athas's 1d20+12]: 14
[20:29] <DM_Tol> Athas misses the Tiefling as the marauders act.
[20:29] <Athas> (dang)
[20:29] <Shalanda> 1d6+1
[20:29] <TolBot> [Shalanda's 1d6+1]: 7
[20:29] <Shalanda> (7 Damage to Marauders in my attack area)
[20:30] <DM_Tol> (thanks)
[20:30] <DM_Tol> 2#1d20+7
[20:30] <TolBot> [DM_Tol's 2#1d20+7]: 19, 20 (Sum:39)
[20:31] <DM_Tol> Two m's attack Shal with Great Axes (v AC), while a third attacks, seemingly enraged by his wounds.
[20:31] <Shalanda> (AC 12)
[20:31] <DM_Tol> 1d20+11
[20:31] <TolBot> [DM_Tol's 1d20+11]: 29
[20:31] <DM_Tol> (AC?)
[20:31] <DM_Tol> (ok)
[20:32] <DM_Tol> 1d12+4
[20:32] <TolBot> [DM_Tol's 1d12+4]: 16
[20:32] <DM_Tol> 1d12+4
[20:32] <TolBot> [DM_Tol's 1d12+4]: 10
[20:32] <DM_Tol> 1d12+4
[20:32] <TolBot> [DM_Tol's 1d12+4]: 11
[20:32] <DM_Tol> 1d6 extra for the rage
[20:32] <TolBot> [DM_Tol's 1d6 extra for the rage]: 4
[20:33] <DM_Tol> Shal gets pelted with axe attacks. (4 HPs)
[20:33] <DM_Tol> (40 HPs)
[20:33] * Shalanda looks to be in very bad shape.
[20:33] <DM_Tol> One attacker leaves Shalanda to attack the priests. (OA)
[20:34] <Shalanda> 1d20+8

[20:34] <TolBot> [Shalanda's 1d20+8]: 18
[20:34] <DM_Tol> 1d20+7
[20:34] <TolBot> [DM_Tol's 1d20+7]: 11
[20:34] <DM_Tol> Another attacker moves for Zahira, attacking with an axe (vs. AC miss?)
[20:34] <Zahira> <19>
[20:34] <DM_Tol> (Hit, Shal)
[20:34] <Shalanda> 1d4+3
[20:34] <TolBot> [Shalanda's 1d4+3]: 7
[20:35] * Shalanda runs her dagger between the man's rib cage.
[20:35] <DM_Tol> Another attacker moves past Shalanda and fells a priest.
[20:36] <Shalanda> (AoO?)
[20:36] <DM_Tol> (only one per round)
[20:37] <Shalanda> (That's 3rd edition, can only make one an opponents turn, so if that's a different opponent I should get an attack?)
[20:37] <Shalanda> (page 290)
[20:38] <DM_Tol> The robed attackers move and let off fiery lightning that dances from above.
[20:38] <DM_Tol> (cool, Shal. if so, then he'll avoid your space though. lemme check)
[20:38] <Shalanda> (We'll go with avoid space to keep combat moving)
[20:40] <DM_Tol> (I guess I was thinking they are all in one combatant's action, but shouldn't think of it that way)
[20:40] <DM_Tol> (go ahead with another OppAttack)
[20:40] <Shalanda> 1d20+8
[20:40] <TolBot> [Shalanda's 1d20+8]: 13
[20:40] <DM_Tol> (miss0
[20:41] <DM_Tol> One Robed Attacker, a half-elf lets loose some lightning.
[20:41] <DM_Tol> 1d20+7 vs. Refl.
[20:41] <TolBot> [DM_Tol's 1d20+7 vs. Refl.]: 11
[20:41] <DM_Tol> Priests dance around lighting towards the back.
[20:42] <DM_Tol> A white-haired woman seems to skirt the lightinnig, while two priests fall.
[20:42] <DM_Tol> 1d20+7 vs. Refl.
[20:42] <TolBot> [DM_Tol's 1d20+7 vs. Refl.]: 26
[20:43] <DM_Tol> Zahira, Reede and Athas get attacked with lighting from the other.
[20:43] <DM_Tol> (Vs. Reflex)
[20:43] <DM_Tol> 1d6+4 lightning damage to each of you three.
[20:43] <TolBot> [DM_Tol's 1d6+4 lightning damage to each of you three.]: 10
[20:44] <Shalanda> (ouch)
[20:44] <Reede> (second chance and halfling agility. reroll with a -2)
[20:44] <Reede> (just for me though)
[20:45] <DM_Tol> 1d20+5 vs. Refl for Reede
[20:45] <TolBot> [DM_Tol's 1d20+5 vs. Refl for Reede]: 14
[20:45] <Reede> (nope 😊)
[20:45] <DM_Tol> The quick halfling jumps out of the way, while his partners fry.
[20:46] <DM_Tol> * Round 2 *
[20:46] <DM_Tol> Zahira moves to act.
[20:46] * Athas shakes in respose to the lightning
[20:46] * Zahira backsteps and turns to let lose an arrow at the m that tried to strike her, designating him with Hunter's Quarry.
[20:47] <Zahira> 1d20+9
[20:47] <TolBot> [Zahira's 1d20+9]: 14
[20:47] <DM_Tol> (You can move away from an enemy one space called shifting, and that doesn't

invoke an attack of opportunity, so well done)
[20:47] <DM_Tol> (Vs AC?)
[20:47] <Zahira> <yep>
[20:47] <DM_Tol> (Any bonus from Blake?)
[20:47] <Athas> (or we can stand our ground and beat our enemies to a pulp)
[20:48] <DM_Tol> (The armor-donning Warlord behind you?)
[20:48] <Blake` > (no)
[20:48] <DM_Tol> Zahira misses her attacker.
[20:48] <DM_Tol> (hehe, Athas, yes that too)
[20:48] <DM_Tol> The wounded Shalanda acts next.
[20:49] * Shalanda strikes at the bloody m. (Healing strike Str vs. AC)
[20:49] <Shalanda> 1d20+8
[20:49] <TolBot> [Shalanda's 1d20+8]: 18
[20:49] <DM_Tol> (hit)
[20:49] <Shalanda> 2d4+3
[20:49] <TolBot> [Shalanda's 2d4+3]: 7
[20:49] <Shalanda> (I use the healing surge on myself)
[20:50] <Shalanda> (Looks like he went down, so Blessing of the Raven Queen on myself for another surge usage)
[20:50] <DM_Tol> The attacker, a human, dies.
[20:50] <DM_Tol> Reede acts as Shalanda heals herself.
[20:51] * Reede reloads and fixes his aim on the Tiefling, firing a bolt at the attacker.
[20:52] <DM_Tol> (Reede, don't you invoke an OA with a range attack?)
[20:52] <Shalanda> (oh and move con ground as my move)
[20:53] <Reede> (not sure, I'll take a step back then, even though he can't hit me anyhow 😊)
[20:53] <Shalanda> (2 OA's if he doesn't shift back 1)
[20:53] <DM_Tol> (that's what I'm saying... I was being nice here)
[20:53] <Reede> (I have such a high bonus against OA that I never think about it)
[20:54] <DM_Tol> (Using a range or area attack with someone adjacent invokes an OA)
[20:54] <DM_Tol> (roll)
[20:54] <Reede> 1d20+10 (Trickster's Blade)
[20:54] <TolBot> [Reede's 1d20+10 (Trickster's Blade)]: 19
[20:54] <DM_Tol> (v. AC or Ref?)
[20:54] <Reede> (AC)
[20:54] <DM_Tol> (miss0
[20:54] <Reede> (bah)
[20:54] <DM_Tol> Blake acts.
[20:55] * Blake` moves in behind Athas sword drawn and yells at Athas "Strike Now!" (Commander's Strike, Athas get to attack the Tiefling, Basic Attack +2 bonus to dmg)
[20:55] <DM_Tol> The newly armored Blake acts.
[20:55] <DM_Tol> (You just became Athas' new best friend)
[20:55] <Blake` > (hehe)
[20:55] * Athas swings hard
[20:55] <Athas> (using brash strike)
[20:56] <Athas> 1d20+12
[20:56] <TolBot> [Athas's 1d20+12]: 27
[20:56] <DM_Tol> (hit)
[20:57] <Athas> 1d12+9
[20:57] <TolBot> [Athas's 1d12+9]: 19
[20:57] <DM_Tol> Berrian acts as Athas plants into the Tiefling skirmisher.

[20:57] * Berrian designates the tiefling (5k) as his new quarry (mark), and lets another 2 arrows fly.
[20:57] <Berrian> 2#1d20+10 vs AC
[20:57] <TolBot> [Berrian's 2#1d20+10 vs AC]: 29, 12 (Sum:41)
[20:57] <DM_Tol> (one hit)
[20:57] <Berrian> 1d10+1 and
[20:57] <TolBot> [Berrian's 1d10+1 and]: 8
[20:57] <Berrian> 1d8
[20:57] <TolBot> [Berrian's 1d8]: 1
[20:58] <DM_Tol> The Tiefling takes an arrow as he retaliates.
[20:58] <Berrian> (I could always roll it as 2d9+1 instead of 2 rolls...)
[20:58] <Shalanda> 1d6+1 (damage for Con. Ground on M and m in row R)
[20:58] <TolBot> [Shalanda's 1d6+1 (damage for Con. Ground on M and m in row R)]: 6
[20:58] <Shalanda> (oops)
[20:59] <DM_Tol> The Tiefling seems enraged by your attacks, Athas as he counters.
[20:59] <DM_Tol> 1d20+12 vs AC
[20:59] <TolBot> [DM_Tol's 1d20+12 vs AC]: 28
[21:00] <DM_Tol> 1d8+6 damage to Athas
[21:00] <TolBot> [DM_Tol's 1d8+6 damage to Athas]: 11
[21:01] <DM_Tol> The other Tiefling impales a priest on his scimitar and moves for another.
[21:01] <DM_Tol> As Athas acts.
[21:01] <Athas> (I did -- the attack -- should I re-roll it?)
[21:01] <Berrian> (I think that was Blake's attack?)
[21:01] <Blake` > (that gave you a free (basic attack) on my turn, now its your turn so you can do what you want)
[21:02] <Athas> (oh, OK)
[21:02] * Athas recovers from the wound and drives his axe for the Tiefling's gut.
[21:03] <Athas> 1d20+12
[21:03] <TolBot> [Athas's 1d20+12]: 27
[21:03] <Athas> 1d12+9
[21:03] <TolBot> [Athas's 1d12+9]: 18
[21:05] <Athas> (is he dead, yet?)
[21:06] <DM_Tol> The Tiefling takes the hit, still not bloodied.
[21:06] <DM_Tol> The other attackers now act.
[21:06] * Athas grins
[21:06] <Shalanda> 1d6+1 (damage for Con. Ground on M and m in row R)
[21:06] <TolBot> [Shalanda's 1d6+1 (damage for Con. Ground on M and m in row R)]: 4
[21:07] <DM_Tol> (noted)
[21:08] <Berrian> (loud bang upstairs, back in 5)
[21:09] <DM_Tol> Two m attackers fell two more priests, they scream in agony.
[21:09] * Shalanda quickly looks back.
[21:10] <Athas> (I wish people wouldn't commit suicide on game night -- that's just rude.)
[21:10] <DM_Tol> 1d20+7
[21:10] <TolBot> [DM_Tol's 1d20+7]: 9
[21:11] <DM_Tol> 1d20+7
[21:11] <TolBot> [DM_Tol's 1d20+7]: 8 (Nooooo!)
[21:11] <Berrian> (cat knocked books off a shelf)
[21:11] <Shalanda> (Yessss!)
[21:11] <DM_Tol> An attacker attacks and misses Zahira as another swings an axe and misses Shalanda terribly, distracted by the jagged lines of radiant light spread across the ground like a crackling web around them.
[21:12] <DM_Tol> The two casters let loose bursts of Thunder (the two *'s)

[21:12] <DM_Tol> 120+7
[21:12] <DM_Tol> 1d20+7
[21:12] <TolBot> [DM_Tol's 1d20+7]: 14
[21:12] <DM_Tol> 1d20+7
[21:12] <TolBot> [DM_Tol's 1d20+7]: 19
[21:13] <DM_Tol> The albino girl squeals, as a priest beside her falls. (Athas, 14 Fort)
[21:14] <Athas> (my fort is 21)
[21:14] * Athas looks to the girl
[21:14] <DM_Tol> Two priests at the front fall to the blasting thunder (19 vs. Fort, Shal)
[21:14] <Shalanda> (My fort is 15)
[21:15] <DM_Tol> The albino girl takes damage badly, the white-haired women do not. (it is a 1 squar away effect)
[21:15] <DM_Tol> 1d8+4 thunder damage Shalanda, plus dazed until save
[21:15] <TolBot> [DM_Tol's 1d8+4 thunder damage Shalanda, plus dazed until save]: 8
[21:16] <DM_Tol> *** Round 3 ***
[21:17] <DM_Tol> The priests around you are screaming in agony and fear. None of them seem battle-experienced and are flailing around in panic. Sister Narnia is crying aloud in horror at the scene before her.
[21:17] <Athas> (change of tatics -- I'm getting the girl out of here)
[21:18] <DM_Tol> Zahira acts.
[21:19] <DM_Tol> And Shalanda acts.
[21:19] * Zahira would glide away again with a Nimble Strike at the pursuing marauder <vs AC>
[21:19] <DM_Tol> ("shift", hehe)
[21:19] <Zahira> <yea...sorry...words 😊>
[21:19] <DM_Tol> (roll)
[21:19] <DM_Tol> (ignore me, I knew what you meant)
[21:19] <Zahira> 1d20+9
[21:19] <TolBot> [Zahira's 1d20+9]: 28
[21:20] <DM_Tol> (hit)
[21:20] <Shalanda> 1d20 (saving throw)
[21:20] <TolBot> [Shalanda's 1d20 (saving throw)]: 6
[21:20] <Zahira> 1d10+6
[21:20] <TolBot> [Zahira's 1d10+6]: 7
[21:20] <Zahira> 1d6
[21:20] <TolBot> [Zahira's 1d6]: 1
[21:21] <Zahira> <for hunters quarry>
[21:21] <DM_Tol> ☐Zahira hits the attacker as Shalanda continues to be dazed.
[21:21] * Shalanda Commands the Tiefling near Athas and the girl to Kneel.
[21:21] <Shalanda> 1d20+5 vs Will
[21:21] <TolBot> [Shalanda's 1d20+5 vs Will]: 22
[21:21] <Shalanda> (Tiefling will be dazed and prone)
[21:22] <Berrian> (what's that do for people attacking it?)
[21:22] <Athas> ("Fore!" *swack*)
[21:23] <DM_Tol> (combat advantage)
[21:23] <Shalanda> (Tiefling is prone, and grants combat advantage)
[21:24] <Shalanda> (Also can't immediate or OA you)
[21:24] <DM_Tol> Reede acts.
[21:24] <Shalanda> (But also gets +2 vs ranged attacks, and -2 to attack)
[21:25] <DM_Tol> Blake acts as well
[21:25] * Blake` uses Inspiring words on Athas (minor action: Athas can use a healing surge (on his

turn) and add 1d6+3 Hps) and then uses Commander's Strike on Athas again "Finish that one!" (Gives Athas a Basic Attack with +2 to damage if he hits)

[21:26] * Reede takes a breath and loads his crossbow, taking a few steps forward in order to get better position. (Planning to use Blinding Barrage and deliberately allowing an OA)

[21:26] <Athas> (...ok...)

[21:26] <DM_Tol> 1d20+7 oa

[21:26] <TolBot> [DM_Tol's 1d20+7 oa]: 21

[21:27] <Reede> (nope. 24 against OA)

[21:27] <Athas> (how many hps are regained in a surge?)

[21:27] <DM_Tol> The nimble halfling scoots in for the kill.

[21:27] <DM_Tol> (one fourth of your max0

[21:28] <Athas> 1d6+3

[21:28] <TolBot> [Athas's 1d6+3]: 7

[21:28] * Reede cries out and starts to fire on every enemy he can see. (do I roll for each enemy or all together)

[21:29] <Athas> 1d20+9

[21:29] <TolBot> [Athas's 1d20+9]: 11

[21:29] <Athas> (phht)

[21:29] <Reede> ((Close Burst 3, always forget how those work))

[21:30] <DM_Tol> (Burst means all around you)

[21:30] <DM_Tol> (affects all within 3 squares)

[21:31] <DM_Tol> Athas hacks at the Tiefling, hitting the ground.

[21:31] <Reede> 1d20+10 vs AC

[21:31] <TolBot> [Reede's 1d20+10 vs AC]: 27

[21:31] <DM_Tol> (hit, reede)

[21:31] <Reede> (two more or all hit?)

[21:31] <DM_Tol> (can use same roll, all hit)

[21:33] <Reede> (and do I get combat advantage on the tiefling even with ranged, for sneak attack damage)

[21:33] <DM_Tol> (no)

[21:33] <Reede> (k)

[21:33] <Reede> 2d6+6

[21:33] <TolBot> [Reede's 2d6+6]: 14

[21:33] <Reede> (and they're all blind until the end of my next)

[21:34] <DM_Tol> (Yes you do, Reede, sorry. However, does that extra damage apply to that power?)

[21:34] <DM_Tol> Berrian acts.

[21:34] <Blake` > (nice attack Reede)

[21:34] <Reede> (whenever I have combat advantage I deal an extra 2d6 damage)

[21:34] <DM_Tol> (ok, roll it, we'll say yes)

[21:34] <Berrian> (if they're blinded, what's the reflex like? way lower?)

[21:35] <Reede> 2d6

[21:35] <TolBot> [Reede's 2d6]: 4

[21:35] <DM_Tol> (basically affects their attacks, just grants you combat advantage)

[21:35] * Berrian marks the marauder (3J) and attempts a shadow wasp strike (vs reflex)

[21:36] <Berrian> 1d20+10

[21:36] <TolBot> [Berrian's 1d20+10]: 27

[21:36] <DM_Tol> (hit)

[21:36] <Berrian> 2d10+6 and

[21:36] <TolBot> [Berrian's 2d10+6 and]: 15

[21:36] <Berrian> 1d8

[21:36] <TolBot> [Berrian's 1d8]: 3
[21:37] <DM_Tol> Berrian bloodies the marauder. as the Tieflings act.
[21:37] <DM_Tol> The dazed, blinded Tiefling simply stands up while the other moves over the fallen priests to attack.
[21:38] <Shalanda> (Standing provokes OA)
[21:39] <DM_Tol> It attacks Athas
[21:39] <DM_Tol> (Ok, then make an OA, Reede and Athas)
[21:40] * Reede draws his sword and takes a stab at the tiefling.
[21:40] <DM_Tol> 1d20+11
[21:40] <TolBot> [DM_Tol's 1d20+11]: 19
[21:40] <Reede> 1d20+8
[21:40] <TolBot> [Reede's 1d20+8]: 11
[21:40] <DM_Tol> The Tiefling swings at Athas (19 vs AC, Athas)
[21:40] <DM_Tol> Reede misses.
[21:40] <Reede> (I am so throwing this sword away)
[21:41] <DM_Tol> And as the Tieflings act, some of you see the mounted Hippogrif descending from over the nearby hill and attacking the center of the priests.
[21:42] <Athas> (AC is 19)
[21:42] * Athas swings back
[21:42] <Athas> 1d20+7
[21:42] <TolBot> [Athas's 1d20+7]: 8 (Uh oh.)
[21:42] <Athas> (brb)
[21:42] <DM_Tol> A Tiefling rides on its back as the Hippogrif blasts through the priests and grabs the effigy body that the processional had been holding and begins to fly off.
[21:43] * Reede tosses his sword to the ground in disgust.
[21:44] <DM_Tol> 1d8+4 to Athas
[21:44] <TolBot> [DM_Tol's 1d8+4 to Athas]: 8
[21:44] <DM_Tol> Athas exchanges swings with the Tiefling, taking damage (8 HPs)
[21:44] <DM_Tol> Athas reacts after the Hippogrif flies off a bit, with the effigy in its claws.
[21:45] <DM_Tol> (It is 4 squares up)
[21:45] <Berrian> (I sure hope it's less than 20 squares away from me on my turn...)
[21:45] <DM_Tol> (You still have an act, Athas?)
[21:47] <DM_Tol> 1d20 to end daze
[21:47] <TolBot> [DM_Tol's 1d20 to end daze]: 15
[21:47] * Athas swings again
[21:47] <Athas> 1d20+7
[21:47] <TolBot> [Athas's 1d20+7]: 9
[21:47] <DM_Tol> (at?)
[21:48] <Shalanda> (my inflicted Daze ends at the end of my turn)
[21:48] <Athas> (the tiefling... never mind...)
[21:48] <DM_Tol> (The blinded Tief? you have comb adv)
[21:48] <DM_Tol> (ok, Shal)
[21:48] <DM_Tol> (it only last one round then?)
[21:48] <Athas> (what's combat adv? doubt it would help...)
[21:49] <DM_Tol> The other attackers act..
[21:49] <DM_Tol> (+2 bonus)
[21:49] <Shalanda> (yes it lasts 1 rd)
[21:49] <DM_Tol> 1d20+7
[21:49] <TolBot> [DM_Tol's 1d20+7]: 11
[21:49] <DM_Tol> The attacker misses Reede.
[21:49] <DM_Tol> 1d20+7

[21:49] <TolBot> [DM_Tol's 1d20+7]: 20
[21:50] <DM_Tol> The attacker hits Shalnda.
[21:50] <DM_Tol> 1d12+4 damage for Shal
[21:50] <TolBot> [DM_Tol's 1d12+4 damage for Shal]: 11
[21:50] <DM_Tol> 1d20+7
[21:50] <TolBot> [DM_Tol's 1d20+7]: 15
[21:51] <DM_Tol> An attacker moves in to swing at Reede (15 vs AC)
[21:51] <Reede> (nope)
[21:51] <DM_Tol> Another attacker fells a priest.
[21:52] <DM_Tol> The two casters let out Magic MIssiles
[21:52] <Shalanda> "Somebody shoot down that damn bird!"
[21:52] <DM_Tol> 1d20+7 at Shalanda
[21:52] <TolBot> [DM_Tol's 1d20+7 at Shalanda]: 23
[21:52] <Shalanda> (hit)
[21:52] <DM_Tol> 1d20+7 at Berrian
[21:52] <TolBot> [DM_Tol's 1d20+7 at Berrian]: 16
[21:53] <DM_Tol> (vs Refl, Berrian)
[21:53] <Berrian> (18)
[21:53] <DM_Tol> 2d4+4 force damage to Shal
[21:53] <TolBot> [DM_Tol's 2d4+4 force damage to Shal]: 12
[21:53] <DM_Tol> Sister Narnia cries out in horror, falling to her knees as she sees the HIppogrif.
[21:54] <DM_Tol> *** round 4 ***
[21:54] <DM_Tol> Zahira acts.
[21:54] * Shalanda is in very bad shape again.
[21:55] * Athas staggers to his feet and tries to run for Shalanda
[21:55] <Reede> (Hippogriff is 5 away, 4 up, so 9 yeah?)
[21:55] <DM_Tol> (yep, just add 4 to your count)
[21:57] <DM_Tol> Shalnda acts.
[21:57] * Shalanda takes a defensive position... too injured and dazed to effectively press her attack.
(Second Wind: +2 to defenses + surge)
[21:57] <Shalanda> 1d20 (save)
[21:57] <TolBot> [Shalanda's 1d20 (save)]: 2
[21:57] <DM_Tol> Shalanda heals but remains dazed as Reede acts.
[21:57] * Zahira would nock and fire off two arrows , changing focus to the hippogryph <split the tree>
[21:57] <DM_Tol> (roll)
[21:58] <Zahira> 1d20+10
[21:58] <TolBot> [Zahira's 1d20+10]: 29
[21:58] <Zahira> 1d20+10
[21:58] <TolBot> [Zahira's 1d20+10]: 28
[21:58] <Zahira> <takes higher for both>
[21:58] <DM_Tol> hit
[21:58] <Zahira> 1d10+6
[21:58] <TolBot> [Zahira's 1d10+6]: 10
[21:58] <DM_Tol> (Go, Reede)
[21:58] <Zahira> 1d10+6
[21:58] <TolBot> [Zahira's 1d10+6]: 16
[21:58] <DM_Tol> (so, 16 damage?)
[21:59] <Zahira> 1d6 <to hippo>
[21:59] <TolBot> [Zahira's 1d6 <to hippo>]: 2
[21:59] <Zahira> <10 to m, 18 to Hippo>

[21:59] * Reede ignores the blinded enemies for a moment to aim for the hippogriff. With a prayer he looses a bolt. (I'll be spending an action point after this attack.)

[21:59] <DM_Tol> (ah, ok)

[21:59] <Reede> 1d20+10

[21:59] <TolBot> [Reede's 1d20+10]: 27

[21:59] <DM_Tol> Zahira fells an attacker and then hits the Hippogrif.

[21:59] <Reede> 2d6+9

[21:59] <TolBot> [Reede's 2d6+9]: 18

[22:00] <DM_Tol> (vs hippo?)

[22:00] <Reede> (yes)

[22:00] <DM_Tol> The Hippogrif is pelted with two missiles as Blake acts.

[22:00] * Blake` sees that Shalanda is in trouble and uses (Shake it off minor action: can save with a +3 mod) then Blake moves into a better position and attacks with Bastion of Defense vs AC on the Tiefling)

[22:00] <Blake` > 1d20+8 on Tief

[22:00] <TolBot> [Blake`s 1d20+8 on Tief]: 28 (Wow)

[22:01] <DM_Tol> (full damage)

[22:01] <Blake` > (its 3d8+3, full for that?)

[22:01] <DM_Tol> (hehe, yep)

[22:01] * Reede quickly reloads and fires another bolt at the hippogriff (action point)

[22:01] <DM_Tol> (27 dam)

[22:02] <Blake` > ((27) also everyone gets +1 power to AC and anyone within 5 get 8 temp hps)

[22:02] <DM_Tol> Blake bloodies the Tiefling.

[22:02] <Reede> 1d20+10

[22:02] <TolBot> [Reede's 1d20+10]: 11 (Yikes!)

[22:02] <Shalanda> 1d20+3 (shake off save)

[22:02] <TolBot> [Shalanda's 1d20+3 (shake off save)]: 18

[22:02] <DM_Tol> (Shalanda, roll a save

[22:02] <Reede> (shoots his own foot)

[22:02] <DM_Tol> Berrian acts.

[22:02] * Berrian turns to the hippogrif and attempts a hunter's bear trap (AP after)

[22:03] <Berrian> 1d20+10 vs ac

[22:03] <TolBot> [Berrian's 1d20+10 vs ac]: 19

[22:04] <DM_Tol> (hit)

[22:04] <Berrian> 2d10+6, target slowed, ongoing 5 dmg

[22:04] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[22:04] <Berrian> 2d10+6

[22:04] <TolBot> [Berrian's 2d10+6]: 14

[22:04] <Berrian> (slowed, ongoing 5 dmg until save)

[22:05] * Berrian then turns to the mage (8s) and sends out a twin-fanged strike

[22:06] <DM_Tol> (Berrian, action point?)

[22:06] <Berrian> (yes, using it)

[22:06] <DM_Tol> (k)

[22:06] <Berrian> 2#1d20+10

[22:06] <TolBot> [Berrian's 2#1d20+10]: 27, 13 (Sum:40)

[22:06] <DM_Tol> (one hit)

[22:06] <Berrian> 1d10+6

[22:06] <TolBot> [Berrian's 1d10+6]: 11

[22:06] <Blake` > (btw, if you can see me when you use an action point you get healed 5 HPS)

[22:07] <Berrian> (and now I only have at-will powers and my fey step left...)

[22:07] <DM_Tol> The Tieflings act.
[22:07] <Berrian> (I've got full hps still... eep, that was where DM can see...)
[22:07] <DM_Tol> 1d20+11 v Blake
[22:07] <TolBot> [DM_Tol's 1d20+11 v Blake]: 28
[22:08] <Blake` > (hit)
[22:08] <DM_Tol> 1d8+4
[22:08] <TolBot> [DM_Tol's 1d8+4]: 9
[22:08] <DM_Tol> 1d20+11 v Athas
[22:08] <TolBot> [DM_Tol's 1d20+11 v Athas]: 28
[22:08] <DM_Tol> 1d8+4
[22:08] <TolBot> [DM_Tol's 1d8+4]: 10
[22:08] <DM_Tol> The hIppogrif flies off slowly, damaged.
[22:09] <DM_Tol> Athas acts
[22:09] * Athas rushes to Shalanda
[22:10] <DM_Tol> 2#1d20+11
[22:10] <TolBot> [DM_Tol's 2#1d20+11]: 29, 15 (Sum:44)
[22:10] <DM_Tol> 1d8+4
[22:10] <TolBot> [DM_Tol's 1d8+4]: 10
[22:10] <DM_Tol> (10 more damage from OA, Ryu)
[22:11] <Berrian> (wrong hot-head)
[22:11] <Shalanda> (Ryu?)
[22:11] <DM_Tol> (lol, Athas)
[22:12] <DM_Tol> 1d20+7
[22:12] <TolBot> [DM_Tol's 1d20+7]: 10
[22:12] <DM_Tol> Berrian, the caster you exchange blows with fires a missile at you and then turns to run off into the desert hills.
[22:12] <DM_Tol> 1d20+7
[22:12] <TolBot> [DM_Tol's 1d20+7]: 25
[22:12] <DM_Tol> Shalanda, the caster beside you does the same.
[22:13] <DM_Tol> The one near Shal disappears quickly over a hilltop, while you still have LOS on the other.
[22:13] <DM_Tol> 2d4+4 Force damage on Shalanda
[22:13] <TolBot> [DM_Tol's 2d4+4 Force damage on Shalanda]: 10
[22:14] <Blake` > (BTW, just a reminder, everyone has +1 power to AC and everyone except Shalanda got +8 bonus HP's)
[22:14] <DM_Tol> 1d20+7 vs Blake
[22:14] <TolBot> [DM_Tol's 1d20+7 vs Blake]: 21
[22:14] * Shalanda swears weakly in elvish as she manages barely not to go to her knees from the blow.
[22:14] <Blake` > (hit)
[22:14] <DM_Tol> Blake, a marauders advances on you and attacks vs. AC
[22:15] <DM_Tol> 1d12+4
[22:15] <TolBot> [DM_Tol's 1d12+4]: 14
[22:15] <DM_Tol> The marauder attacks Shal.
[22:15] <DM_Tol> 1d20+7 vs Shal
[22:15] <TolBot> [DM_Tol's 1d20+7 vs Shal]: 16
[22:15] <DM_Tol> (v AC, miss?)
[22:15] <Shalanda> (Nope, that's a hit.)
[22:16] <DM_Tol> (oh yea, no armor)
[22:16] <DM_Tol> 1d12+4
[22:16] <TolBot> [DM_Tol's 1d12+4]: 7

[22:17] * Shalanda drops to her knees as the world goes black, then falls over.
[22:18] <DM_Tol> *** Round 5 ***
[22:18] <DM_Tol> The priests continue to scream in agony as Zahira acts.
[22:18] * Zahira would nock an arrow taking careful aim at the fleeing hippogryph and letting the arrow fly <Careful Attack>
[22:18] <DM_Tol> (roll)
[22:18] <Zahira> 1d20+11 vs AC
[22:18] <TolBot> [Zahira's 1d20+11 vs AC]: 20
[22:18] <DM_Tol> (hit)
[22:19] <Zahira> 1d10+6
[22:19] <TolBot> [Zahira's 1d10+6]: 14
[22:19] <DM_Tol> The Hippogrif sputter and keeps flying as Shalanda lays dying (make your death roll)
[22:19] <Shalanda> 1d20 (death saving throw)
[22:19] <TolBot> [Shalanda's 1d20 (death saving throw)]: 17
[22:20] <DM_Tol> Reede acts.
[22:20] <Shalanda> (no change)
[22:20] * Reede loads a bolt and fires at the hippogriff again.
[22:20] <Reede> 1d20+10
[22:20] <TolBot> [Reede's 1d20+10]: 14
[22:20] <DM_Tol> (miss)
[22:20] <Reede> (damn)
[22:20] <DM_Tol> Blake acts.
[22:20] <Blake` > (i have a question)
[22:20] <Blake` > (its in your DM chat)
[22:21] * Blake` uses Inspiring word (minor action, lets Shalanda use a healing surge with an addition 1d6+3, if she can use that) Blake uses Second Wind and uses a healing surge on himself
[22:21] <DM_Tol> (you have an answer there too)
[22:22] <Blake` > (thanks)
[22:23] <DM_Tol> Berrian acts.
[22:23] * Berrian aims and sends a twin strike towards the hippogrif, trying to finally fell his foe.
[22:23] <Shalanda> (I'm not in range of Inspiring word Warb)
[22:23] <Berrian> 2#1d20+10
[22:23] <TolBot> [Berrian's 2#1d20+10]: 24, 17 (Sum:41)
[22:23] <DM_Tol> (one hit)
[22:23] <Berrian> 1d10+1
[22:23] <TolBot> [Berrian's 1d10+1]: 9
[22:23] <Blake` > (crap, you arent oh well I tried)
[22:24] <DM_Tol> The hippogrif with the Tiefling atop riding sputter for a moment as an arrow enters its flesh. It falls 5 ft and then races off into the desert to the east, over the head of the running robed marauder.
[22:25] <DM_Tol> *** Round 5 ***
[22:25] <DM_Tol> (Shal, Blake stablized you)
[22:25] <DM_Tol> (I think that brings you to 0 and then 1d6+6 with a HS)
[22:26] <Berrian> (round 6)
[22:26] <Shalanda> (He's not in range to use his power, he has to be within 5 squares)
[22:26] <Blake` > (yeah i messed up, its range 5 burst)
[22:26] <DM_Tol> (You can get in range invoking one OA, Blake)
[22:26] <Blake` > (and still use my second wind?)
[22:27] <DM_Tol> (oh, no you cant'.)
[22:27] <Berrian> (gee... 2nd wind or healing a dying char... I know what I'd choose...)

[22:27] <DM_Tol> Zahira Acts.
[22:27] <Blake` ` > (well I can't change what I did, I thought I was doing both)
[22:28] <Berrian> (just giving you a hard time)
[22:28] <Blake` ` > (🙄)
[22:28] * Zahira steps forward and then takes aim and fires upon the maurader near shal. <careful attack>
[22:28] <Zahira> 1d20+11
[22:28] <TolBot> [Zahira's 1d20+11]: 12 (Yikes!)
[22:29] <Zahira> <elven accuracy reroll?>
[22:29] <DM_Tol> (sure)
[22:29] <Zahira> 1d20+11
[22:29] <TolBot> [Zahira's 1d20+11]: 26
[22:29] <DM_Tol> (hit)
[22:29] <Zahira> 1d10+6
[22:29] <TolBot> [Zahira's 1d10+6]: 10
[22:29] <DM_Tol> Zahira fells the attacker near Shal.
[22:29] <Shalanda> 1d20 (death saving throw)
[22:29] <TolBot> [Shalanda's 1d20 (death saving throw)]: 9
[22:29] <Athas> (<careful attack>... you attack and everyone yells 'Careful!')
[22:29] <Blake` ` > (hehe)
[22:30] <DM_Tol> The beast raises its axe in coup de grace on Shalanda and falls over atop her dead from Zahira's arrow.
[22:30] <DM_Tol> Reede acts.
[22:31] <DM_Tol> Blake acts as well.
[22:31] * Reede takes a step back while loading his crossbow.
[22:31] <Reede> Fires on the Tiefling.
[22:31] <Reede> 1d20+10
[22:31] <TolBot> [Reede's 1d20+10]: 27
[22:31] <DM_Tol> (hit)
[22:32] <Reede> 2d6+9
[22:32] <TolBot> [Reede's 2d6+9]: 16
[22:32] <DM_Tol> Reede kills the nearest Tiefling
[22:32] <DM_Tol> Blake acts
[22:32] <DM_Tol> Berrian acts as well.
[22:32] * Berrian marks the marauder (j5) and sends out a twin strike.
[22:32] <Berrian> 2#1d20+10
[22:32] <TolBot> [Berrian's 2#1d20+10]: 30, 17 (Sum:47)
[22:33] <DM_Tol> (two hits)
[22:33] <Berrian> 1d10+1 and crit for 19? (or 11 and 1d8?)
[22:33] <TolBot> [Berrian's 1d10+1 and crit for 19? (or 11 and 1d8?)]: 6
[22:34] * Blake` ` moves around the combat and uses Inspiring word on Shalanda (minor action healing surge + 1d6+3)
[22:34] <Blake` ` > (thats it)
[22:34] <DM_Tol> (hmm, 11 for the crit, and 6 for the other)
[22:34] <Shalanda> 1d6+3
[22:34] <TolBot> [Shalanda's 1d6+3]: 6
[22:34] <Berrian> (plus my 1d8 quarry. I marked him)
[22:34] <Berrian> 1d8
[22:34] <TolBot> [Berrian's 1d8]: 4
[22:34] <DM_Tol> (ok, 21 total)

[22:35] <Berrian> (yup)
[22:35] * Shalanda gasps for air.
[22:35] <DM_Tol> Berrian bloodies the marauder as Blake moves to heal Shalanda.
[22:35] <DM_Tol> As Shalnda acts.
[22:36] <DM_Tol> (er... nm)
[22:36] * Shalanda gets to her feet and uses Sacred Flame vs. m in L5
[22:36] <Shalanda> (Nevermind)
[22:37] <DM_Tol> The Tiefling moves towards Reede and attacks
[22:37] <DM_Tol> 1d20+11
[22:37] <TolBot> [DM_Tol's 1d20+11]: 24
[22:37] <Berrian> (k6 vacant now?)
[22:37] <DM_Tol> 1d8+4
[22:37] <TolBot> [DM_Tol's 1d8+4]: 10
[22:37] <DM_Tol> Athas acts.
[22:38] <Berrian> (ok, that makes more sense)
[22:38] <DM_Tol> (sorry, hehe)
[22:38] * Athas stands beside Shalanda, guarding her
[22:38] <DM_Tol> (no othe raction?)
[22:39] <Athas> (not until someone comes close)
[22:39] <DM_Tol> *** Round 7 ***
[22:39] <DM_Tol> Zahira acts.
[22:39] <DM_Tol> Shal acts
[22:39] * Zahira nocks a pair of arrows as she shifts back a step, and with a devilish grin, takes aim and releases at her newest quarry, the Tiefling <nimble strike>
[22:39] <DM_Tol> (roll)
[22:39] * Shalanda stands and uses Sacred flame on m in L5
[22:40] <Zahira> 2#1d20+9
[22:40] <TolBot> [Zahira's 2#1d20+9]: 19, 15 (Sum:34)
[22:40] <DM_Tol> (misses)
[22:40] <Shalanda> 1d20+6
[22:40] <TolBot> [Shalanda's 1d20+6]: 14
[22:40] <Shalanda> (vs ref)
[22:40] <DM_Tol> Zahira misses the Tiefling.
[22:40] <DM_Tol> Shalanda hits
[22:40] <Shalanda> 1d6+4
[22:40] <TolBot> [Shalanda's 1d6+4]: 10
[22:41] <DM_Tol> Shalanda wounds the attacker nearest her.
[22:41] <Shalanda> (Blake can enjoy either 3 temp hps or make a save)
[22:41] <DM_Tol> Reede acts
[22:42] * Reede loads up his crossbow, takes aim, and fires at the Tiefling.
[22:42] <Blake` > (hps, sweet)
[22:42] <Reede> 1d20+10
[22:42] <TolBot> [Reede's 1d20+10]: 19
[22:42] <DM_Tol> 1d20+11
[22:42] <TolBot> [DM_Tol's 1d20+11]: 29
[22:42] <Reede> (against AC)
[22:42] <DM_Tol> The nimble halfling gets nailed with an OA.
[22:42] <DM_Tol> 1d8+4
[22:42] <TolBot> [DM_Tol's 1d8+4]: 8
[22:43] <Reede> (oh wow, my browser took a minute to update
[22:43] <DM_Tol> (k, you have two hits, but take your damage)

[22:43] <Reede> 2d6+9
[22:43] <TolBot> [Reede's 2d6+9]: 14
[22:44] <DM_Tol> Blake acts.
[22:44] * Blake` moves to attack the Tiefling and attack with Warlord's Strike vs AC
[22:44] <Blake` > 1d20+8
[22:44] <TolBot> [Blake`s 1d20+8]: 23
[22:45] <DM_Tol> hit
[22:45] <Blake` > 2d8+3
[22:45] <TolBot> [Blake`s 2d8+3]: 13
[22:45] <DM_Tol> The Tiefling is wounded
[22:45] <DM_Tol> Berrian acts.
[22:45] * Berrian fires another twin strike, first arrow at his quarry, 2nd at the marauder just behind (L5)
[22:45] <Blake` > (ally's get +2 dmg to that target until the end of my next turn)
[22:45] <Berrian> 2#1d20+10
[22:45] <TolBot> [Berrian's 2#1d20+10]: 19, 19 (Sum:38)
[22:45] <Blake` > (allies even)
[22:45] <DM_Tol> (two hits)
[22:45] <Berrian> 2#1d10+1
[22:45] <TolBot> [Berrian's 2#1d10+1]: 4, 3 (Sum:7)
[22:45] <Berrian> 1d8
[22:45] <TolBot> [Berrian's 1d8]: 3
[22:46] <Berrian> (7 for J, 3 for L)
[22:46] <DM_Tol> The closer marauder falls dead.
[22:46] <DM_Tol> The marauder and the Tiefling attack Reede.
[22:47] <DM_Tol> 1d20+11 v Reede AC
[22:47] <TolBot> [DM_Tol's 1d20+11 v Reede AC]: 16
[22:47] <Reede> (nope)
[22:47] <DM_Tol> 1d20+12 v Reede AC
[22:47] <TolBot> [DM_Tol's 1d20+12 v Reede AC]: 16
[22:47] <DM_Tol> *** Round 7 ***
[22:48] <DM_Tol> Zahira acts
[22:48] * Zahira grumbles to self and launches another shot at the tief <careful>
[22:49] <Zahira> 1d20+11
[22:49] <TolBot> [Zahira's 1d20+11]: 12 (Nooooo!)
[22:49] <DM_Tol> Shalanda acts.
[22:49] * Shalanda advances on the marauder and strikes with a Righteous Brand (Str vs AC)
[22:49] <DM_Tol> (roll)
[22:49] <Shalanda> 1d20+8
[22:49] <TolBot> [Shalanda's 1d20+8]: 28 (Nailed it!)
[22:49] <Zahira> <You'll shoot your eye out kid>
[22:49] <DM_Tol> (max dam)
[22:49] <Shalanda> (7 damage)
[22:50] <DM_Tol> Reede acts
[22:50] <Shalanda> (+3 power bonus to Reede's attack rolls)
[22:50] * Reede shifts and loads a bolt before firing at the tiefling again.
[22:51] <Reede> 1d20+13
[22:51] <TolBot> [Reede's 1d20+13]: 19
[22:51] <DM_Tol> (hit)
[22:51] <Reede> 1d6+11
[22:51] <TolBot> [Reede's 1d6+11]: 17

[22:51] <DM_Tol> The Tieling screams
[22:51] <DM_Tol> Blake is up
[22:52] * Blake` attacks Basica attack vs Tieling and uses his Frost swords daily power (cold)
[22:52] <DM_Tol> (wait, is the +2 already added?)
[22:52] <Blake` > 1d20+8
[22:52] <TolBot> [Blake`s 1d20+8]: 19
[22:52] <Blake` > (vs AC)
[22:52] <DM_Tol> (Reede?)
[22:52] <Reede> (yeah, I figured the bonus in)
[22:52] <DM_Tol> (Was your +11 damage because of Blaek... ok)
[22:52] <DM_Tol> (he dies still)
[22:53] <DM_Tol> Blake acts, surprise to see the Tieling felled.
[22:53] <Blake` > (didn't realize it was dead)
[22:53] <DM_Tol> (I didn't count it all up yet, hehe)
[22:53] * Berrian marks the marauder and sends out a twin strike, hoping for a swift end to the battle.
[22:54] <DM_Tol> (roll)
[22:54] <Berrian> 2#1d20+10
[22:54] * Blake` moves to attack the marauder also Basic Attack
[22:54] <TolBot> [Berrian's 2#1d20+10]: 20, 11 (Sum:31)
[22:54] <Blake` > 1d20+8
[22:54] <TolBot> [Blake`s 1d20+8]: 13
[22:55] <DM_Tol> (one hit berrian)
[22:55] <Berrian> 1d10+1
[22:55] <TolBot> [Berrian's 1d10+1]: 10
[22:55] <Berrian> 1d8
[22:55] <TolBot> [Berrian's 1d8]: 1
[22:55] <Berrian> (11)
[22:55] <DM_Tol> Athas?
[22:56] <DM_Tol> Athas, an attack?
[22:56] <DM_Tol> The marauder turns to hack at Shalanda.
[22:56] <Athas> 1d20+7
[22:56] <TolBot> [Athas's 1d20+7]: 11
[22:56] <DM_Tol> 1d20+11
[22:56] <TolBot> [DM_Tol's 1d20+11]: 29
[22:56] <DM_Tol> Athas attempts to block the attack but fails.
[22:57] <DM_Tol> 1d12+4 v. Shal.
[22:57] <TolBot> [DM_Tol's 1d12+4 v. Shal.]: 11
[22:57] <DM_Tol> 1d6 furry damage to Shal.
[22:57] <TolBot> [DM_Tol's 1d6 furry damage to Shal.]: 2
[22:57] * Shalanda takes the hit, but remains standing... obviously very hurt but still standing and now quite annoyed.
[22:57] <Berrian> (kittens!)
[22:57] <DM_Tol> *Round 8 ***
[22:57] <DM_Tol> Zahira acts.
[22:57] <Athas> (furry damage... not only are we going to be attacked, but we're going to be humiliated?)
[22:57] <DM_Tol> (LOL)
[22:57] * Zahira contemplates using the bow as a club, but decides better not to, and takes aim once more praying to Sehanine that the arrow seeks its intended mark in the marauders head.
<careful...really careful darn you!!! +hunters query>

[22:57] <Zahira> <Imao>
[22:58] <Zahira> 1d20+11
[22:58] <TolBot> [Zahira's 1d20+11]: 18
[22:58] <DM_Tol> (hit)
[22:58] <Reede> (furry damage? is that where they open the flap?)
[22:58] <Zahira> 1d10+6
[22:58] <TolBot> [Zahira's 1d10+6]: 9
[22:58] <Zahira> 1d6
[22:58] <TolBot> [Zahira's 1d6]: 4
[22:58] <Zahira> <13>
[22:58] <DM_Tol> The marauder dies, clearly not caring of his fate, but like all the others who remained, happily content to fight until dead.
[22:59] <DM_Tol> Silence rings out for a moment, until Sister Narnia's wailings begin once more.
[22:59] * Reede shakes his head.
[22:59] <DM_Tol> The carnage before you is impactful.
[22:59] * Berrian checks on the still living people
[22:59] * Blake` takes a breath of relief
[22:59] * Zahira watches her arrow jiggle as she sighs in relief.
[22:59] * Shalanda drops to her knees and breathes a painful sigh that the fighting has stopped.
[22:59] <Berrian> (any have a possibility of living with a heal skill check?)
[22:59] <DM_Tol> All but two of the priests are dead or dying. Others have scurried attempting to stabilize them
[23:00] <Athas> (where's the girl?)
[23:00] <DM_Tol> Roll heal check anyone who wants to help.
[23:00] <Berrian> 1d20+5
[23:00] <TolBot> [Berrian's 1d20+5]: 7
[23:00] <Reede> 1d20+2
[23:00] <Blake` > 1d20+3
[23:00] <TolBot> [Reede's 1d20+2]: 19
[23:00] <TolBot> [Blake`s 1d20+3]: 7
[23:00] <Zahira> 1d20+4
[23:00] <TolBot> [Zahira's 1d20+4]: 14
[23:01] <Shalanda> "Have no pity for those who suffer and die, for death is the natural end of life."
[23:01] * Shalanda recites as if drilled in her head so many times long ago.
[23:01] <DM_Tol> Five priests and the albino girl are all but dead, but stable.
[23:01] <Berrian> (that was my first move action tonight! lol)
[23:01] <Reede> "No shame in prolonging it a bit if you can."
[23:01] <DM_Tol> Sister Narnia cries out.
[23:02] <Berrian> (I win 'camper' award! even Ryu went to the other dock)
[23:02] <DM_Tol> She looks not at the dead sisters, but at the empty palette, where the effigy was.,
"Noo-o-o-o!"
[23:03] <Shalanda> (Didn't we shoot down the hippogrif?)
[23:03] <DM_Tol> She stands as the Dunne boy runs over beside her.
[23:03] * Reede follows her gaze. "Almost."
[23:03] * Blake` continues to try to help out
[23:03] <DM_Tol> (Yes you did. In your dreams.)
[23:03] <Berrian> "Shalanda, we should go after that effigy, once the boy has been returned."
[23:03] <Berrian> (We weren't allowed to, it would seem.)
[23:03] <Reede> "The hippogriff was badly wounded. It can't have gone far."
[23:03] <DM_Tol> Sister Narnia: "Is this all we can do for them? We need more cloths and bandages, and a place to lay them."

[23:03] <Shalanda> (Well my dreams involved me taking a dirt nap, bleeding out a little bit, and being 1 saving step closer to my god)

[23:04] <Blake` > "see if you can pick up a trail"

[23:04] * Zahira would nod. "It was flying crooed last i saw it."

[23:04] <DM_Tol> The Dunne boy speaks up with more words than you've heard him say to date: "M-my home. It is just across the river-r-r. W-we can take them there."

[23:04] * Shalanda gets to her feet and locates the 2 most wounded of the injured to heal over her own serious wounds.

[23:05] <DM_Tol> Sister Narnia begins directing the remaining priests to gather the fallen. She begs you to help cart them.

[23:05] <Berrian> "Great idea. Let us get across the river and to safety. Athas and I will guard the rear."

[23:05] <DM_Tol> *** As this session of Können Land comes to a close ***

1-30-2011: WARSAND AND ZOMBIES

[20:05] <DM_Tol> *** Game Recap ***
[20:05] * Warbudgie is now known as Blake``
[20:05] * Ryu is now known as Ryu
[20:05] <DM_Tol> The group travelling north along the Danjor river on a mystical ship set shore near the Dunne Boy's family ranch.
[20:06] <Berrian> (I am here)
[20:06] <DM_Tol> After disembarking, and watching pass some type of funeral procession, they came to the aid of a the priests set on by marauders, including a Tielfing mounted upon Hippogrif.
[20:07] <Ryu> (By god, I missed the Konnen Version of Harry Potter XD)
[20:07] <DM_Tol> After defeating all attackers who didn't move on after capturing their prize, the group joined Sister Narnia in tending to the wounded.
[20:08] <DM_Tol> In desperate need of a respite for the wounded, the group decides to haul them across the river to the Dunne ranch.
[20:08] <Ryu> (Harl is slacking and playing Dragon Age)
[20:09] <Blake`` > (my friend started playing that just recently on PC and i haven't heard from him in days he just loves it)
[20:09] <Reede> (eh, we don't need anything hit right now so it's good)
[20:09] <DM_Tol> *** Thus begins this session of Können Land ***
[20:09] <Ryu> (I have it, and beat it, its expansion pack (Awakening), and all of its add-ons)
[20:10] * Shalanda continues to tend to the wounded, ignoring her own wounds in the process.
[20:10] <Berrian> "Shall we head across the river to the safety of the boy's home?"
[20:11] <DM_Tol> Sister Narnia and the two standing priests are busy carrying the wounded to the two barges.
[20:11] * Blake`` also continues to help out the wounded
[20:11] <Blake`` > "That would be our best bet"
[20:11] <DM_Tol> (Tell Harl that Athas is about to fall off a raft and drown.)
[20:11] <Ryu> (He's not answering me)
[20:12] <Ryu> (I told him "Athas is about to join you in the Fade")
[20:12] * Blake`` starts to help carry some of the more stable victims to the rafts
[20:13] <Ryu> ("this is nancy, his wife -- he wanted to let you know that he's unable to get home. Something about his car and he apologizes")
[20:14] * Berrian continues to watch the rear, in case any of the marauders show up once more.
[20:14] <DM_Tol> The group finishes loading and shoves off, paddling across the river.
[20:14] <DM_Tol> After making quick work of the wide river, you reach the docks on the other side.
[20:15] <Blake`` > "I wonder what they wanted with that body?"
[20:15] <DM_Tol> Athas and Damene and Zahira offer to remain at the docks to guard the ships.
[20:15] <DM_Tol> You follow the Dunne boy, each one of you carrying a wounded priest. The three white-haired women alone carry the unconscious albino girl.
[20:16] * Shalanda looks to the 3 white-haired women.
[20:16] <Shalanda> "If I may ask, who is she?"
[20:16] <DM_Tol> After less than half an hour, you move up a slope, around a hill, and then descend down, past some sheep, towards a cabin near a row a grazing troughs on one side and a grape orchard on the other.
[20:17] <DM_Tol> The women do not acknowledge you, Shalanda, and Sister Narnia can not stop trembling long enough to engage conversation.
[20:17] <DM_Tol> You reach the farm-house as the Dunne boy bursts inside.
[20:18] <Blake`` > "I'll go see where we can setup a place for the wounded"
[20:18] * Blake`` follows the boy inside knocking and looking

[20:19] <Blake`` ` > "Hello?"

[20:19] * Shalanda finds a place to settle down, her wounds aching from helping the priestess. She looks around to see if there is anybody who requires healing.

[20:19] <DM_Tol> As the boy disappears into the house, you hear a scream and a crash.

[20:20] <Shalanda> (Bad scream or a joyous scream?)

[20:20] * Reede sprints toward the house to see what happened.

[20:20] <DM_Tol> Immediately inside the door, a hall leads to a large room where you set the wounded down. Already spilling blood onto the flooring, you begin to worry.

[20:21] <DM_Tol> A commotion from the next room, a cook kitchen, spills forth into the main room where you set the wounded.

[20:22] * Blake`` ` calls out "Hello? we need help"

[20:22] <DM_Tol> In time, you see through a door a roundish woman, kissing the

[20:22] <DM_Tol> d

[20:22] <DM_Tol> Dunne boy, and two presumably sisters hugging on him. A shattered pot lies on the floor.

[20:23] * Berrian stays outside, to make sure not to crowd the halls.

[20:23] * Reede smiles. "Well, there's that then."

[20:23] <DM_Tol> After a bit, they enter the room and Mother Dunne, with the flick of her finger, sends her daughters to tending the wounded, bringing cloths and bandages and some fresh water.

[20:24] <DM_Tol> Sister Narnia sits in the corner, shivering, holding her knees to her chest, rocking back and forth.

[20:24] * Shalanda blankly stares off at the distance outside, sitting against the wall in the dirt.

[20:24] <Ryu> (Where am I at during this lol)

[20:24] <DM_Tol> (I'm assuming you're all in the main room, unless you say otherwise)

[20:25] <Shalanda> (You were sick, and guarded the boy during the fight where the real warriors did the work.)

[20:25] <Ryu> (Shal, Don't make me start calling you Princess again)

[20:26] * Blake`` ` approaches Sister Narnia after a little while and offers some water "Drink this, you will feel better"

[20:27] <DM_Tol> MotherDunne sits down on a table and addresses you all.

[20:27] <DM_Tol> (roll diplomacy, Blake)

[20:27] <Blake`` ` > 1d20+15

[20:27] <TolBot> [Blake`` `s 1d20+15]: 34

[20:27] <Shalanda> (Damn)

[20:28] <DM_Tol> After Blake's attentions, Sister Narnia calms down, able to engage others.

[20:28] <DM_Tol> MotherDunne: "Did my husband hire you in Madassa?"

[20:28] <Blake`` ` > "When you feel better come talk to us, my friends helped that boy, maybe we can help you"

[20:29] <DM_Tol> Sister Narnia looks up at the mother of the Dunne boy, at the wounded priests, and then at Blake and nods.

[20:29] <DM_Tol> MotherDunne: "But I don't understand why so many of you are priests. As mercenaries?"

[20:30] <Reede> "Well, we kind of just ran into the priests."

[20:30] <DM_Tol> The mother nods.

[20:31] * Ryu sits quietly his hood pulled over his head

[20:31] * Blake`` ` goes outside to check on Shalanda while Reede engages the mother "You should come inside, the High Priest is feeling better and the mother is talking also"

[20:32] <Shalanda> "I do not feel like it at this time, I can hear enough from where I am."

[20:32] <DM_Tol> MotherDunne: "When did my husband hire you then? And who were the kidnappers?"

[20:32] * Berrian begins to look agitated, as he glances through the door for a moment, then turns

and walks a few yards from the house, but making sure he can hear if he is needed.

[20:33] <Blake`` > "You should tend to your own wounds, you might feel better then, you fought well out there"

[20:33] * Shalanda pats the ground next to her, as she sees Berrian agitated.

[20:33] <Reede> "Slavers. Man called Bolward. We had a good fight to get him back from the ones he sold them too. Almost died we did."

[20:33] <Shalanda> "I lament on the moment friend Blake. In time I will tend to my own physical needs."

[20:34] <DM_Tol> MotherDunne: "I am forever grateful. He, he has trouble speaking. What has damaged his throat?"

[20:34] * Berrian wanders back over to shalanda and sits down.

[20:34] <DM_Tol> The mother gets a tear in her eye; she wipes it away bravely.

[20:35] <Blake`` > "Well do not lament for too long, I assume we are going to track down that Griffon or those mages" Blake goes back inside with Reede

[20:35] <Reede> "I can't say. He's been through a lot."

[20:36] * Shalanda looks over at Berrian, then back at the landscape.

[20:37] <Shalanda> Elven: "What troubles you?"

[20:37] <DM_Tol> MotherDunne: "We had given up hope, nearly. After my husband and my brother had to return her home when Seirra... "

[20:37] <DM_Tol> The woman chokes up.

[20:38] <DM_Tol> The two sisters look over, as the Dunne boy mouths something that must be, "Where is Sierra?"

[20:40] <DM_Tol> The woman grabs the son and holds her tight, whispering quietly, "She has left, Jimmy, for that group. But father and uncle have gone to find her."

[20:41] * Berrian looks at Shalanda. "I do not feel proper, around so many people, in such a small place. I feel better out in the open."

[20:41] <DM_Tol> The woman stands and walks over towards a wooden box on a table in the corner.

[20:41] <Shalanda> Elven: "Then sit and watch the landscape with me."

[20:42] * Reede nods.

[20:42] <DM_Tol> The Dunne boy runs and hugs his sisters.

[20:43] <Blake`` > "So who is Sierra?" Blake asks the mother

[20:43] <DM_Tol> The mother pulls a small something out of the box and walks back towards the group.

[20:43] <DM_Tol> MotherDunne: "My oldest daughter. I'm afraid she's gotten herself into trouble."

[20:44] <DM_Tol> MotherDunne: "She has disappeared."

[20:44] * Berrian nods and does so

[20:44] <DM_Tol> She sits down.

[20:44] * Blake`` raises his eyebrow "just left home one night then?"

[20:45] <DM_Tol> MotherDunne: "She had been into mischief with a group in town. And with her gone, the girls showed me her diary."

[20:45] <DM_Tol> MotherDunne: "She writes strange things about the stars, and then about soon a trip into the Warsand. And now she's gone."

[20:46] <DM_Tol> MotherDunne: "We fear she's gotten caught up in a cult."

[20:46] <DM_Tol> Sister Narnia perks up and stares at the Dunne mother intently.

[20:46] * Shalanda perks up noticeably too from the conversation inside.

[20:47] <Blake`` > "Cult, what else do you know about this cult you think she might be with?"

[20:47] <DM_Tol> The mother weeps.

[20:47] <DM_Tol> She hands a small sack to you, Reede. There are gems inside.

[20:47] <Blake`` > "Sister, do you have anything to add?"

[20:47] <DM_Tol> MotherDunne: "For bringing our Jimmy home."

[20:48] <DM_Tol> (A 50 gp value gem to each of you, and 600 xp reward for completing the return

the boy home quest)

[20:49] * Reede nods. "Thank you Madam Dunne."

[20:49] <DM_Tol> Sister Narnia throws her cup against the wall as she stands, expressively.

[20:49] <Ryu> (so 50gp and 600xp Ea?)

[20:49] <Reede> (LEVEL UP)

[20:49] <DM_Tol> (yep)

[20:49] <Atreyu> (ding)

[20:50] <DM_Tol> (do I need to pause so you can celebrate?)

[20:50] <Shalanda> (Cue Final Fantasy Fanfare!)

[20:50] <DM_Tol> (cause things are about to get interesting)

[20:50] * Blake`` watches Sister Narnia and waits for her to speak

[20:50] * Reede turns to look at Sister Narnia.

[20:50] <DM_Tol> Sister Narnia throws her cup against the wall as she stands, expressively.

[20:50] <Shalanda> (I'm just happy we got some money. I thought I was going to go poor.)

[20:50] <DM_Tol> SisterNarnia: "But none of this matters!"

[20:51] <DM_Tol> SisterNarnia: "They took it! That beast. It flew in the middle, and they flew off with his bones! Sweet lady, there is no hope now!"

[20:52] * Shalanda strains to get up to look in the doorway.

[20:52] <DM_Tol> She holds her hands onto her face, "All is lost."

[20:52] <Shalanda> "What was it that you were escorting?"

[20:53] <Blake`` > "we need more details, perhaps we can help you, perhaps even both of you"

[20:53] * Berrian stands, but does not enter.

[20:53] <DM_Tol> SisterNarnia looks at the doorway, "You, you know the Raven shadow. You know of Lord Nagalam, great he was. A hundred years it will be, and we must complete the ritual."

[20:54] <Shalanda> (History or Religion check?)

[20:54] * Blake`` looks down the hall at Shalanda

[20:54] <DM_Tol> SisterNarnia: "That beast flew off with his bones, and the Fiend's Horn, and I fear terribly what can be done with them."

[20:54] <DM_Tol> Mother Dunne looks up at the sister, "Sir Nagalam, that Evil Paladin? From the battle of the Warsand?"

[20:55] <Shalanda> "I am not of this region, I only know very limited details of Lord Nagalam, and nothing of a ritual. Please explain more."

[20:55] <DM_Tol> The sister glares at the mother.

[20:55] <DM_Tol> (Go ahead and roll religion check.)

[20:55] * Blake`` tries to bring the energy level down in the room "one thing at a time, perhaps not all is lost yet"

[20:55] <Shalanda> 1d20+8

[20:55] <TolBot> [Shalanda's 1d20+8]: 26

[20:56] <DM_Tol> (I think you did one, and revealed to you that you thought Lord Nagalam was an evil paladin from an old story.)

[20:56] <Berrian> 1d20+6

[20:56] <TolBot> [Berrian's 1d20+6]: 22

[20:56] <Blake`` > (yes, but that was not Shal, if it matters)

[20:56] <Berrian> (IDK if I needed that...)

[20:56] <DM_Tol> Sister Narnia sits down.

[20:56] <Ryu> (Tol, want updated sheets if we leveled?)

[20:57] <Shalanda> "Please calm yourself and explain what you can. We may be your best chance of recovering these relics."

[20:57] * Shalanda leans against the door for support.

[20:57] <DM_Tol> (Sure, Ryu)

[20:57] <Blake`` > "and possibly your daughter also Mother Dunne, perhaps I could keep that journal

for a little?"

[20:58] <DM_Tol> (can wait tho)

[20:58] <DM_Tol> The sister sighs.

[20:59] <Reede> (I only have the demo of CB)

[20:59] <DM_Tol> SisterNarnia: "Lord Nagalam fought many battles against enemies of the faith. But that does not make him EVIL."

[20:59] <DM_Tol> She glares at the mother of the house.

[21:00] <Shalanda> "Calm yourself and continue."

[21:00] <DM_Tol> SisterNarnia: "Nearly a hundred years ago, a terrible war raged through the north and east of Können—the forces of sanity on one side, and the evil cult of allied monsters and the Fiend."

[21:01] <DM_Tol> SisterNarnia: "As the large and final battle was to begin, with each host gathered, it did not. Instead the two leaders challenged a fight to the death, brave Lord Nagalam against the Fiend."

[21:03] <DM_Tol> SisterNarnia: "But in the battle, Lord Nagalam died. They both fell, and after some small battles, the armies dispersed, and peace not know in a time came again, dividing Können from the wilds of the monstrous beastlands to the east. The land of the battles, dried up and died... the Warsand.

[21:03] * Blake `` listens with great interest

[21:04] <Shalanda> (Wilds of the monstrous beastlands to the east? I came from the east, from across the desert.)

[21:04] <DM_Tol> SisterNarnia: "We were making pilgrimage, instructions passed down from high priestess Achreisis, exarch of the Raven Queen, a century ago."

[21:05] <DM_Tol> (This name is familiar to you, Shalanda)

[21:06] <Shalanda> (How so, just from name or a little more?)

[21:06] <DM_Tol> SisterNarnia: "The prophecy said, 'After a hundred years of his death, Lord Nagalam's remains must be returned to the site of his death, and the resting ritual performed. Or else.'"

[21:06] <DM_Tol> (Name in the history of great RQ priests in the continent.)

[21:06] <Shalanda> (ok)

[21:07] <DM_Tol> The albino girl, awakened by the white haired women finally regains conciousness. She blinks.

[21:08] <Ryu> (Tol, sheet sent, and powers link PMed)

[21:08] <DM_Tol> SisterNarnia: "The remains, they must be burried, and the Fiend's horn. If not, the world would know an atrocity tht would destroy all within."

[21:09] * Berrian calls out from outside. "And the girl has possibly gone the same direction as we would need to head, to find the remains?"

[21:09] <Reede> (I gotta have somebody else help me with mine. Later though.)

[21:09] * Blake `` asks again if he may see the journal of the Dunne Mothers daughter and then says further "We shouldnt waste too much time then, there might be a trail left from either those Casters or the blood from that Griffon"

[21:10] * Reede nods. "That hippogryff looked pretty bad."

[21:10] <DM_Tol> The mother looks at Blake, "How so, or why? Do you intend to help again?"

[21:11] <Shalanda> "I will not speak for the others, but as a priestess of the Raven Queen it is my duty to give aid in recovering these bones."

[21:11] <Blake `` > "Its unlikely but if she is with a cult, it might know about the attack on the priests or even be related to it, it could give us a lead if we cannot track them"

[21:11] <Ryu> "If Lady Shalanda goes, I guess I will follow as well."

[21:11] <DM_Tol> The mother looks at the Sister, "They way it's told 'round here, evil master was this Nagalam. Greatly feared, but still worse was the evil of this thing that raised an army against all decent folk."

[21:12] <DM_Tol> MotherDunne: "But I heard it was a large spider he fought."
[21:12] <DM_Tol> One of the daughters speaks up, "I heard it was a half-dragon, half-shark."
[21:12] <DM_Tol> The other daughter speaks up, "But that makes no sense, you idiot."
[21:12] <Blake`` `> "Well whatever it was, it doesnt matter now"
[21:13] <DM_Tol> Sister Narnia rises, "Yes, you would help?"
[21:13] <DM_Tol> She gets frantic.
[21:13] <DM_Tol> "Yes, you can go, and get the remains back, and take them to the hill, I will go wait for you there."
[21:13] * Ryu looks at Kira (his dragonling) and mouths 'half-dragon half-shark' and laughs quietly
[21:13] <DM_Tol> SisterNarnia: "Swear it. Make an Oath to the Queen that you will do this thing."
[21:14] <DM_Tol> She looks at you each intently.
[21:14] <Ryu> "I will swear no such thing, but I will follow Shalanda willingly."
[21:15] <Shalanda> "If I fail to recover these bones, then the Raven Queen will be my judge and my soul's executioner."
[21:15] <Berrian> "Agreed."
[21:15] <Berrian> "I agree with Ryu. I will follow Shalanda, if that is what she wants."
[21:15] <DM_Tol> The sister looks at Shalanda, swear in the name of the Queen you will retrieve the remains.
[21:16] <Shalanda> "I just did swear it."
[21:16] <DM_Tol> SisterNarnia: "Fate be with you."
[21:16] <Ryu> (I need to change my diety lol, I never really read up on any of them XD)
[21:16] * Blake`` ` waits for the journal and then asks the mother "you also mentioned a town around here, how far away is it and in which direction?"
[21:16] <DM_Tol> Shalanda, you suddenly feel stone cold, and then warm, and then refreshed. (All HPs healed and all stats reset as if after an extended rest._
[21:17] <Shalanda> "Where is my horse? I require my scythe and armor if I am to do battle proper."
[21:17] * Shalanda begins to heal her wounds.
[21:17] <DM_Tol> (Your wounds are all healed)
[21:17] <Shalanda> (Actually I've been delaying taking the surges to do so.)
[21:17] <DM_Tol> You all notice the refreshment that comes over Shalanda.
[21:18] * Berrian Berrian looks on in awe
[21:18] <DM_Tol> SisterNarnia looks at each of the rest of you, looking for a nod of affirmative as well to promise to the Queen.
[21:18] <Berrian> (wow, fail...)
[21:19] * Shalanda goes to get her gear.
[21:19] <DM_Tol> (anyone else affirming the oath?)
[21:20] <Blake`` `> (for the ravenqueen? isnt that dangerous?)
[21:20] <Shalanda> (Looks like it was just the Eladrin)
[21:20] <Shalanda> (yes)
[21:20] <Reede> "I follow only Avandra, but I will do this thing."
[21:20] <Blake`` `> "You have my word also, I'll help as much as I can"
[21:21] <DM_Tol> She looks at Blake, "Fate be with you."
[21:21] <DM_Tol> Blake, you feel suddenly cold, then warm, then healed. (All stats, daily powers, surges reset.)
[21:21] <DM_Tol> (Did Berrian as well?)
[21:21] <Berrian> "I follow Shalanda. If she goes to find the remains, so will I."
[21:21] <DM_Tol> She looks at Berrian, "Fate be with you."
[21:22] <DM_Tol> (Same effect to Berrian)
[21:22] <DM_Tol> SisterNarnia: "Then you must go at once, to keep their trail into the Warsand, the land of the ancient battle."
[21:22] * Shalanda returns.

[21:23] <Shalanda> "Is there somebody who can guide us there?"
[21:23] * Berrian feels a tingling, but it passes quickly, not changing anything
[21:23] <DM_Tol> SisterNarnia: "I will follow soon, and remain at the hilltop, preparing for the burial rites. Bring the remains, Nagalam's and the Fiend's horn."
[21:23] <Blake` ` > "Let's go find a trail then"
[21:23] * Reede nods. "Let's be off them. If we ride fast we might be able to overtake them."
[21:23] <DM_Tol> SisterNarnia: "His ancient effects, the armor, the weapon, all within the effigy you may keep."
[21:23] <Shalanda> "I am not a grave robber."
[21:23] * Shalanda looks insulted.
[21:24] * Reede shrugs. "It's not robbery if you've permission."
[21:24] <Berrian> "Indeed. Shall we go?"
[21:24] <Blake` ` > "yes, let's go"
[21:24] <DM_Tol> The mother leaves the room and returns with a small roll of parchment and gives it to Blake, "She has dark hair like mine, brown eyes. But into the Warsand, what trouble has she gotten into?"
[21:25] * Ryu looks at Shalanda, "Well, it would do more good in our hands than theirs"
[21:25] <Blake` ` > "Again, its just a hunch, but hopefully a good one, if I can help I will"
[21:25] <Shalanda> "We have one problem, we don't know where the Warsand is, a guide would be helpful or at the very least accurate directions."
[21:25] <DM_Tol> You rise and prepare to leave, it past midday now.
[21:26] * Blake` ` thanks MotherDunne for her help with the wounded and the roof for resting.
[21:26] * Reede nods to Sister Narnia. "We will bring them back. I swear it to you."
[21:27] <DM_Tol> Sister Narnia looks at you Reede, "Fate be with you."
[21:27] <DM_Tol> Reede, you feel cold, then warm, then healed.
[21:27] * Berrian begins leading Tasso towards the crossing once more.
[21:27] <Blake` ` > "Perhaps we should split up, I believe there was mention of a town near here, a few of us (PC who are not here) could get us travel rations, map or possibly a guide, the rest of us can go look for a trail that we can perhaps follow"
[21:28] <DM_Tol> Reede, as you exit the room last, the albino girl springs up and grabs you arm and pulls you towards her, surprisingly strong.
[21:28] <DM_Tol> She stares into your eyes and says something cryptic.
[21:28] * Reede gazes back.
[21:29] <DM_Tol> AlbinoGirl: "The ones who dream under the stars can not yet be seen by the blind one who is waiting beyond them. The stars are safe for you now."
[21:29] <DM_Tol> AlbinoGirl: "The stars are safe for you now."
[21:29] * Shalanda hovers in the doorway hoping that somebody answers her inquiry about directions or a guide.
[21:29] <DM_Tol> She turns away and sits down.
[21:30] <DM_Tol> The Mother Dunne follows you outside, "The town is a day's journey in the other direction. There are no guides into the Warsand. None go there, not on purpose."
[21:30] <Blake` ` > "So be it"
[21:30] * Reede nods. "We have a habit of going places where none other go."
[21:30] <DM_Tol> MotherDunne: "If, as the priest says, you have a trail to follow, this is your hope."
[21:31] * Blake` ` throws his pack over his back "Let's go find it then"
[21:31] <Shalanda> "Thank you for your help, and thank you for putting up with the inconvenience we've put your family in with all these injured priestesses."
[21:32] <DM_Tol> You walk from the camp, armed with some bread the mother insisted you take. The Dunne boy stands waving.
[21:32] * Shalanda calls back to the boy
[21:32] * Ryu nods to the boy and walks away

[21:32] <Shalanda> "Take care of your sisters, mother, and the priestesses."
[21:32] <DM_Tol> You make your way to the docks in half the time, carrying no wounded. There you meet the others who were waiting.
[21:33] * Shalanda stops before leaving, just thinking of something.
[21:33] * Shalanda asks a question of Sister Narina before meeting up with the group.
[21:33] <Shalanda> (Will be in PM in a moment)
[21:34] <DM_Tol> (ok, np, game pause... you just go a lot of info, so feel free to ask any other ?'s in PM or in channel for info you might have gotten out of the mother or the sister)
[21:35] <DM_Tol> (any?)
[21:36] <DM_Tol> (And questions about the Warsand, more about this Nagalam or the old battle?)
[21:36] <Reede> (I need to get food, bbs)
[21:36] <Ryu> (I can't think straight right now, I may think of osmethign later)
[21:37] <Blake``> (too much soda Ryu)
[21:37] <Ryu> (Honestly, I haven't even opened them yet)
[21:37] <Ryu> (I'm working on some work stuff right now, and whoever wrote this report I'm reading needs to be shot)
[21:38] * Berrian loads his primary quiver from his backups, then makes sure all other items are still properly packed and unbroken, as he waits for the others.
[21:38] * Shalanda rides up next to Berrian.
[21:38] * Ryu checks his mount and gear as well
[21:40] <Blake``> 1d20+9 History check
[21:40] <TolBot> [Blake``'s 1d20+9 History check]: 12
[21:41] <DM_Tol> You make it across the river with your steeds and equipment, back near the scene of the battle.
[21:41] <Blake``> (who am i riding with btw?)
[21:42] <Blake``> (since you guys go horse back now, lazy adventurers)
[21:42] <Reede> (I have short legs, I need the horse)
[21:42] <DM_Tol> As you move past the battle zone, past the hilltop on the left, you make your way east. Soon, the ground beneath turns to rocky, hardened sand.
[21:42] <Shalanda> (I guess me, if you like bareback riding?)
[21:43] <Blake``> (sure)
[21:43] * Blake`` searches for any signs of tracks
[21:43] <Reede> (we love it bareback)
[21:43] <DM_Tol> (roll perception to look)
[21:43] <Blake``> 1d20+3
[21:43] <TolBot> [Blake``'s 1d20+3]: 12
[21:44] <DM_Tol> Blake, you see sand.
[21:44] * Reede looks as well.
[21:44] <Blake``> "I have no idea how to track, especially from up on this horse"
[21:44] <Reede> 1d20+7
[21:44] <TolBot> [Reede's 1d20+7]: 25
[21:44] <Blake``> (nice roll)
[21:44] <Shalanda> "That's because you are on a horse."
[21:44] <DM_Tol> Reede, you see the two tracks of the casters that fled the parlay.
[21:45] * Reede points out the trail. "This way."
[21:46] <Blake``> "Good eye Reede"
[21:47] * Reede nods. "If we hurry maybe we can catch up to them. With any luck they'll have found each other and we'll make short work of this job."
[21:48] <Shalanda> "I have a feeling that's wishful optimism."
[21:49] <Berrian> "But if we dally, there certainly will not be time to catch up."
[21:49] <DM_Tol> You follow Reede's direction and then maneuver into the Warsand desert.

[21:49] <DM_Tol> All around you, dried, dead stumps and harsh cactii rise, twisting from the ground.

[21:49] <Shalanda> "This brings back unplesant memories."

[21:50] <DM_Tol> 1d5

[21:50] <TolBot> [DM_Tol's 1d5]: 3

[21:50] <Blake``` > "Agreed"

[21:50] <DM_Tol> Berrian, your horse shifts quickly, and you fall.

[21:51] * Berrian quickly rights himself and checks on Tasso.

[21:51] <DM_Tol> Turning, you see Tasso's front hoove is momentarily caught in a rock.

[21:51] <Blake``` > "everything alright?"

[21:51] * Berrian tries to free his horse. "I am not sure. Just a moment."

[21:51] <DM_Tol> As you get closer to help, you see it is not a rock, but a humanoid rib cage sticking up out of the sand.

[21:52] <Berrian> "A ribcage!"

[21:52] <DM_Tol> Blake, as you look around attempting to help, you see half a minotaur skull sticking up out of the sand nearby.

[21:52] <Blake``` > (sweet we found the bones!! quest done)

[21:52] <DM_Tol> (1000 xp)

[21:52] <Blake``` > (lol)

[21:53] * Shalanda stays on alert, expecting they just wandered into some creature's lair.

[21:53] <Shalanda> (I'll take it, that will level me)

[21:53] <Blake``` > "Or some ancient battlefield"

[21:53] <Reede> "Anybody want it? Might make a nice centerpiece."

[21:53] <Ryu> (But DM, I want 0xFFFF XP)

[21:53] * Berrian continues to free his horse's hoof

[21:53] <DM_Tol> You recall what the Sister said, and Mother Dunne, that the Warsand was the ancient battlefield, that the dead lie there without rest until the ritual is finished.

[21:54] <Shalanda> "The sand should have worn these bones away by now, unless they were more recent."

[21:54] * Reede thinks a moment. "By without rest...did she mean spiritually...or literally?"

[21:55] <Shalanda> "Usually that means spiritually."

[21:55] <Ryu> (Konnen meets Resident Evil time)

[21:55] <Reede> "Usually is not comforting."

[21:55] <DM_Tol> The Warsand terrain is deathly quiet.

[21:55] <Blake``` > "We do have wood for a fire at night right?"

[21:56] <DM_Tol> As you continue on, something almost like a trail begins to be discernible.

[21:56] <DM_Tol> 1d5

[21:56] <TolBot> [DM_Tol's 1d5]: 2

[21:57] <Shalanda> (uh oh)

[21:57] <DM_Tol> Shalanda, your horse brushes you near a cactus, which scrapes across your shins, a briar needle stuck inside.

[21:57] <Shalanda> "Ouch."

[21:57] * Shalanda pulls out the needle.

[21:57] * Reede looks over at Shalanda. "Alright there?"

[21:58] <DM_Tol> As you pull the needle out, one drop of blood seeps out and falls to the sand beside you.

[21:58] * Berrian tries to be more perceptive of the surroundings.

[21:58] <Shalanda> "Stupid horse needs to not run me into cacti.

[21:58] <Shalanda> (Land sharks!)

[21:59] * Reede watches the blood fall. "Let's move quickly."

[21:59] <DM_Tol> Ryu, in front of you, you see Shalanda rub her leg and a drop fall to the ground, as

a beastly shadow rises up from the ground below her.

[21:59] <Ryu> "MOVE Shalanda! NOW!"

[21:59] <DM_Tol> `init rolls please.

[21:59] <TolBot> Please make an initiative roll (1d20+modifier).

[21:59] <Blake``> 1d20+4

[21:59] <TolBot> [Blake``'s 1d20+4]: 7

[21:59] <Reede> 1d20+11

[21:59] <TolBot> [Reede's 1d20+11]: 18

[21:59] <Shalanda> 1d20+3

[21:59] <TolBot> [Shalanda's 1d20+3]: 4 (Ouch!)

[21:59] <Berrian> 1d20+7

[21:59] <TolBot> [Berrian's 1d20+7]: 19

[21:59] <Ryu> 1d20+2

[21:59] <TolBot> [Ryu's 1d20+2]: 21

[22:00] <Blake``> (btw you get +2 init if you see me or hear me)

[22:00] <Shalanda> (Now you tell us)

[22:00] <Blake``> (well it happens os fast)

[22:00] <DM_Tol> 1d20+2 for ZombieHulk

[22:00] <TolBot> [DM_Tol's 1d20+2 for ZombieHulk]: 9

[22:01] <Blake``> (if you are around me you always get +2 init wihtin 10 of me)

[22:01] <DM_Tol> (You can reroll, but that's a chance)

[22:01] <Reede> (perfectly happy with my roll)

[22:01] <Blake``> (it doesnt change anything, non of us beat you with it)

[22:01] <Shalanda> (Just add 2 to my roll of fail)

[22:01] <Blake``> (same)

[22:01] <DM_Tol> `init report

[22:01] <TolBot> Initiative Order: Ryu, 21, Berrian, 19, Reede, 18, ZombieHulk, 9, Blake``, 7, Shalanda, 4

[22:03] <DM_Tol> Beside Shalanda, a large hulking zombie rises from the sand. The smell of the beast is awful, and its appearance is terrifying.

[22:03] <DM_Tol> (Ryu go. No map needed.)

[22:03] <Shalanda> "Huh, what do you mean mo.... whoa)

[22:03] * Ryu attacks the zombiesk monster (Daily Power: Theft of Alacrity)

[22:03] <Ryu> 1d20+8 (vs Will)

[22:03] <TolBot> [Ryu's 1d20+8 (vs Will)]: 19

[22:03] <DM_Tol> (hit)

[22:04] <Ryu> 2d8+6 (Zombie is Immobilized, Save Ends, Aftereffect: Zombie is slowed save ends)

[22:04] <TolBot> [Ryu's 2d8+6 (Zombie is Immobilized, Save Ends, Aftereffect: Zombie is slowed save ends)]: 14

[22:04] <DM_Tol> (Everyone gained an action point after last battle, btw)

[22:04] <Ryu> (Bonus effect: Each save it rolls, I can teleport 5 squares as a free action, I must end up near the zombie though)

[22:05] * Berrian takes aim at the beast (quarry), and fires off 2 arrows (twin strike)

[22:05] <Ryu> (OH! Since its fresh)

[22:05] <Ryu> 1d6

[22:05] <TolBot> [Ryu's 1d6]: 2

[22:06] <DM_Tol> (Berrian)

[22:06] <Berrian> 2#1d20+10

[22:06] <TolBot> [Berrian's 2#1d20+10]: 13, 12 (Sum:25)

[22:06] <DM_Tol> Berrian loads and misses with arrows as Reede acts.

[22:06] * Reede loads a bolt and aims at the beast, hoping to cripple it as he fires upon it. (Daily:

Blinding Barrage)

[22:06] <Reede> 1d20+12

[22:06] <TolBot> [Reede's 1d20+12]: 20

[22:07] <DM_Tol> (hit)

[22:07] <Reede> 4d6+6

[22:07] <TolBot> [Reede's 4d6+6]: 23

[22:07] <Reede> (blinded until end of my next turn)

[22:08] <DM_Tol> The Zombie Hulk smashes Shalanda beside him.

[22:09] <DM_Tol> 1d20+7 v AC

[22:09] <TolBot> [DM_Tol's 1d20+7 v AC]: 13

[22:09] <Ryu> (Reminder Hulk is Immobilized [unless he throws a passing save], then after that he's slowed [until he throws a passing save])

[22:09] <Shalanda> (Miss)

[22:10] <DM_Tol> (Right, those affect movement, Ryu. Not attacks. He had -5 to attack for being blind)

[22:10] * Blake `` gets off his horse and call's out at Ryu "smash him again!" Commander's Strike (Ryu gets a free basic attack, if he his he has a +2 bonus to damage)

[22:10] <Ryu> (Jus' saying ^^; I'm waiting for him to try to move)

[22:10] <Blake `` > (his - hits)

[22:10] <DM_Tol> The Zombie Hulk swings at and misses Shalanda and the horse.

[22:10] <DM_Tol> 1d20

[22:10] <TolBot> [DM_Tol's 1d20]: 17

[22:10] <DM_Tol> 1d20

[22:10] <TolBot> [DM_Tol's 1d20]: 19

[22:10] <Blake `` > (btw sorry i was on Shal's horse also)

[22:11] <Ryu> (If those are his saves, I'm grabbing shal, and teleporting with my Theft of Alacrity Power, and using its teleport to trigger my Arcane Transport power, in which I can take Shal with me)

[22:11] <DM_Tol> (Shalanda and Blake, an Acrobatic check DC 13 to not fall off the horse prone.)

[22:12] <Shalanda> 1d20+3 vs DC 13

[22:12] <TolBot> [Shalanda's 1d20+3 vs DC 13]: 8

[22:12] <Blake `` > 1d20+1

[22:12] <TolBot> [Blake ``'s 1d20+1]: 13

[22:12] <DM_Tol> (huh? Ryu?)

[22:12] <Blake `` > (looks like Shalanda is safe though)

[22:12] <DM_Tol> Shalanda is prone, Blake you can stay on the horse or get off at your movement.

[22:12] <DM_Tol> (Ok, now what, Ryu?)

[22:12] <Blake `` > (k)

[22:14] <DM_Tol> (Go blake)

[22:14] <Reede> (I'd like to charge through this quickly, I want to go on a burger run)

[22:15] <Shalanda> (Blake's action was to give Ryu a basic attack, but we're waiting on Ryu's teleportation craziness to resolve)

[22:15] * Blake `` gets off his horse and call's out at Ryu "smash him again!" Commander's Strike (Ryu gets a free basic attack, if he his he has a +2 bonus to damage)

[22:15] <Blake `` > (sorry was looking up a skill)

[22:15] <Ryu> 1d20+10

[22:15] <TolBot> [Ryu's 1d20+10]: 20

[22:16] <Ryu> 1d10+9

[22:16] <TolBot> [Ryu's 1d10+9]: 14

[22:16] <Blake `` > (if ryu is there still)

[22:16] <Blake `` > (not sure what happened with the teleporting)

[22:16] <DM_Tol> Ryu has teleported beside the hulk, and shifted Shalanda on the other side of Ryu,

2 squares away from the hulk. Shal is still prone.
[22:16] <Ryu> (Yea, I'm stil adjacent to it)
[22:16] <DM_Tol> Ryu hits the zombie. (go shal)
[22:16] * Shalanda produces her holy symbol and shouts at the creature: "Unholy spawn of Orcus, in the name of the Raven Queen I send you back to the underworld!" (Turn undead: Wis vs Will)
[22:16] <Shalanda> 1d20+6
[22:16] <TolBot> [Shalanda's 1d20+6]: 14
[22:17] <DM_Tol> (fail)
[22:17] <Shalanda> 1d10+3
[22:17] <TolBot> [Shalanda's 1d10+3]: 12
[22:17] <Shalanda> (Half damage on a fail)
[22:17] <DM_Tol> The Zombie snarls.
[22:17] <DM_Tol> (Go Ryu)
[22:18] * Ryu attacks again
[22:18] <Ryu> 1d20+10
[22:18] <TolBot> [Ryu's 1d20+10]: 27
[22:18] <DM_Tol> (hit)
[22:18] <Ryu> 1d10+7
[22:18] <TolBot> [Ryu's 1d10+7]: 10
[22:18] <Shalanda> (oh and stand as a move action)
[22:18] <DM_Tol> Ryu wails on the hulk as Berrian acts.
[22:18] * Berrian attempts another twin strike, grumbling to himself about his previous misses.
[22:18] <DM_Tol> (k)
[22:18] <Berrian> 2#1d20+10
[22:18] <TolBot> [Berrian's 2#1d20+10]: 25, 25 (Sum:50)
[22:18] <DM_Tol> (hits)
[22:19] <Berrian> 2#1d10+1
[22:19] <TolBot> [Berrian's 2#1d10+1]: 7, 10 (Sum:17)
[22:19] <DM_Tol> Berrian plants two arrows into the Zombie.
[22:19] <Berrian> 1d8 hunter's quarry
[22:19] <TolBot> [Berrian's 1d8 hunter's quarry]: 7
[22:19] <DM_Tol> The creature looks bloodied as Reede acts.
[22:19] * Reede reloads and aims another shot at the monster. "Away with you!" (Unbalancing Shot)
[22:19] <Reede> 1d20+10
[22:19] <TolBot> [Reede's 1d20+10]: 11 (Better luck next time.)
[22:20] <DM_Tol> Reede missis horribly.
[22:20] <DM_Tol> 1d20+12
[22:20] <TolBot> [DM_Tol's 1d20+12]: 32 (Perfect!)
[22:20] <DM_Tol> The creature swings at Ryu.
[22:21] <DM_Tol> Ryu, you are slammed to the ground, knocked prone. (21 damage)
[22:22] <DM_Tol> (go blake)
[22:22] * Ryu growls as he goes down
[22:22] <DM_Tol> 1d20 save vs slow
[22:22] <TolBot> [DM_Tol's 1d20 save vs slow]: 6
[22:22] * S711 (711@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) Quit (Quit: For England, James?□)
[22:22] <Blake `` > (that messed my plan up one second)
[22:23] <Ryu> (Actually, with that, couldn't I teleport back to my feet? lol)
[22:23] <DM_Tol> (dunno)
[22:23] * Blake `` attacks with Warlord's Strike (vs AC)
[22:23] <Blake `` > 1d20+8
[22:23] <TolBot> [Blake ``'s 1d20+8]: 19

[22:23] <Ryu> (Well back to my feet and behind, not sure how Teleportation works)
[22:23] <DM_Tol> (miss)
[22:24] <Ryu> (Your call, if so, thats what I'm doing)
[22:24] <Reede> (alright, roomie is getting impatient. Godmode or skip my turn, either way. bbs)
[22:25] <DM_Tol> Shalanda acts.
[22:25] * Shalanda moves to a flanking position opposite Blake and brings down a Righteous Brand upon the undead monster. (Str vs AC)
[22:25] <Shalanda> 1d20+9
[22:25] <TolBot> [Shalanda's 1d20+9]: 17
[22:25] <DM_Tol> (miss)
[22:25] <DM_Tol> The prone Ryu acts.
[22:25] * Ryu grits his teeth and gets to his feet, and attacks again
[22:25] <Ryu> 1d20+10
[22:25] <TolBot> [Ryu's 1d20+10]: 20
[22:25] <Ryu> 1d10+7
[22:25] <TolBot> [Ryu's 1d10+7]: 12
[22:25] <Shalanda> (AoO for standing?)
[22:26] <DM_Tol> (or penalty for being prone)
[22:26] <DM_Tol> 1d20+12
[22:26] <TolBot> [DM_Tol's 1d20+12]: 24
[22:26] <DM_Tol> 2d8+5
[22:26] <TolBot> [DM_Tol's 2d8+5]: 13
[22:27] <DM_Tol> The Zombie Hulk smacks ryu as he stands. (13 HPs)
[22:28] <Ryu> (Aight, Bloodied)
[22:28] <DM_Tol> Berrian acts.
[22:28] * Berrian follows up with another twin strike.
[22:28] <Berrian> 2#1d20+10
[22:28] <TolBot> [Berrian's 2#1d20+10]: 11, 12 (Sum:23)
[22:28] * Berrian swears in Elvish
[22:28] <DM_Tol> Reede acts.
[22:29] <Ryu> (Reede is AFK)
[22:29] <DM_Tol> 1d20+7
[22:30] <TolBot> [DM_Tol's 1d20+7]: 10
[22:30] <DM_Tol> Reede misses the hulk as Blake acts.
[22:30] * Blake `` calls out to Ryu with an attempt to inspire him back into the fight (Inspiring Word Minor action, Ryu can spend a healing surge and add 1d6+3 to it) then attacks with Hammer and Anvil (vs Reflex) "Let's bring this beast down" (If I hit Shalanda gets a free basic attack with +3 dmg if she hits)
[22:30] <Ryu> 1d6+3
[22:30] <Blake``> 1d20+8
[22:30] <TolBot> [Blake``'s 1d20+8]: 10
[22:30] <TolBot> [Ryu's 1d6+3]: 8
[22:30] <DM_Tol> The hulkish zombie turns around to address creatures behind it.
[22:31] <Ryu> (Surge spent, recovered 12+8 HP, no longer bloodied)
[22:31] <DM_Tol> (miss)
[22:31] <DM_Tol> 1d20+12
[22:31] <TolBot> [DM_Tol's 1d20+12]: 28
[22:31] <DM_Tol> 2d8+5
[22:31] <TolBot> [DM_Tol's 2d8+5]: 17
[22:31] <DM_Tol> Blake gets pounded for damage (17)
[22:31] <DM_Tol> The zombie looks ready to topple.

[22:31] <DM_Tol> 1d20
 [22:31] <TolBot> [DM_Tol's 1d20]: 7
 [22:32] <DM_Tol> Shalanda acts.
 [22:32] * Shalanda attempts to make use of the distraction to strike with another Righteous Brand
 [22:32] <Shalanda> 1d20+9
 [22:32] <TolBot> [Shalanda's 1d20+9]: 17
 [22:32] <Ryu> (If saved, teleported behind it)
 [22:32] <DM_Tol> (miss)
 [22:32] <DM_Tol> (You are behind it now)
 [22:32] <DM_Tol> Ryu acts.
 [22:32] <DM_Tol> (flanking position)
 [22:32] * Ryu attacks
 [22:32] <Ryu> 1d20+10
 [22:32] <TolBot> [Ryu's 1d20+10]: 23
 [22:32] <Ryu> 1d10+7
 [22:32] <TolBot> [Ryu's 1d10+7]: 16
 [22:32] <DM_Tol> (hit)
 [22:34] <DM_Tol> The zombie dissolves into the sand.
 [22:34] * Ryu sheathes his blade and shakes his head
 [22:34] <Berrian> "That was unexpected."
 [22:34] * Blake `` looks at his wound "he got me pretty good"
 [22:34] <Ryu> "Lady Shalanda, are you alright?"
 [22:34] <Shalanda> "Indeed. Do you require healing?"
 [22:34] * Shalanda looks confused.
 [22:34] <DM_Tol> Ryu, as you stand, you see a pool of blood below you. It soaks into the sand.
 [22:35] <Shalanda> "I'm fine, all this blood on me is from the earlier fight."
 [22:35] * Ryu looks at the blood and sand, "Well, this might not be good..."
 [22:35] <Blake `` > "I'll let you decide" Blake lets Shalanda look over the wound
 [22:35] * Ryu grabs his mount and begins to move away
 [22:36] <Berrian> "Ryu?"
 [22:36] <Shalanda> 1d6+4 (X hps +Surge)
 [22:36] <TolBot> [Shalanda's 1d6+4 (X hps +Surge)]: 9
 [22:36] <Ryu> "If one drop brought that beast, what would a pool bring)
 [22:36] <DM_Tol> From the ground below where Ryu was, a small lizardlike skeleton pops up, nipping at Berrian's toes."
 [22:36] * Shalanda steps on it.
 [22:36] <DM_Tol> The skeleton crushes.
 [22:36] * Shalanda spits on the remains.
 [22:37] * Ryu shakes his head and does his best to bandage his wounds
 [22:37] * Berrian moves quickly away from the site
 [22:37] <DM_Tol> Ryu leads the group in moving forward as you bandage wounds.
 [22:37] <Shalanda> "This is unholy ground, and I would see it cleansed as soon as possible."
 [22:37] <Shalanda> 1d6+4 (X hps +Surge for Ryu)
 [22:37] <TolBot> [Shalanda's 1d6+4 (X hps +Surge for Ryu)]: 6
 [22:37] * Shalanda tends to Ryu's wounds next.
 [22:37] <Ryu> (12+6 HP recovered, At max HP)
 [22:38] * Blake `` looks fully healed
 [22:38] <Ryu> "Thank you Lady Shalanda"
 [22:38] <DM_Tol> You move on an hour or so, doing your best to avoid any scraping, scratching brush.
 [22:38] * Blake `` thanks Shalanda and gets back up on the horse with her

[22:39] <DM_Tol> At this point, there is clearly a trail to follow. You do see the occasional bone sticking out of the sands around you—a finge, a jaw, a foot, a claw.

[22:40] <DM_Tol> You make your way around dry, cracked dead tree trunks.

[22:40] <DM_Tol> (perception check for all)

[22:40] <Shalanda> 1d20+5

[22:40] <TolBot> [Shalanda's 1d20+5]: 18

[22:40] <Berrian> 1d20+8

[22:40] <TolBot> [Berrian's 1d20+8]: 23

[22:40] <Blake`` `> 1d20+3

[22:40] <TolBot> [Blake`` `s 1d20+3]: 19

[22:40] <Ryu> 1d20+2

[22:40] <TolBot> [Ryu's 1d20+2]: 13

[22:41] <DM_Tol> Berrian, you smell smoke up ahead, pipe smoke.

[22:43] * Berrian slows the group and reports the smoke.

[22:43] <Berrian> "Do you think it is the group?" *whispering*

[22:43] * Shalanda looks over at the halfling who enjoys pipe smoke.

[22:44] <Shalanda> "You sure it's not just an old whiff of his pipe you smell?"

[22:44] <DM_Tol> Reede frowns at you.

[22:44] <Berrian> "I do not believe so. It is coming from up ahead."

[22:45] <Blake`` `> "Its likely not them, although we should be cautious"

[22:45] <Blake`` `> "It would be nice to be able to scout on ahead some"

[22:45] <Shalanda> "And try not to spill too much blood."

[22:47] <DM_Tol> As you peer closer, a wall of stumps provides concealment. You can hear a voice.

[22:49] <DM_Tol> (hello?)

[22:49] * Shalanda quietly listens

[22:49] <Ryu> (I'm here)

[22:49] <Shalanda> (I was expecting you to continue what we hear)

[22:50] <DM_Tol> (Is Blake and Berrian here?)

[22:50] <Blake`` `> (yes)

[22:50] <Berrian> (yes)

[22:50] * Blake`` ` also listens

[22:51] <DM_Tol> You edge to the last stump. You can see a Tielving, at least one, smoking a pipe, and two or one of the casters who ran off from the earlier battle.

[22:51] <DM_Tol> Voice1: "No, stay here with us, you will. Spend the night if we have to. The ritual won't be until tomorrow. We're supposed to make sure..."

[22:52] * Blake`` ` stays very still and continues to listen

[22:52] <DM_Tol> Voice2: "Fine. We stay and watch. But then, we will all celebrate."

[22:52] * Blake`` ` whispers "lets capture them"

[22:52] <DM_Tol> Voice3: "The one who sleeps, below the Chamber of Dreams, will rise."

[22:53] * Berrian nods, making sure everyone is ready.

[22:53] <DM_Tol> Voices 1 & 2: "Praises be."

[22:53] * Blake`` ` tries to quietly dismount from the back of Shalanda's horse

[22:53] <DM_Tol> Voice3: "Sshhh!"

[22:53] <DM_Tol> *** As this session of Können Land comes to a close ***

2-13-2011: BATTLE!

[20:00] <DM_Tol> *** Game Recap ***

[20:00] <DM_Tol> The party made its way to delivering the Dunne Boy to his home.

[20:01] <DM_Tol> In the process, they met with a band of Priests of the Raven Queen, bearing the remains of a Paladin of old.

[20:02] <DM_Tol> One day shy of one hundred years ago, the Paladin fought a horrendous evil Fiend, staving off its horde, but dying in the process.

[20:02] <DM_Tol> According to the Sister Narnia's tale, the remains of the Paladin and the Fiend must be buried at the site of their death once 100 years have passed, or else unspeakable evil can be unleashed on the world.

[20:03] <DM_Tol> The group headed out, also concerned for the oldest Dunne sister, who might have been wrapped up in some cult that may have something to do with their troubles.

[20:04] <DM_Tol> After following the footsteps of the fleeing sorcerors deep into the hostile Warsand, they come through briar to the scene of a dried up creek bed.

[20:04] <DM_Tol> It is there that they hear voices.

[20:05] <DM_Tol> You edge to the last stump. You can see a Tielfing, at least one, smoking a pipe, and two or one of the casters who ran off from the earlier battle.

[20:05] <DM_Tol> Voice1: "No, stay here with us, you will. Spend the night if we have to. The ritual won't be until tomorrow. We're supposed to make sure..."

[20:05] <DM_Tol> Voice2: "Fine. We stay and watch. But then, we will all celebrate."

[20:05] <DM_Tol> Voice3: "The one who sleeps, below the Chamber of Dreams, will rise."

[20:05] <DM_Tol> Voices 1 & 2: "Praises be."

[20:06] <DM_Tol> And as Blake shifts off his horse, one voice speaks up, "Sshhh!"

[20:06] <DM_Tol> *** And thus begins this session of Können Land ***

[20:07] <DM_Tol> (Area map at <http://tiny.cc/battlegrid>)

[20:10] <Shalanda> (V under Trail is an arrow and not a foe correct?)

[20:11] <DM_Tol> (correct)

[20:11] <DM_Tol> (no, its a Veloceraaptor Queen)

[20:11] <DM_Tol> (Vampire Dragon)

[20:11] <DM_Tol> (Very cute bunny)

[20:11] <Athas> (Viscious Blob)

[20:11] <Shalanda> (Awww)

[20:12] <DM_Tol> (quick, throw your holy handgrenade at it)

[20:12] <Shalanda> (I want to pet the Very cute bunny... but only after I put on a vorpall proof scarf)

[20:12] <DM_Tol> (Questions?)

[20:12] <Shalanda> (Can the blood-shed begin now?)

[20:13] <Berrian> (is Shal wearing armor?)

[20:13] <Shalanda> (Yes)

[20:13] <DM_Tol> (lol)

[20:13] <Berrian> (yes, we can begin)

[20:13] <Zahira> <Yoyo has armor this time...sweet...maybe she will make it back up the string this time>

[20:13] <DM_Tol> `init rolls please

[20:13] <TolBot> Please make an initiative roll (1d20+modifier).

[20:13] <Blake` > (wanna just have Ryu take them on in a Mage battle, we can watch and eat rations?)

[20:14] <Shalanda> 1d20+3

[20:14] <TolBot> [Shalanda's 1d20+3]: 7

[20:14] <Berrian> 1d20+7
[20:14] <TolBot> [Berrian's 1d20+7]: 13
[20:14] <DM_Tol> 1d20+8 for Tiefling
[20:14] <TolBot> [DM_Tol's 1d20+8 for Tiefling]: 14
[20:14] <Zahira> 1d20+7
[20:14] <TolBot> [Zahira's 1d20+7]: 9
[20:14] <Blake` > (remebner you get a bonus if you can see or hear me +2)
[20:14] <Blake` > 1d20+4
[20:14] <TolBot> [Blake`s 1d20+4]: 9
[20:14] <Athas> 1d20+6
[20:14] <TolBot> [Athas's 1d20+6]: 19
[20:14] <Shalanda> (Increase my init by 2)
[20:14] <DM_Tol> 1d20+3 for Warriors
[20:14] <TolBot> [DM_Tol's 1d20+3 for Warriors]: 10
[20:15] <Ryu> 1d20+2
[20:15] <TolBot> [Ryu's 1d20+2]: 10
[20:15] <Berrian> (same +2, I guess?)
[20:15] <DM_Tol> 1d20+4 for Mages
[20:15] <TolBot> [DM_Tol's 1d20+4 for Mages]: 21
[20:15] <Ryu> (YUp, mine by 2 too, sorry I'm only half awake)
[20:16] <DM_Tol> (If you want the +2, you can reroll, mage)
[20:16] <Ryu> 1d20+4
[20:16] <TolBot> [Ryu's 1d20+4]: 19
[20:16] <Shalanda> 1d20+5
[20:16] <TolBot> [Shalanda's 1d20+5]: 24
[20:16] <Ryu> (I didn't see the additional +2 until after I rolled)
[20:16] <DM_Tol> (everybody rolled?)
[20:16] <Berrian> (we haven't had an extended rest yet, only a short one, since the battle on the hill?)
[20:16] <Zahira> <yup>
[20:17] <Berrian> (I'll stick with my 13...)
[20:17] <DM_Tol> (though some of you made an oaths and got extended rest benefits)
[20:17] <DM_Tol> `init report
[20:17] <TolBot> Initiative Order: Shalanda, 24, Mages, 21, Ryu, 19, Athas, 19, Tiefling, 14, Berrian, 13, Warriors, 10, Zahira, 9, Blake`, 9
[20:17] <Athas> (I just say 'kill em all')
[20:17] <Berrian> (oh, cool. then yay!)
[20:18] <Berrian> (ack, pliers to the chest... ouch)
[20:18] * Shalanda advances into the opening, fey steps next to the Tiefling and opens up with a Avenging Flame. (Str vs AC)
[20:18] <Berrian> (4th bruise this week...)
[20:18] <Shalanda> (oh yeah... action point for that attack)
[20:19] <DM_Tol> (I was about to say)
[20:19] <Shalanda> 1d20+7
[20:19] <TolBot> [Shalanda's 1d20+7]: 17
[20:19] <DM_Tol> (v Tiefling?)
[20:19] <DM_Tol> (or the Mage?)
[20:19] <Shalanda> (Yes Tief, and there's damage on a miss)
[20:20] <DM_Tol> (miss)
[20:20] <Shalanda> 2d4+4
[20:20] <TolBot> [Shalanda's 2d4+4]: 6

[20:20] <Shalanda> "Now it's time for you all to die, your demon spawn will not rise!"
[20:21] * Athas grins
[20:22] <DM_Tol> Shal, you see more of the group as you advance, but unfortunately barely affect the one you attack.
[20:22] <DM_Tol> (Shal, what type of damage? Each of you, please specify what type of damage when you hit)
[20:22] <Shalanda> (Should be slashing)
[20:22] <DM_Tol> The Mages attack.
[20:23] <DM_Tol> 1d100
[20:23] <TolBot> [DM_Tol's 1d100]: 19
[20:23] <DM_Tol> Some blood drops from the Tiefling.
[20:23] <DM_Tol> A mage backs away from Shalanda and fires a MM at her.
[20:24] <DM_Tol> 1d20+7 vs Refl
[20:24] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 18
[20:24] <Shalanda> (AoO or did he shift?)
[20:24] <Shalanda> (Hit)
[20:24] <DM_Tol> 2d4+4 force damage
[20:24] <TolBot> [DM_Tol's 2d4+4 force damage]: 8
[20:25] <DM_Tol> Another sees Blake sliding off his horse and fires.
[20:25] <DM_Tol> 1d20+7 vs Refl
[20:25] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 23
[20:25] <DM_Tol> 2d4+4 force damage
[20:25] <TolBot> [DM_Tol's 2d4+4 force damage]: 9
[20:25] <DM_Tol> Ryu acts.
[20:26] <Ryu> (Move and nothing)
[20:26] <DM_Tol> Athas acts.
[20:28] * Athas rushes forward...
[20:28] <DM_Tol> (done?)
[20:28] <Athas> (yep)
[20:30] <DM_Tol> Berrian can act.
[20:30] * Berrian shifts from behind cover, marks the nearest warrior, and lets loose a twin strike.
[20:30] <Berrian> 2#1d20+10
[20:30] <TolBot> [Berrian's 2#1d20+10]: 14, 20 (Sum:34)
[20:31] <Berrian> (M9 warrior)
[20:33] <Ryu> (my hands are freezing)
[20:33] <Athas> (that's shock setting in)
[20:33] <DM_Tol> (one hit)
[20:33] <Ryu> (it says its 45F out lol)
[20:33] <Berrian> 1d10+1
[20:33] <TolBot> [Berrian's 1d10+1]: 5
[20:34] <Berrian> 1d8 hunter's quarry
[20:34] <TolBot> [Berrian's 1d8 hunter's quarry]: 3
[20:35] <DM_Tol> A Tiefling slices at Shalanda.
[20:35] <DM_Tol> 1d20+10 vs AC
[20:35] <TolBot> [DM_Tol's 1d20+10 vs AC]: 19
[20:35] <Shalanda> (My ac is 19)
[20:36] <DM_Tol> 2d4+2 pierce with dagger.
[20:36] <TolBot> [DM_Tol's 2d4+2 pierce with dagger.]: 8
[20:36] <DM_Tol> 1d100
[20:36] <TolBot> [DM_Tol's 1d100]: 5
[20:36] * Shalanda looks down at the wound and laughs.

[20:37] <DM_Tol> Another Tiefling hurls fire at Ryu.
[20:37] <DM_Tol> 1d20+9 vs. Refl.
[20:37] <TolBot> [DM_Tol's 1d20+9 vs. Refl.]: 25
[20:38] <DM_Tol> 1d8+5 fire damage + ongoing 5 until save
[20:38] <TolBot> [DM_Tol's 1d8+5 fire damage + ongoing 5 until save]: 13
[20:38] <DM_Tol> The human warriors respond.
[20:39] <DM_Tol> Two attack Athas
[20:39] <DM_Tol> 2#1d20+7
[20:39] <TolBot> [DM_Tol's 2#1d20+7]: 20, 16 (Sum:36)
[20:39] <DM_Tol> They swing great axes at him, thwarted by his armor.
[20:39] <DM_Tol> (AC 21?)
[20:40] <DM_Tol> (wait, no)
[20:40] <DM_Tol> (Athas, AC?)
[20:40] <DM_Tol> Zahira acts.
[20:40] <DM_Tol> (Harl... Athas' AC, please)
[20:41] <Athas> 19
[20:41] <Athas> (wife distracted me)
[20:41] <DM_Tol> 1d12+4 damage (np)
[20:41] <TolBot> [DM_Tol's 1d12+4 damage (np)]: 12
[20:41] <DM_Tol> 1d100
[20:41] <TolBot> [DM_Tol's 1d100]: 3
[20:41] <DM_Tol> (12 HPs damage)
[20:41] * Zahira would pull her bow from her shoulder as she moved to a tree for cover. She took aim at the Warrior moving towards them (H7) and let loose an arrow at her quarry (Hunter's Quarry, Piercing)
[20:41] <Zahira> 1d20+7 P
[20:41] <TolBot> [Zahira's 1d20+7 P]: 25
[20:44] <DM_Tol> (vs?)
[20:45] <DM_Tol> (AC?)
[20:45] <DM_Tol> (hit)
[20:45] <Zahira> 1d10+5 vs AC
[20:45] <Zahira> 1d6 Hunters Quarry
[20:45] <TolBot> [Zahira's 1d10+5 vs AC]: 6
[20:45] <TolBot> [Zahira's 1d6 Hunters Quarry]: 6
[20:46] <Zahira> <dunno how the vs ac ended up there...>
[20:46] <DM_Tol> The warrior reels under the pain, as blood drips from his shoulder. The ground beside him bubbles.
[20:46] <Shalanda> (oh crap)
[20:47] <DM_Tol> Blake acts.
[20:47] * Blake` shrugs off the magic blows from the Mage and moves around with Zahira & Berrian, "Let's focus on those mages" Blake then calls out towards Shalanda with Commander's Strike "Strike down that Tiefling!" (Shalanda gets a free basic attack, if you hit, +2 to dmg)
[20:47] <Shalanda> 1d20+7 (Str vs AC - Slashing) (following up on my turn which is next, with a shift and Healing Strike)
[20:47] <TolBot> [Shalanda's 1d20+7 (Str vs AC - Slashing) (following up on my turn which is next, with a shift and Healing Strike)]: 18
[20:47] <Shalanda> 1d20+7
[20:47] <TolBot> [Shalanda's 1d20+7]: 26
[20:48] <DM_Tol> (ok, quickdraw Shal... the last roll was Blake's freebie?)
[20:48] <Shalanda> (First roll was the freebie, the second roll was my turn, since I'm next in init order)

[20:48] <DM_Tol> (ok, got it)
[20:48] <Shalanda> (So 18 freebie, 26 my turn, both vs AC)
[20:49] <DM_Tol> (second hit)
[20:49] <Shalanda> 4d4+4
[20:49] <TolBot> [Shalanda's 4d4+4]: 14
[20:49] <Shalanda> (Surge spent)
[20:50] <DM_Tol> A Mage makes a dancing lightning attack against, Ryu, Athas, and Berrian.
[20:51] <DM_Tol> 1d20+7 vs Refl
[20:51] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 14
[20:51] <DM_Tol> 1d20+7 vs Refl
[20:51] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 24
[20:51] <DM_Tol> 1d20+7 vs Refl
[20:51] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 9
[20:51] <DM_Tol> ((refl, Ryu?)
[20:51] <Ryu> (My REF is 19)
[20:51] <Ryu> (18 sorry)
[20:51] <DM_Tol> Athas is hit with the lightning.
[20:52] <DM_Tol> 1d6+4 HP lightning dama for Athas
[20:52] <TolBot> [DM_Tol's 1d6+4 HP lightning dama for Athas]: 8
[20:52] <DM_Tol> The other mage continues the mm Shalanda.
[20:52] <DM_Tol> 1d20+7 vs Ref.
[20:52] <TolBot> [DM_Tol's 1d20+7 vs Ref.]: 26
[20:52] <DM_Tol> 2d4+4 force dam
[20:52] <TolBot> [DM_Tol's 2d4+4 force dam]: 8
[20:52] <DM_Tol> Ryu acts.
[20:53] * Ryu attacks the L7 WAR
[20:53] <Ryu> 1d20+10 vs AC
[20:53] <TolBot> [Ryu's 1d20+10 vs AC]: 28
[20:53] <DM_Tol> (hit)
[20:53] <Ryu> 1d10+7 (+1d6 if he's unharmed)
[20:53] <TolBot> [Ryu's 1d10+7 (+1d6 if he's unharmed)]: 16
[20:53] <DM_Tol> (unharmed)
[20:53] <Ryu> 1d6
[20:53] <TolBot> [Ryu's 1d6]: 3
[20:54] <DM_Tol> Athas acts.
[20:54] <DM_Tol> ... as Ryu hacks at the warrior before him.
[20:54] * Athas swings at the warrior before him
[20:54] <Athas> 1d20+12
[20:54] <TolBot> [Athas's 1d20+12]: 29
[20:55] <DM_Tol> (hit... the one Ryu just hit?)
[20:55] <DM_Tol> 1d100
[20:55] <TolBot> [DM_Tol's 1d100]: 44
[20:55] <Athas> (yeah)
[20:55] <DM_Tol> (roll dam)
[20:56] <Athas> 1d12+9
[20:56] <TolBot> [Athas's 1d12+9]: 11
[20:56] <DM_Tol> Athas wounds the warrior as well.
[20:56] <DM_Tol> (oh, ryu, 5 damage for fire, and try a save)
[20:57] <Ryu> (Save vs what?)
[20:57] <Ryu> (jus' a 1d20?)
[20:57] <DM_Tol> (yes)

[20:57] <Ryu> 1d20
[20:57] <TolBot> [Ryu's 1d20]: 9
[20:57] <DM_Tol> The flames on Ryu persist.
[20:58] <DM_Tol> A Tiefling stabs at Shal with its dagger.
[20:58] <DM_Tol> 1d20+10 vs AC
[20:58] <TolBot> [DM_Tol's 1d20+10 vs AC]: 28
[20:58] <DM_Tol> 1d4+2
[20:58] <TolBot> [DM_Tol's 1d4+2]: 6
[20:59] <DM_Tol> Another Tiefling hurls fire once more.
[20:59] * Shalanda is starting to not look amused.
[20:59] <DM_Tol> 1d20+9 vs. Will at Berrian.
[20:59] <TolBot> [DM_Tol's 1d20+9 vs. Will at Berrian.]: 27
[21:00] <DM_Tol> Berrian the flame stops before you as a group of snakes appear, biting at you.
[21:01] <DM_Tol> The snakes bite Berrian.
[21:01] <DM_Tol> 1d6+5 psychic damage and +5 until save.
[21:01] <TolBot> [DM_Tol's 1d6+5 psychic damage and +5 until save.]: 8
[21:01] <DM_Tol> Berrian in turn acts.
[21:02] <Athas> (brb)
[21:03] * Shalanda yells out "Start focusing your attacks"
[21:03] * Berrian shrugs the attack off, nods to Blake, targets one of the mages (n10) and attacks with a Splintering Shot (has miss effects)
[21:03] <DM_Tol> (oops, never said... the dark green blocks are briar bushes, stumps, cactii, etc. Treat as cover)
[21:03] <Berrian> 1d20+8
[21:03] <TolBot> [Berrian's 1d20+8]: 26
[21:04] <DM_Tol> (vs? well, hit)
[21:04] <Berrian> 3d10+6 (and mage is -2 for attack rolls for encounter)
[21:04] <TolBot> [Berrian's 3d10+6 (and mage is -2 for attack rolls for encounter)]: 32
[21:05] <DM_Tol> Berrian hits one of the casters with a splintering shot as the warriors react.
[21:06] <DM_Tol> 1d20+7
[21:06] <TolBot> [DM_Tol's 1d20+7]: 13
[21:06] <DM_Tol> 1d20+7
[21:06] <TolBot> [DM_Tol's 1d20+7]: 12
[21:06] <DM_Tol> 1d20+7
[21:06] <TolBot> [DM_Tol's 1d20+7]: 17
[21:06] <DM_Tol> Two of them swing at Athas and miss
[21:07] <DM_Tol> One advances on Zahira. (AC Zah?)
[21:07] <Zahira> (19)
[21:07] <DM_Tol> It swings at Zahira and misses at Zahira reacts back.
[21:09] <DM_Tol> Blake acts.
[21:09] * Blake` continues forwards calling out to Ryu, inspiring him to beat off the flames (Minor Action: Shake it Off, Ryu can roll a saving throw) then calls out again to Shalanda "Bring him down, we need to get after those Mages!" (Commander's Strike, Free Basic attack, if you hit +2 to Dmg on Theifling)
[21:09] <Ryu> 1d20
[21:09] <TolBot> [Ryu's 1d20]: 20 (Way to go!)
[21:09] <Shalanda> 1d20+7 (Free attack: Str vs AC, My Turn: Righteous Brand - Str vs. AC Slashing, Move: Shift if Tief not bloodied)
[21:09] <TolBot> [Shalanda's 1d20+7 (Free attack: Str vs AC, My Turn: Righteous Brand - Str vs. AC Slashing, Move: Shift if Tief not bloodied)]: 18
[21:09] <Shalanda> 1d20+7

[21:09] <TolBot> [Shalanda's 1d20+7]: 12
[21:10] <Shalanda> (Double miss, shifting as my move)
[21:10] <Ryu> (Bruised ribs SUCK)
[21:10] * Shalanda withdraws from her fight with the Tiefling to offer flanking assistance to Athas.
[21:10] <DM_Tol> Shalanda misses with all her attacks.
[21:11] * Zahira would grunt use the foes attack as an advantage to shif and fire an arrow at him (Fox's cunning) then move around the bramble to get a clear shot at the mage (F11) and would fire two arrows, splitting the tree with the Tiefling (Split the tree, Hunters Quarry on W)
[21:11] <Zahira> 1d20 (vs ac)
[21:11] <Zahira> 2#1d20+7 (vs AC, highest counts to both)
[21:11] <TolBot> [Zahira's 1d20 (vs ac)]: 16
[21:11] <TolBot> [Zahira's 2#1d20+7 (vs AC, highest counts to both)]: 14, 20 (Sum:34)
[21:12] <DM_Tol> (hit)
[21:12] <DM_Tol> (can't HunterQuarry cause not closest, right?)
[21:12] <DM_Tol> (Zah, how did you get two attacks?)
[21:13] <Zahira> <HQ is closest...split the tree selects 2 targes...foxes cunning invoked due to his attacking me>
[21:14] <DM_Tol> (ok, the Warrior is closer)
[21:14] <DM_Tol> (hello? Zah?)
[21:15] <Zahira> 3#1d10+7 (2 to war, 1 to mage)
[21:15] <Zahira> 2#1d6 (to War)
[21:15] <TolBot> [Zahira's 3#1d10+7 (2 to war, 1 to mage)]: 9, 12, 13 (Sum:34)
[21:15] <TolBot> [Zahira's 2#1d6 (to War)]: 4, 5 (Sum:9)
[21:16] <DM_Tol> (no, hq is just 1 1d6)
[21:16] <Zahira> <ahh kk..jus take the 1st then?>
[21:17] <DM_Tol> Zahira does a surprising and specious amount of arrow-flying.
[21:17] <Zahira> <Imao>
[21:17] <DM_Tol> Before Shalanda moves and attacks, two spots in the ground have ghostly beasts rise from the sands.
[21:17] <Athas> (here we go...)
[21:18] * Shalanda swears in elven.
[21:18] <DM_Tol> A zombie rises from the creekbed and chases the warrior whose blood poured on it.
[21:18] <DM_Tol> 1d20+11
[21:18] <TolBot> [DM_Tol's 1d20+11]: 30
[21:18] <Ryu> (checking in real fast)
[21:18] <DM_Tol> 1d5+4
[21:18] <TolBot> [DM_Tol's 1d5+4]: 7
[21:19] <DM_Tol> The warrior is slammed by the zombie, and now seems frozen.
[21:19] <DM_Tol> A skeleton rises beside Athas and swings at him.
[21:20] <DM_Tol> 1d20+7
[21:20] <TolBot> [DM_Tol's 1d20+7]: 23
[21:20] <DM_Tol> (v. AC)
[21:20] <DM_Tol> 1d6+4 to Athas
[21:20] <TolBot> [DM_Tol's 1d6+4 to Athas]: 6
[21:20] <Athas> (19)
[21:20] <DM_Tol> After Shalanda moves and swings and misses, the Mages react.
[21:21] <DM_Tol> Zahira, Blake and Berrian are hit with dancing lightning.
[21:22] <DM_Tol> 1d20+7 vs Refl
[21:22] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 9
[21:22] <DM_Tol> 1d20+7 vs Refl

[21:22] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 21
[21:22] <DM_Tol> 1d20+7 vs Refl
[21:22] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 22
[21:22] <DM_Tol> 1d6+4 for Blake
[21:22] <TolBot> [DM_Tol's 1d6+4 for Blake]: 6
[21:22] <DM_Tol> 1d6+4 for Berrian
[21:22] <TolBot> [DM_Tol's 1d6+4 for Berrian]: 5
[21:22] <Zahira> <12 ref>
[21:22] <Blake` > (k)
[21:22] <DM_Tol> (and Berrian, on your turn you should've taken 5 more psychic damage, now save)
[21:23] <Berrian> (I took it down, just didn't save)
[21:23] <Berrian> 1d20
[21:23] <TolBot> [Berrian's 1d20]: 1 (Yikes!)
[21:23] <DM_Tol> (correct, you didn't. hehe)
[21:23] <Zahira> <Imao>
[21:23] <DM_Tol> The other Mage shoots at ryu.
[21:23] <DM_Tol> 1d20+7 MM at Ryu vs. Refl.
[21:23] <TolBot> [DM_Tol's 1d20+7 MM at Ryu vs. Refl.]: 8 (Nooooo!)
[21:23] <DM_Tol> The force bolt misses.
[21:24] <DM_Tol> Ryu acts.
[21:24] * Ryu attacks the L7 WAR
[21:24] <Ryu> 1d20+10
[21:24] <TolBot> [Ryu's 1d20+10]: 17
[21:24] <DM_Tol> (hit ac)
[21:24] <Ryu> 1d10+7
[21:24] <TolBot> [Ryu's 1d10+7]: 16
[21:25] <DM_Tol> Ryu hits the embattled warrior at Athas acts.
[21:26] * Athas swings his axe at the warrior with all his might.
[21:26] <Athas> (crushing blow)
[21:26] <Athas> 1d20+10
[21:26] <TolBot> [Athas's 1d20+10]: 28
[21:26] <DM_Tol> (hit vs any)
[21:26] <Athas> 2d12+9
[21:26] <TolBot> [Athas's 2d12+9]: 23
[21:27] <DM_Tol> The warrior is destroyed.
[21:28] <Blake` > (nice hit)
[21:28] <DM_Tol> 1d20+9 vs Shal's Refl.
[21:28] <TolBot> [DM_Tol's 1d20+9 vs Shal's Refl.]: 24
[21:28] <Shalanda> (bah)
[21:28] <DM_Tol> Shal, the Tiefling behind you hurls fire.
[21:28] <DM_Tol> 1d8+5 fire damage +5 ongoing until save
[21:28] <TolBot> [DM_Tol's 1d8+5 fire damage +5 ongoing until save]: 11
[21:29] <DM_Tol> (LOL)
[21:29] <DM_Tol> 1d20+9 vs Ryu's Refl.
[21:29] <TolBot> [DM_Tol's 1d20+9 vs Ryu's Refl.]: 11
[21:29] <DM_Tol> The other Tief hurls fire at Ryu and misses.
[21:29] <DM_Tol> Berrian acts.
[21:30] <Berrian> Me shifts back, behind some cover. (save roll, or?)
[21:31] <DM_Tol> (Yes, 5 psychic damage, and then a save)
[21:31] <Berrian> 1d20

[21:31] <TolBot> [Berrian's 1d20]: 4
[21:31] <Ryu> (I swear something somewhere hates me.. get all wrapped up then whack my elbow on my desk so now it hurts too v.v)
[21:31] <Athas> (puts away voodoo doll)
[21:31] * Berrian is bloodied
[21:31] <DM_Tol> Berrian backs away from the frozen warrior to safety as one warrior acts.
[21:32] <DM_Tol> It screams and then turns away from the skeleton and is met with Shal before him. It attacks her.
[21:33] <DM_Tol> 1d20+7 axe vs. AC
[21:33] <TolBot> [DM_Tol's 1d20+7 axe vs. AC]: 25
[21:33] <DM_Tol> 1d12+4
[21:33] <TolBot> [DM_Tol's 1d12+4]: 6
[21:33] <DM_Tol> It burries its axe into Shalanda, as blood spills.
[21:33] * Shalanda doesn't look too good.
[21:34] <DM_Tol> Zahira acts.
[21:34] <Zahira> <poor yoyo...the name shall stick with her>
[21:34] * Zahira curses at seeing a zombie but is glad it attacked the enemy. She focuses her shot on the mage <careful attack> and lets lose another arrow, hoping to turn him into a pin cushion.
[21:34] <Zahira> 1d20+9 vs ac
[21:34] <TolBot> [Zahira's 1d20+9 vs ac]: 29 (You da man.)
[21:34] <DM_Tol> Zahira nails the Mage.
[21:34] <Zahira> 1d10+6
[21:34] <TolBot> [Zahira's 1d10+6]: 11
[21:35] <DM_Tol> Blake acts.
[21:35] * Blake` moves in to engage the warrior being attacked by the massive zombie. Blake calls out to Berrian with Inspiring Words (Minor Action: Berrian can spend a healing surge and add 1d6+3 to it) Blake then brings his Frozen Sword down on the warrior (vs AC Bastion of Defence)
[21:36] <Blake` > 1d20+8 (add any combat bonus if i get one)
[21:36] <TolBot> [Blake`s 1d20+8 (add any combat bonus if i get one)]: 25
[21:36] <Berrian> 1d6+3
[21:36] <TolBot> [Berrian's 1d6+3]: 8
[21:37] <DM_Tol> Blake destroys the severely wounded and frozen Warrior, which shatters into pieces.
[21:37] <Blake` > (bastion of defense anyone within 5 squares of me get 8 temp HPS and +1 power bonus to all defenses until the end of the encounter)
[21:37] <Shalanda> (Woo hoo)
[21:38] <Zahira> <woot!>
[21:38] <DM_Tol> The Zombie roars at you, Blake, and attacks.
[21:38] <Blake` > (ac 18)
[21:39] <DM_Tol> 1d20+11 vs. AC
[21:39] <TolBot> [DM_Tol's 1d20+11 vs. AC]: 21
[21:39] <DM_Tol> The Zombie slams Blake, who is now immobilized.
[21:39] <Blake` > (dmg?)
[21:40] <DM_Tol> 1d6+4 and 5 ongoing cold damage until save
[21:40] <TolBot> [DM_Tol's 1d6+4 and 5 ongoing cold damage until save]: 5
[21:40] <Blake` > (Must be Hulk Hogan's Zombie)
[21:40] <DM_Tol> The Skeleton swings at Athas.
[21:40] <Athas> (waits for fireworks and cheering zombie fans)
[21:40] <DM_Tol> 1d20+10
[21:40] <TolBot> [DM_Tol's 1d20+10]: 11 (Sorry.)
[21:40] <DM_Tol> It misses.

[21:41] <DM_Tol> As Shalanda acts.
[21:41] * Shalanda pulls her holy symbol from her neck and invokes the name of the Raven Queen to destroy the undead. (Turn Undead Wis vs. Will)
[21:41] <Shalanda> 1d20+6 vs Zombie
[21:41] <TolBot> [Shalanda's 1d20+6 vs Zombie]: 11
[21:41] <Shalanda> 1d20+6 vs Skeleton
[21:41] <TolBot> [Shalanda's 1d20+6 vs Skeleton]: 12
[21:41] <Shalanda> (Damage on misses)
[21:42] <DM_Tol> Shalanda fails to turn the creatures.
[21:42] <Shalanda> 1d10 vs Zombie
[21:42] <TolBot> [Shalanda's 1d10 vs Zombie]: 7
[21:42] <Shalanda> 1d10 vs Skeleton
[21:42] <TolBot> [Shalanda's 1d10 vs Skeleton]: 1
[21:42] <DM_Tol> The Mages act.
[21:42] <Shalanda> 1d20 saving throw
[21:42] <TolBot> [Shalanda's 1d20 saving throw]: 19
[21:43] <DM_Tol> Shalanda takes 5 damage but then the flames go out.
[21:43] <DM_Tol> One mage MM's Zah.
[21:43] <DM_Tol> 1d20+7 vs Refl.
[21:43] <TolBot> [DM_Tol's 1d20+7 vs Refl.]: 17
[21:44] <DM_Tol> 2d4+4 force
[21:44] <TolBot> [DM_Tol's 2d4+4 force]: 9
[21:44] <Zahira> <miss>
[21:44] <DM_Tol> ... and misses.
[21:45] <DM_Tol> 1d20+7 vs Refl. on Ryu
[21:45] <TolBot> [DM_Tol's 1d20+7 vs Refl. on Ryu]: 21
[21:45] <DM_Tol> 2d4+4 force
[21:45] <TolBot> [DM_Tol's 2d4+4 force]: 12
[21:45] <Ryu> (Bloodied)
[21:45] <DM_Tol> Ryu is pelted with sizzling force as he in turn acts.
[21:46] * Ryu attacks the J6 Skel
[21:46] <Ryu> 1d20+10
[21:46] <TolBot> [Ryu's 1d20+10]: 20
[21:46] <DM_Tol> (vs AC?)
[21:47] <Ryu> (Yup)
[21:47] <DM_Tol> Ryu swings and misses the Skeleton.
[21:47] <DM_Tol> Athas acts.
[21:47] <Blake` > (Reminder: Zah, Bere and Shalanda dont forget your +1 power bonus to all defenses, that includes AC, Ref, Will and Fort)
[21:48] <Zahira> <yerp>
[21:48] <DM_Tol> The Tieflings act as Athas does.
[21:49] <DM_Tol> 1d20+9 vs. Refl Shal
[21:49] <TolBot> [DM_Tol's 1d20+9 vs. Refl Shal]: 16
[21:49] <DM_Tol> It sends fire at Shal.
[21:50] <Shalanda> (Hit)
[21:50] <DM_Tol> 1d20+9 vs. Refl Ryu.
[21:50] <TolBot> [DM_Tol's 1d20+9 vs. Refl Ryu.]: 20
[21:50] * Athas swings back at the skeleton with the flat of his axe.
[21:50] <Athas> 1d20+10
[21:50] <TolBot> [Athas's 1d20+10]: 12
[21:50] <DM_Tol> 1d8+5 fire +5 ongoing to Shal.

[21:50] <TolBot> [DM_Tol's 1d8+5 fire +5 ongoing to Shal.]: 13
[21:50] <DM_Tol> 1d8+5 fire +5 ongoing to Ryu.
[21:50] <TolBot> [DM_Tol's 1d8+5 fire +5 ongoing to Ryu.]: 12
[21:50] * Shalanda goes down.
[21:51] <DM_Tol> Athas swings at and misses the Skeleton, which now seems quite menacing.
[21:51] <DM_Tol> Berrian acts.
[21:51] <Berrian> 1d20
[21:51] <TolBot> [Berrian's 1d20]: 13
[21:51] <DM_Tol> (what was that, Berr?)
[21:51] <Berrian> (my save for the continual psychic dmg)
[21:51] <DM_Tol> (so no other action?)
[21:52] <Berrian> (did the heal count as a minor, earlier, or do I still have more I can do?)
[21:52] <DM_Tol> The warrior panics, seems Shalanda go down, and turns towards Ryu.
[21:52] <DM_Tol> 1d20+7 vs. AC with a great axe.
[21:52] <TolBot> [DM_Tol's 1d20+7 vs. AC with a great axe.]: 17
[21:53] <DM_Tol> (You used Second wind? It's a standard)
[21:53] <Berrian> (Blake's ability gave surge +1d6+3)
[21:53] <DM_Tol> Berrian takes 5 damage and then shakes off the effects.
[21:53] <DM_Tol> (ok)
[21:54] <DM_Tol> Zahira acts as the warrior misses Ryu.
[21:54] * Zahira dodges a MM and grunts as she moves for a better shot and unleashes another arrow into the mage's form with a second at the tiefling (split the tree, %miss due to cover for T)
[21:54] <Zahira> 2#1d20+7 vs ac, highest for both
[21:54] <TolBot> [Zahira's 2#1d20+7 vs ac, highest for both]: 27, 25 (Sum:52)
[21:55] * Berrian fires a twin strike at the zombie, after shaking the effects finally.
[21:55] <Berrian> 2#1d20+10
[21:55] <TolBot> [Berrian's 2#1d20+10]: 30, 19 (Sum:49)
[21:55] <DM_Tol> (Zahira, Mage has full cover, -2 for the Tief.)
[21:56] <DM_Tol> (one hit, Berrian)
[21:56] <Zahira> <shoot forgot to move on the map >,<>
[21:56] <Berrian> (11 dmg. it was a nat 20)
[21:56] <DM_Tol> (Now Tief has full cover)
[21:57] <DM_Tol> (one hit, on the mage)
[21:57] <Zahira> 1d10+5
[21:57] <TolBot> [Zahira's 1d10+5]: 8
[21:58] <DM_Tol> Zahira nails the Mage, as the immobilized Blake acts.
[21:59] * Blake` calls out to Shalanda to get back up and fight longer with Inspiring Words (Minor: Healing surge + 1d6+3) Blake then calls out to Athas with Commander's Strike (Free Basic Attack on the Skeleton, if you hit +2 to dmg) Blake uses his Action Point and uses his Second Wind to regain some momentum.
[21:59] <Shalanda> 1d6+3
[21:59] <TolBot> [Shalanda's 1d6+3]: 7
[21:59] <Blake`> 1d20 save
[21:59] <TolBot> [Blake`'s 1d20 save]: 10
[21:59] <DM_Tol> Blake takes 5 cold damage and then shakes off the cold.
[22:00] <DM_Tol> 1d20+10
[22:00] <TolBot> [DM_Tol's 1d20+10]: 12
[22:00] <DM_Tol> The Zombie swings at Blake and misses.
[22:00] <DM_Tol> 1d20+10
[22:00] <TolBot> [DM_Tol's 1d20+10]: 15
[22:00] <Blake`> (athas taking his attack?)

[22:00] <DM_Tol> The Skeleton Turns and attacks the Wariror.
[22:00] <DM_Tol> ... and hits.
[22:01] <DM_Tol> 1d6+4
[22:01] <TolBot> [DM_Tol's 1d6+4]: 8
[22:01] <DM_Tol> The prone and recently brought back from death's door Shalanda acts.
[22:01] <Athas> (is it my turn?)
[22:02] <DM_Tol> (no.)
[22:02] <Blake` > (you were granted a free basic attack on the skeleton, from me, if you hit +2 dmg)
[22:02] <Athas> (oh -- didn't see that)
[22:02] <Athas> (can I take it?)
[22:02] <DM_Tol> (you never did that attack? yes, take it)
[22:02] <Athas> 1d20+9
[22:02] <TolBot> [Athas's 1d20+9]: 16
[22:03] <Athas> 1d12+9
[22:03] <TolBot> [Athas's 1d12+9]: 15
[22:03] <DM_Tol> (miss)
[22:03] <DM_Tol> Shal acts.
[22:03] * Shalanda shifts and takes a second wind
[22:04] <Shalanda> 1d20 save
[22:04] <TolBot> [Shalanda's 1d20 save]: 9
[22:04] <DM_Tol> (Shal, take 5 dama and save)
[22:04] <DM_Tol> (Ryu, you didn't burn and save yet)
[22:05] <Ryu> (I did a LONG time ago.. lol, Blake did a thingy that i Had to roll another save for, and I rolled a nat 20)
[22:06] <DM_Tol> (You got burned last round again, though)
[22:06] <DM_Tol> (please also record the 12 damage and now take another 5 and then save)
[22:06] <Ryu> (oh...)
[22:06] <Ryu> 1d20
[22:06] <TolBot> [Ryu's 1d20]: 7
[22:07] <DM_Tol> Ryu burns and continues burning
[22:07] <Ryu> (at 3HP)
[22:07] <Ryu> (My go?)
[22:07] <DM_Tol> A mage sends a MM.
[22:08] <DM_Tol> 1d20+7 vs Refl.
[22:08] <TolBot> [DM_Tol's 1d20+7 vs Refl.]: 27 (Wow)
[22:08] <DM_Tol> (zah)
[22:08] <DM_Tol> 1d20+7 vs Refl.
[22:08] <TolBot> [DM_Tol's 1d20+7 vs Refl.]: 27 (You da man.)
[22:08] <DM_Tol> (Athas)
[22:08] <Shalanda> (I call foul)
[22:08] <Zahira> <me seconds that call>
[22:08] <Ryu> (I think I got skipped lol, I got tolded to save but never acted lol)
[22:09] <DM_Tol> (you would think)
[22:09] <DM_Tol> (you mean two crits, right?)
[22:09] * Athas swings again at the skeleton
[22:09] <Athas> 1d20+9
[22:09] <TolBot> [Athas's 1d20+9]: 12
[22:09] <Zahira> <yea lol>
[22:09] <DM_Tol> (that is coincidence... however, passing over Ryu so he ain't dead was on purpose)

[22:10] <DM_Tol> Zahira and Athas are each hit with 12 force damage.
[22:10] <Ryu> (I still have my 2nd wind and action point lol)
[22:10] <DM_Tol> (Can't use it unconcious, hehe)
[22:10] <DM_Tol> Athas swings at and misses the skeleton a third time.
[22:10] <DM_Tol> The Tieflings act.
[22:11] <DM_Tol> The one fires at Shalanda before him.
[22:11] <DM_Tol> 1d20+9 vs. Refl.
[22:11] <TolBot> [DM_Tol's 1d20+9 vs. Refl.]: 24
[22:12] <DM_Tol> 1d8+5 fire +5 ongoing
[22:12] <TolBot> [DM_Tol's 1d8+5 fire +5 ongoing]: 11
[22:12] <Shalanda> (Sigh)
[22:12] <DM_Tol> 1d20+9 vs. Refl. on Athas
[22:12] <TolBot> [DM_Tol's 1d20+9 vs. Refl. on Athas]: 26
[22:12] <DM_Tol> 1d8+5 fire +5 ongoing Athas
[22:12] <TolBot> [DM_Tol's 1d8+5 fire +5 ongoing Athas]: 12
[22:12] <Shalanda> (Tell me that's a at will power)
[22:12] <DM_Tol> (yep)
[22:12] <Shalanda> (Painful)
[22:13] <Berrian> (can I take it as an at-will? hehe)
[22:13] * Athas groans through gritted teeth and stumbles to his knees
[22:13] <DM_Tol> (yep... They are artillery specialists.)
[22:13] <DM_Tol> (Athas, you are prone now?)
[22:14] <DM_Tol> (You weren't showing as bloodied even)
[22:14] <Athas> (I thought I was... but OK)
[22:14] <DM_Tol> (You would know, not me)
[22:15] <DM_Tol> (please clarify, are you now sub-zero HPs?)
[22:15] <DM_Tol> Berrian acts.
[22:15] * Berrian shifts from concealment, attempts a Hunter's Bear Trap at the Tiefling (h9), (Action Point) followed by a Shadow Wasp Strike
[22:16] <Berrian> 1d20+10 HBT
[22:16] <TolBot> [Berrian's 1d20+10 HBT]: 14
[22:16] <DM_Tol> Berrian misses the Tiefling.
[22:16] <Berrian> 2d10+6 (half dmg for miss)
[22:16] <TolBot> [Berrian's 2d10+6 (half dmg for miss)]: 14
[22:16] <Berrian> (target also slowed until end of next turn)
[22:16] <Athas> (I am not at 0 nor at negative points)
[22:16] <Berrian> 1d20+10 SWS
[22:16] <TolBot> [Berrian's 1d20+10 SWS]: 22
[22:17] <Berrian> 2d10+6
[22:17] <TolBot> [Berrian's 2d10+6]: 26
[22:17] <DM_Tol> Berrian eliminates the Tiefling.
[22:17] <Berrian> (33 total points towards that Tiefling)
[22:17] <DM_Tol> (If you're bloodied, Athas, mark you as red)
[22:18] <Blake`> (now that is some damage!)
[22:18] <DM_Tol> The warrior swings at Ryu again.
[22:18] <DM_Tol> 1d20+7 vs. AC
[22:18] <TolBot> [DM_Tol's 1d20+7 vs. AC]: 8 (Yikes!)
[22:18] <DM_Tol> It drops its axe.
[22:19] <Berrian> (I've used my 3 best attacks already, but at least I'm not currently taking per round damage.)
[22:19] <Shalanda> (Hush!)

[22:19] <DM_Tol> Zahira acts.
[22:19] <Ryu> (It should have cleaved itself in half!)
[22:19] * Zahira curses something rather foul at the mage and fires an arrow angrily back at him hoping to strike him dead this time. (Careful Shot, HQ)
[22:19] <Zahira> 1d20+9 vs AC
[22:19] <TolBot> [Zahira's 1d20+9 vs AC]: 11
[22:19] <Berrian> (I've been taking it every round since we started. I finally got rid of it)
[22:19] <Zahira> <elven accuracy reroll>
[22:19] <DM_Tol> (sure)
[22:19] <Zahira> 1d20+9 vs AC
[22:19] <TolBot> [Zahira's 1d20+9 vs AC]: 23
[22:19] <DM_Tol> Zahira hits the Mage.
[22:20] <Blake` > (woot, nice!)
[22:20] <Zahira> 1d10+6
[22:20] <TolBot> [Zahira's 1d10+6]: 7
[22:20] <Zahira> 1d6
[22:20] <TolBot> [Zahira's 1d6]: 6
[22:20] <Ryu> (Ow, I don't know what hurt worse, the coughing or my ribs)
[22:20] <DM_Tol> The Mage falls dead.
[22:21] <DM_Tol> Blake acts.
[22:21] * Blake` grits his teeth waiting for the hit from the Zombie as he moves in on the Skeleton attacking with Warlord's Strike (vs AC) (Taking the AoO)
[22:21] <DM_Tol> 1d20+10
[22:21] <TolBot> [DM_Tol's 1d20+10]: 21
[22:21] <DM_Tol> 1d6+4
[22:21] <TolBot> [DM_Tol's 1d6+4]: 7
[22:21] <Blake` > (did i get slammed?)
[22:22] <DM_Tol> The Skeleton hits the Warrior again.
[22:22] <Blake` > 1d20+10 (flanking, vs AC on skelly)
[22:22] <TolBot> [Blake`s 1d20+10 (flanking, vs AC on skelly)]: 30 (Yahoo!)
[22:22] <Blake` > (or was I immobilized? waiting to hear)
[22:22] <DM_Tol> 1d20 OA on Blake
[22:22] <TolBot> [DM_Tol's 1d20 OA on Blake]: 2
[22:23] <DM_Tol> (sorry I goofed the order... but had that attack in the que)
[22:23] <Blake` > (If warlord's strike hits the Skelly, all allies get +2 dmg vs it until the end of my next turn)
[22:23] <DM_Tol> Blake nails the skeleton.
[22:24] <DM_Tol> (dam?)
[22:24] <Blake` > (max dmg for crit hit?)
[22:24] <DM_Tol> (yep)
[22:24] <Blake` > 19 + 1d6
[22:24] <Blake` > 1d6
[22:24] <TolBot> [Blake`s 1d6]: 5
[22:24] <Blake` > 24 total (sword gives +1d6 on crits)
[22:25] <DM_Tol> The zombie turns and attacks Zahira.
[22:26] <Zahira> <poop...>
[22:26] <DM_Tol> 1d20+11 vs. AC
[22:26] <TolBot> [DM_Tol's 1d20+11 vs. AC]: 30
[22:26] <DM_Tol> 1d6+4 and immobilized.
[22:26] <TolBot> [DM_Tol's 1d6+4 and immobilized.]: 8
[22:26] <Athas> (brb)

[22:26] <DM_Tol> Shalanda acts.
[22:26] * Shalanda calls upon the healing word of the Raven Queen, directing it at Ryu. (Ryu takes a healing surge and adds 1d6+3)
[22:26] <Shalanda> 1d20 (save vs fire)
[22:26] <TolBot> [Shalanda's 1d20 (save vs fire)]: 16
[22:27] <DM_Tol> Shalanda burns once again and then shakes off the flames.
[22:27] <Shalanda> 1d6+3
[22:27] <TolBot> [Shalanda's 1d6+3]: 9
[22:28] <DM_Tol> 1d20+7 vs. Refl for Ryu
[22:28] <TolBot> [DM_Tol's 1d20+7 vs. Refl for Ryu]: 18
[22:28] <DM_Tol> The mage sends a mm at Ryu.
[22:28] <DM_Tol> (hit?)
[22:28] <Ryu> (Ref is 18)
[22:28] <DM_Tol> 2d4+4
[22:28] <TolBot> [DM_Tol's 2d4+4]: 7
[22:29] <DM_Tol> Ryu acts after getting pelted with a mm.
[22:29] <DM_Tol> (if he's still standing, that is)
[22:29] <Shalanda> (Should be, I healed him for at least 9+surge)
[22:30] * Ryu uses Second Wind (+12HP (Up to 24 (including the -5 for burning))) and then bashes the Skel and War with Booming Blade
[22:30] <Ryu> (Booming blade from action point)
[22:30] <Ryu> (Oops, Sword Burst)
[22:30] <Ryu> 1d20+8 vs Reflex (Close Burst 1)
[22:30] <TolBot> [Ryu's 1d20+8 vs Reflex (Close Burst 1)]: 10
[22:31] <Ryu> 1d20+8 vs Reflex (Close Burst 1)
[22:31] <TolBot> [Ryu's 1d20+8 vs Reflex (Close Burst 1)]: 18
[22:31] <DM_Tol> (why'd you roll twice?)
[22:31] <DM_Tol> (wishful thinking?)
[22:31] <Ryu> (Don't I have to roll for each Mob since I'm hitting 2?)
[22:31] <DM_Tol> (not a burst, no)
[22:31] <Blake` > (Wishful thinking would be a great skill)
[22:31] <Ryu> (didn't know that)
[22:31] <DM_Tol> (lol)
[22:32] <Shalanda> (I think he does actually)
[22:32] <DM_Tol> (pp.?)
[22:32] <DM_Tol> (can roll dam for the War)
[22:32] <Ryu> 1d6+5 (Force Damage)
[22:32] <TolBot> [Ryu's 1d6+5 (Force Damage)]: 8
[22:33] <DM_Tol> Athas acts.
[22:33] <Shalanda> (pg 57)
[22:33] <DM_Tol> (thanks)
[22:33] <Shalanda> (Under Attack, 2nd paragraph)
[22:34] * Athas attacks the warrior and tries to shove past him
[22:34] <Athas> (knee breaker)
[22:34] <Athas> 1d20+10
[22:34] <TolBot> [Athas's 1d20+10]: 17
[22:35] <DM_Tol> (hit)
[22:35] <Berrian> (crap, brb)
[22:35] <Athas> 2d12+9
[22:35] <TolBot> [Athas's 2d12+9]: 18
[22:35] <Athas> (and he ain't movin')

[22:35] <DM_Tol> The warrior dies.
[22:36] <Athas> (see?)
[22:36] <DM_Tol> His blood spills onto the ground as the Skeleton roars.
[22:36] <DM_Tol> (Ryu, roll you fire save)
[22:37] <Ryu> 1d20
[22:37] <TolBot> [Ryu's 1d20]: 14
[22:37] <DM_Tol> 1d20+9 vs. Refl for Ryu.
[22:37] <TolBot> [DM_Tol's 1d20+9 vs. Refl for Ryu.]: 10 (Sorry.)
[22:37] <DM_Tol> The Tiefling hurls a flame at Ryu and misses.
[22:37] <DM_Tol> Berrian acts.
[22:38] <Blake` > (he might be afk)
[22:38] <DM_Tol> Zahira acts.
[22:38] <Blake` > (had to go #2)
[22:38] <Zahira> <imobilized = no movement correct?>
[22:38] <DM_Tol> (yep, can attack though)
[22:38] <Zahira> <kk>
[22:39] <Ryu> (OK, lesson learned, no deep breaths XD)
[22:39] * Zahira would draw an arrow and shoot the thing that reeked of death point blankly <HQ, Careful>
[22:40] <Zahira> 1d20+9
[22:40] <TolBot> [Zahira's 1d20+9]: 29 (That's awesome.)
[22:40] <DM_Tol> 1d20+10
[22:40] <TolBot> [DM_Tol's 1d20+10]: 20
[22:40] <Blake` > (nice!)
[22:40] <DM_Tol> (AC, Zah?)
[22:40] <DM_Tol> (AC vs. OA?)
[22:40] <Zahira> <21 i think...do i lose dex?>
[22:40] <DM_Tol> (yep)
[22:40] <Zahira> <hit then>
[22:41] <DM_Tol> (question is, does an OA for a ranged attack interrupt the attack?)
[22:41] <Shalanda> (The OA goes first)
[22:41] <Blake` > (Reminder again: +1 bonus to defenses still for Shal, Zah and Berr)
[22:41] <DM_Tol> 1d6+4
[22:41] <TolBot> [DM_Tol's 1d6+4]: 10
[22:42] <DM_Tol> (damage, Zahira, from your attack?)
[22:42] <Zahira> 1d10+9
[22:42] <TolBot> [Zahira's 1d10+9]: 12
[22:42] <Zahira> 1d6
[22:42] <TolBot> [Zahira's 1d6]: 4
[22:42] <DM_Tol> Blake acts.
[22:42] <DM_Tol> (max dam)
[22:42] <Zahira> <26>
[22:42] * Blake` comes forward with Hammer and Anvil (vs Ref) on the Skeleton "Let's bring him down!"
[22:42] <Berrian> (sorry, back)
[22:42] <Blake` > 1d20+10 vs Ref
[22:42] <TolBot> [Blake`'s 1d20+10 vs Ref]: 12
[22:43] <DM_Tol> Blake misses at Berrian comes out of a cloud and acts.
[22:43] <DM_Tol> 1d20+15 vs. ACT on Zahira
[22:43] <Shalanda> (Where's Cassandra?)
[22:43] <TolBot> [DM_Tol's 1d20+15 vs. ACT on Zahira]: 33

[22:44] <DM_Tol> 1d6+4
[22:44] <TolBot> [DM_Tol's 1d6+4]: 5
[22:44] <DM_Tol> (Zahira, 5 damage from this hit... and 5 from previous cold damage and still ongoing)
[22:44] * Berrian takes a step forward and fires at the zombie, Two-Fanged Strike
[22:44] <Zahira> <kk>
[22:44] <Berrian> 2#1d20+10
[22:44] <TolBot> [Berrian's 2#1d20+10]: 26, 26 (Sum:52)
[22:44] <DM_Tol> (hits)
[22:45] <Berrian> 2#1d10+6
[22:45] <TolBot> [Berrian's 2#1d10+6]: 9, 16 (Sum:25)
[22:45] <Berrian> (+1 for wis, so 26)
[22:46] <DM_Tol> Shalanda acts.
[22:46] * Shalanda stands and uses her last healing word on herself.
[22:46] <Shalanda> 1d6+3
[22:46] <TolBot> [Shalanda's 1d6+3]: 7
[22:46] <Shalanda> (Done)
[22:47] <DM_Tol> 1d20+7 vs. Refl on Ryu.
[22:47] <TolBot> [DM_Tol's 1d20+7 vs. Refl on Ryu.]: 25
[22:47] <DM_Tol> 2d4+4 force damage from mm from the Mage.
[22:47] <TolBot> [DM_Tol's 2d4+4 force damage from mm from the Mage.]: 9
[22:48] <DM_Tol> Ryu is pelted with a MM.
[22:48] <DM_Tol> (Ryu is either down now, or acting)
[22:49] <Blake` > (he got lots of HPs back though)
[22:49] * Ryu growls and attacks the Skelly (Boomingblade)
[22:49] <Ryu> 1d20+10
[22:49] <TolBot> [Ryu's 1d20+10]: 11 (Uh oh.)
[22:49] <DM_Tol> Ryu misses.
[22:49] <DM_Tol> Athas acts.
[22:49] <Ryu> (*stumbles and impales himself*)
[22:49] <Blake` > (hehe)
[22:49] <Zahira> <lol>
[22:49] <Ryu> (Down to 8 HP)
[22:49] <Ryu> (Do I need to roll the burning save or did I pass it last time?)
[22:50] <DM_Tol> (passed I think)
[22:50] <DM_Tol> 1d20+9 vs. Refl on Athas from Tiefling.
[22:50] <TolBot> [DM_Tol's 1d20+9 vs. Refl on Athas from Tiefling.]: 16
[22:51] <DM_Tol> (Athas, your act, plus, what's our Refl?)
[22:51] <Athas> (14)
[22:51] <DM_Tol> (go)
[22:51] * Athas rushes to Shalanda
[22:51] <DM_Tol> 1d20+10
[22:51] <TolBot> [DM_Tol's 1d20+10]: 26
[22:52] <DM_Tol> 1d6+4 OA on Athas
[22:52] <TolBot> [DM_Tol's 1d6+4 OA on Athas]: 10
[22:52] * Shalanda looks confused by Athas' sudden advance.
[22:52] <DM_Tol> (Action, Athas?)
[22:53] * Athas looks Shalanda
[22:53] <Athas> "You well?"
[22:54] <DM_Tol> Athas, take 10 damage from an opp attack.
[22:54] <Shalanda> "What in the 9 hells are you doing! This is no time for romance, go kill

something other than me!"

[22:54] <Ryu> (I'm going to go shortly, want to get some extra sleep time in before work in hopes that my ribs will stop killing me)

[22:54] <Athas> "Very well."

[22:55] <DM_Tol> The Tiefling then fires on Athas.

[22:55] * Athas heads off to the mage

[22:55] <DM_Tol> (Athas, you take 10 damage and then 16)

[22:56] <Athas> (yikes)

[22:56] <DM_Tol> (were you still planning an attack in this?)

[22:56] <DM_Tol> (go ahead)

[22:56] <DM_Tol> (16 of the damage can come after your attack.)

[22:57] <Athas> (yeah -- if he's going to do 16 points of damage, I want to give him a reason)

[22:57] <DM_Tol> (go!!!!)

[22:57] <Athas> 1d20+10

[22:57] <TolBot> [Athas's 1d20+10]: 29

[22:57] <DM_Tol> (Hit)

[22:58] <Athas> 2d12+9

[22:58] <TolBot> [Athas's 2d12+9]: 21

[22:58] <DM_Tol> The Mage is destroyed.

[22:58] <Athas> (HA!)

[22:58] <DM_Tol> Athas now burns from the Tiefling.

[22:58] <Blake` > (guess its good luck to run over and talk to Shal in the middle of a fight, gonna try that move next turn)

[22:58] <DM_Tol> (so, with 10 + 16 I'm guessing your dying)

[22:58] <Athas> (kinda)

[22:59] <DM_Tol> Berrian acts.

[22:59] * Berrian takes aim at the remaining Tiefling and fires a twin strike

[22:59] <Berrian> 2#1d20+10

[22:59] <TolBot> [Berrian's 2#1d20+10]: 11, 25 (Sum:36)

[22:59] <DM_Tol> (one hit)

[22:59] <Berrian> 1d10+1

[22:59] <TolBot> [Berrian's 1d10+1]: 10

[23:00] <DM_Tol> Zahira acts.

[23:00] <DM_Tol> (immobile, Zah)

[23:00] <Zahira> <still?>

[23:00] <DM_Tol> (yep, he hit you again, renewing it)

[23:01] * Zahira uses a second wind to catch her breath <save for cold now?>

[23:01] <DM_Tol> (take the damage and then save)

[23:01] <DM_Tol> Blake acts.

[23:01] * Blake` brings down a Furious Smash with his sword on the Skeleton (vs Fort)

[23:01] <Blake` > 1d20+8 vs Fort

[23:01] <TolBot> [Blake`s 1d20+8 vs Fort]: 21

[23:02] <Zahira> 1d20+5 fort

[23:02] <TolBot> [Zahira's 1d20+5 fort]: 6 (Not good.)

[23:02] <DM_Tol> hit

[23:02] * Athas crumples onto the ground, holding himself up by willpower

[23:02] <Blake` > (Furious Smash causes 2 Dmg to the Skelly but gives Ryu +3 to hit and dmg if he attacks the Skelly on his next turn)

[23:02] <Zahira> <well thats great...lol>

[23:03] <DM_Tol> Hit, blake

[23:03] <DM_Tol> 1d20+10 vs. Zah.

[23:03] <TolBot> [DM_Tol's 1d20+10 vs. Zah.]: 20
[23:03] <DM_Tol> 1d6+4
[23:03] <TolBot> [DM_Tol's 1d6+4]: 6
[23:03] <DM_Tol> The zombie hits Zahira again.
[23:03] <DM_Tol> 1d20+10 vs. Ryu
[23:03] <TolBot> [DM_Tol's 1d20+10 vs. Ryu]: 15
[23:04] <DM_Tol> The skeleton swipes at Ryu.
[23:04] <DM_Tol> Athas struggles to stay up as the party focuses on the remaining foes.
[23:04] <DM_Tol> *** as this session of Können Land comes to a close ***

2-20-2011: SKULLS AND CROSSBONES

[19:43] <DM_Tol> *** Game Recap ***

[19:44] <DM_Tol> The party ventured into the Warsands, pursuing the marauders who attacked the funeral procession and stole the remains of an ancient paladin and the horn of a a horrific fiend, for what purpose remains unknown.

[19:45] <DM_Tol> Upon reaching a dry creek bed, a group of the enemies was camped out in waiting.

[19:46] <DM_Tol> The battle proving exponentially more challenging after the appearance of more undead rising from the sands as blood spill upon the terrain.

[19:46] <DM_Tol> Only one of the evil party remains, a lone Tiefling, but two undead furiously attack, too.

[19:46] <DM_Tol> *** Thus begins this session of Können Land ***

[19:47] <DM_Tol> (New round, and new initiative)

[19:47] <DM_Tol> `init rolls please

[19:47] <TolBot> Please make an initiative roll (1d20+modifier).

[19:47] <Ryu> 1d20+2

[19:47] <TolBot> [Ryu's 1d20+2]: 18

[19:47] <Blake` > (remember you get +2 to the roll if you can see or hear me)

[19:47] <DM_Tol> 1d20+8 for Tiefling

[19:47] <TolBot> [DM_Tol's 1d20+8 for Tiefling]: 28 (Yahoo!)

[19:47] <Reed_> 1d20+11

[19:47] <Ryu> (I'm fine with my roll of 18)

[19:47] <TolBot> [Reed_'s 1d20+11]: 26

[19:47] <Blake` > 1d20+4

[19:47] <TolBot> [Blake`'s 1d20+4]: 23

[19:47] <DM_Tol> 1d20+5 for Zombie

[19:47] <TolBot> [DM_Tol's 1d20+5 for Zombie]: 25 (Yahoo!)

[19:47] <DM_Tol> 1d20+5 for Skeleton

[19:47] <TolBot> [DM_Tol's 1d20+5 for Skeleton]: 21

[19:48] <DM_Tol> (here come the accusations)

[19:48] <Shalanda> 1d20+5 (includes Blake bonus)

[19:48] <TolBot> [Shalanda's 1d20+5 (includes Blake bonus)]: 15

[19:48] <Shalanda> (Shenanagins!)

[19:48] <Athas> 1d20+7

[19:48] <TolBot> [Athas's 1d20+7]: 19

[19:49] <Zahira> 1d20+7

[19:49] <TolBot> [Zahira's 1d20+7]: 22

[19:49] <DM_Tol> `init report

[19:49] <TolBot> Initiative Order: Tiefling, 28, Reed_, 26, Zombie, 25, Blake`, 23, Zahira, 22, Skeleton, 21, Athas, 19, Ryu, 18, Shalanda, 15

[19:49] <Reed_> (what's Blake's bonus?)

[19:49] <Reed_> (I didn't include that)

[19:49] <DM_Tol> The group sees Reede run up to the back of the group from his post back at the docks.

[19:50] <DM_Tol> The Tiefling shifts away from Athas and blazed him with fire.

[19:50] <DM_Tol> 1d20+9 vs Refl

[19:50] <TolBot> [DM_Tol's 1d20+9 vs Refl]: 14

[19:51] <DM_Tol> (Athas, your Refl is 14?)

[19:51] <Athas> let me see

[19:52] <Athas> yes
[19:52] <DM_Tol> (that with any bonus from Blake?)
[19:52] <Athas> (nope -- 100% pure barbarian)
[19:52] <Blake` > (+2 to init)
[19:53] <DM_Tol> 1d8+5 fire damage +5 until save
[19:53] <TolBot> [DM_Tol's 1d8+5 fire damage +5 until save]: 10
[19:53] <Reed_> (that would tie me with the tiefling then)
[19:53] <DM_Tol> Reede, you come upon your party after waiting at the docks all you can. After a long journey into the sands, you come upon a bloody battle.
[19:54] <DM_Tol> (Your action. See the map, Reede?_)
[19:54] * Reed_ surveys the battle and pulls out his crossbow.
[19:54] <Reed_> (yeah, what's the coloration mean)
[19:54] <Athas> (I took 2 points?)
[19:55] <DM_Tol> (10 points damage, Athas)
[19:55] <DM_Tol> (Red means bloodied.. less than half HPs)
[19:55] <Reed_> (I meant the brown strip)
[19:55] <DM_Tol> (oh, sorry... cover. Bushes, cactii, shrubs)
[19:56] <Zahira> <the tan strip is a dry crik bed>
[19:56] <DM_Tol> (oops, yes. The cover are the individual squares with the olive green)
[19:56] <DM_Tol> (There are labels)
[19:56] <Athas> (oh, I am bloodied...)
[19:56] <DM_Tol> (The brighter yellow is a trail)
[19:57] <DM_Tol> (action, Reede?)
[19:57] <Athas> (I also smell like roasted beef)
[19:57] * Reed_ loads and fires upon the skeleton.
[19:57] <DM_Tol> The Zombie swings at Zahira.
[19:57] * Athas groans and pitches over to one side as he smoulders.
[19:58] <Reed_> 1d20+10
[19:58] <TolBot> [Reed_'s 1d20+10]: 15
[19:58] <DM_Tol> (vs AC? miss)
[19:58] <Zahira> <oh poo...>
[19:58] <Reed_> (dang)
[19:58] <DM_Tol> 1d20+11 vs Zah's AC
[19:58] <TolBot> [DM_Tol's 1d20+11 vs Zah's AC]: 23
[19:58] <Zahira> <hit>
[19:58] <DM_Tol> 1d6+4 and immobilized.
[19:58] <TolBot> [DM_Tol's 1d6+4 and immobilized.]: 6
[19:59] <DM_Tol> Reed misses the Skeleton as Blake acts.
[19:59] * Blake` brings his sword down on the skeleton with fury (Furious Smash vs Fort)
[19:59] <Blake` > 1d20+8
[19:59] <TolBot> [Blake`'s 1d20+8]: 21
[19:59] <DM_Tol> Zahira is pounded by the zombie.
[19:59] <DM_Tol> (hit)
[19:59] * Zahira is looking pretty bad
[19:59] <Blake` > (Furious Smash causes 2dmg and Ryu gets +3 to attack and damage if he attack the skeleton by the end of his next turn)
[20:00] <DM_Tol> (2 damage?)
[20:00] <Blake` > (yeah)
[20:00] <DM_Tol> Zahira reels from the smash and counters.
[20:01] <Zahira> <is a surge a partial or full action?>
[20:02] <DM_Tol> (Standard action for second wind)

[20:02] <DM_Tol> (If you still have yours)
[20:02] <Zahira> <nope...used it last time>
[20:03] * Zahira uses a healing surge to try to regain her strength and keep her from falling over.
[20:03] <DM_Tol> (I thought you already used your second wind?)
[20:04] <Zahira> <alright...confused on how they work...ill just shoot the thing>
[20:04] <DM_Tol> (You have to be resting or using a power to use a healing surge)
[20:04] <DM_Tol> (You get one Second Wind power per encounter)
[20:04] <Zahira> <ahh kk...understand now>
[20:04] * Atreyu| (jacensharm@a3f63be.dsl.282eb7d8.ca.hmsk) has joined #grove
[20:04] <DM_Tol> (But various other powers from the warlords or priests let you use one as well)
[20:04] <Shalanda> (Hey Bardsong)
[20:05] <Atreyu|> (yo)
[20:05] * Ryu sets mode: +vvv Reed_ TolBot Zahira
[20:05] * Ryu sets mode: +vvv Athas Atreyu| Blake`
[20:05] * Reed_ is now known as Reed
[20:05] * Zahira draws up her bow shakily and grins as she unleashes one right into him with focused mind and intent to kill (Quary and Careful)
[20:05] <Zahira> 1d20+9 vs ac
[20:05] <TolBot> [Zahira's 1d20+9 vs ac]: 17
[20:06] <DM_Tol> (shift one away first, so now OA?)
[20:06] <DM_Tol> (so no OA?)
[20:06] <Shalanda> (You immobilized Zah)
[20:06] <DM_Tol> (oh yeah, lol)
[20:06] <DM_Tol> (and here I was trying to be generous)
[20:06] <Zahira> <yea cant move...only an attack...lol...else i wouldda fled>
[20:06] <DM_Tol> Zahira misses the zombie.
[20:06] <Blake`> (That zombie is a nightmare)
[20:06] <DM_Tol> 1d20+13 vs AC
[20:06] <TolBot> [DM_Tol's 1d20+13 vs AC]: 28
[20:07] <Zahira> <no shnit...ive been trying to get away for 4 rounds now>
[20:07] <DM_Tol> 1d6+4 HP to Zahira
[20:07] <TolBot> [DM_Tol's 1d6+4 HP to Zahira]: 5
[20:07] <DM_Tol> The Zombie pummels Zahira atop the head.
[20:07] * Zahira goes down in a heap
[20:07] <DM_Tol> Zahira falls to the ground as the Zombie bursts and sinks into the sand.
[20:08] <DM_Tol> 1d2
[20:08] <TolBot> [DM_Tol's 1d2]: 1
[20:08] <DM_Tol> The Skeleton swings at Blake.
[20:08] <Blake`> (ac 18)
[20:09] <DM_Tol> 1d20+10 on Blake DC18
[20:09] <TolBot> [DM_Tol's 1d20+10 on Blake DC18]: 22 12Success
[20:09] <DM_Tol> 1d6+4 and immobilized, frozen in your tracks.
[20:09] <TolBot> [DM_Tol's 1d6+4 and immobilized, frozen in your tracks.]: 10
[20:09] <DM_Tol> Athas acts.
[20:09] <Blake`> (bloodied now)
[20:10] <DM_Tol> (that's more like it)
[20:10] <DM_Tol> Ryu acts, too.
[20:10] <Athas> (save?)
[20:10] * Ryu growls and attackcs the Ske head on
[20:10] <Ryu> 1d20+13
[20:10] <TolBot> [Ryu's 1d20+13]: 29

[20:10] <Blake` > (you get +3 to hit and dmg this round Ryu)
[20:11] <DM_Tol> (you have your moves, first, Athas, then take the 5 HPs, then try save)
[20:11] <Ryu> (I added it)
[20:11] <Shalanda> (Athas is dying)
[20:11] <Blake` > (just making sure 😊)
[20:11] <DM_Tol> (hit)
[20:11] <Ryu> 1d10+10
[20:11] <TolBot> [Ryu's 1d10+10]: 11
[20:11] <Ryu> (roflmao)
[20:11] <DM_Tol> (oh, I missed that. Yes, death save, Ryu)
[20:11] <DM_Tol> (er.. athas)
[20:11] <Athas> (is burning an action? I'm good at that.)
[20:11] * Athas tries to rise to his feet.
[20:11] <Ryu> (Have I used my action point yet? I can't remember, if so I didn't change it on my sheet)
[20:12] <DM_Tol> (dunno)
[20:12] <DM_Tol> (Athas, make a save)
[20:12] <Ryu> (Lemme check the log)
[20:13] <DM_Tol> Shalanda acts.
[20:13] <Athas> 1d20+2
[20:13] <TolBot> [Athas's 1d20+2]: 8
[20:13] <DM_Tol> Athas loses another HP and slips closer to death's door.
[20:13] <Ryu> (well shiat, I didn't post last weeks XD)
[20:13] * Shalanda interposes herself between the fallen Athas and the Tiefling, causing the ground around her to crackle with purple energy. (Consecrated Ground. Enemies 1d6+1 dam / allies +5 hps if bloody on start of their turn if in area.)
[20:13] <Shalanda> (end action)
[20:14] <Reed> (yeah)
[20:14] <DM_Tol> (Ryu, save vs immobilized, which I had you as)
[20:15] <DM_Tol> (and do your action point if you want)
[20:15] <Athas> 1d20
[20:15] <TolBot> [Athas's 1d20]: 15
[20:15] <Ryu> 1d20
[20:15] <TolBot> [Ryu's 1d20]: 6
[20:15] <Athas> (saved versus the fire)
[20:15] <DM_Tol> (Got it, Athas. that's good.)
[20:15] <DM_Tol> (AP, Ryu?)
[20:16] <Ryu> (One sec, uploading log then checking)
[20:16] <DM_Tol> (just do it)
[20:16] * Shalanda yells to Reed to save Zahira.
[20:16] <Ryu> (2nd Wind)
[20:17] <Ryu> (Wait, confirmed, I did use it so nvm)
[20:18] <Blake` > (btw, if you use an action point for an action and you can see me you get +5 more hps)
[20:18] <DM_Tol> (done, Shal?)
[20:18] <DM_Tol> * New round *
[20:19] <DM_Tol> The Tiefling fires at Ryu.
[20:19] <DM_Tol> (er... Shal)
[20:19] <DM_Tol> (roll)
[20:19] <Shalanda> (Yeah, I said "end action")

[20:19] <DM_Tol> (shal, roll the dam)
[20:19] <Shalanda> 1d6+1`
[20:19] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[20:19] <Shalanda> 1d6+1
[20:19] <TolBot> [Shalanda's 1d6+1]: 5
[20:20] <DM_Tol> 1d20+9 vs Refl
[20:20] <TolBot> [DM_Tol's 1d20+9 vs Refl]: 17
[20:20] <Ryu> (REF is 18)
[20:20] <DM_Tol> 1d8+5 damage +5 ongoing on Shal
[20:20] <TolBot> [DM_Tol's 1d8+5 damage +5 ongoing on Shal]: 11
[20:21] <DM_Tol> (att'd Shal, Ryu. Shal, Refl ≤17?)
[20:21] <DM_Tol> Reed acts.
[20:21] <Ryu> (You said Ryu first so I got confuzzleded)
[20:22] <DM_Tol> (sorry bout that)
[20:22] * Reed hurries toward his fallen companion.
[20:22] <Shalanda> (Ok noted)
[20:23] <DM_Tol> (action at Zahira's side?)
[20:23] <Shalanda> (Ref 13, noted damage)
[20:23] * Reed fishes a potion out of his satchel, opens it, and starts to pour it into Zahira's mouth.
[20:24] <DM_Tol> (First aid is heal check DC 15)
[20:24] <DM_Tol> (which potion?)
[20:24] <Reed> (Potion of healing, been saving it)
[20:24] <DM_Tol> (cool)
[20:25] <DM_Tol> (is it 1d6 or what?)
[20:25] <Reed> (flat 10)
[20:25] <Reed> (and he spends a surge)
[20:27] <Reed> (that should be all my actions)
[20:27] <DM_Tol> (no, pot of healing is 10 HPs flat and it uses a HS, but the 10 is instead of the 1/4 normal HP)
[20:28] <DM_Tol> The frozen Blake acts.
[20:28] * Blake` recovers from the hit he took and calls out to Ryu to swing again at the Skeleton "Let's send this one back to its grave!" (Commander's Strike, Ryu gets a free melee basic attack with +2 to dmg if he hits)
[20:28] <Ryu> 1d20+10
[20:28] <TolBot> [Ryu's 1d20+10]: 27
[20:28] <DM_Tol> (hit)
[20:28] <Ryu> 1d10+9
[20:28] <TolBot> [Ryu's 1d10+9]: 12
[20:29] <DM_Tol> The skeleton reels as Zahira comes to. (Action, Zahira?)
[20:29] <DM_Tol> The skeleton swings at Ryu.
[20:29] <DM_Tol> 1d20+12 vs AC
[20:29] <TolBot> [DM_Tol's 1d20+12 vs AC]: 23
[20:30] <Ryu> (Hit)
[20:30] <DM_Tol> 1d6+4 and immobilized
[20:30] <TolBot> [DM_Tol's 1d6+4 and immobilized]: 9
[20:30] * Zahira coughs and rises to her feet thanking Reed for the help then moves to get into position to help again. <end - moving in a sec>
[20:30] * Ryu falls to the ground
[20:30] <Ryu> (at -1 HP)
[20:31] <DM_Tol> The skeleton pummels Ryu who falls to teh ground. The Skeleton in turn bursts

and sinks into the sand.

[20:31] <DM_Tol> 1d20+9 vs Fort Blake

[20:31] <TolBot> [DM_Tol's 1d20+9 vs Fort Blake]: 12

[20:31] <Blake` > (one sec)

[20:31] <DM_Tol> Blake, you feel the force of the skeleton's final blast rush by you.

[20:31] <DM_Tol> (I think you made that)

[20:31] <Blake` > (fort is 15)

[20:32] <DM_Tol> Athas make a death save.

[20:32] <Shalanda> (Athas gets +5 hps so won't have to.)

[20:32] <DM_Tol> Athas, you come to, prone (with 5 HPs to boot)

[20:33] <DM_Tol> (Ryu, death save)

[20:33] <Ryu> 1d20

[20:33] <TolBot> [Ryu's 1d20]: 1 (Nooooo!)

[20:33] <DM_Tol> Ryu slips closer to death.

[20:33] * Athas stirs and reaches for his axe

[20:33] <Ryu> (lol, I'm dead lol)

[20:33] <DM_Tol> Shalanda acts.

[20:34] * Shalanda recovers health as she moves her Cons. Ground to cover Ryu, then uses Sacred Flame on the Tiefling.

[20:34] <Shalanda> 1d20+6

[20:34] <TolBot> [Shalanda's 1d20+6]: 13

[20:34] <Shalanda> (vs ref)

[20:35] <DM_Tol> (miss0)

[20:35] <Zahira> <lol not quite dying>

[20:35] <Shalanda> (end action)

[20:35] <Shalanda> 1d20

[20:35] <TolBot> [Shalanda's 1d20]: 16

[20:35] <Shalanda> (Save made)

[20:35] <DM_Tol> The Tiefling fires at Shalanda.

[20:36] <DM_Tol> 1d20+9 vs Refl

[20:36] <TolBot> [DM_Tol's 1d20+9 vs Refl]: 24

[20:36] <Shalanda> (Mulligan!)

[20:36] <DM_Tol> 1d8+5 damage +5 ongoing fire

[20:36] <TolBot> [DM_Tol's 1d8+5 damage +5 ongoing fire]: 6

[20:36] * Shalanda reels from the fiery attack, but remains standing.

[20:36] <Athas> (brb)

[20:37] <DM_Tol> Reed acts.

[20:37] * Reed moves to get a shot on the tiefling.

[20:38] <DM_Tol> (roll)

[20:38] * Reed loads and fires.

[20:38] <Reed> 1d20+10

[20:38] <TolBot> [Reed's 1d20+10]: 21

[20:38] <DM_Tol> (hit)

[20:39] <Reed> 1d6+8

[20:39] <TolBot> [Reed's 1d6+8]: 12

[20:39] <DM_Tol> The Tiefling is bloodied by Reed's missile.

[20:39] <DM_Tol> Blake acts.

[20:39] * Blake` quickly moves in to begin first aid on Ryu

[20:39] <Blake` > 1d20+3

[20:39] <TolBot> [Blake`s 1d20+3]: 22

[20:39] <DM_Tol> Ryu, you stabilize, gaining no HPs but no longer slipping closer to death.

[20:40] <DM_Tol> Zahira acs.
[20:40] <Shalanda> (Ryu would get the 5 hps from my Cons. Ground)
[20:40] <DM_Tol> (on his turn)
[20:40] * Zahira continues moving into a position where she can get a clean shot off on her new quarry taking care to aim for a weak point. (HQ and CS)
[20:40] <Zahira> 1d20+9 v Ac
[20:40] <TolBot> [Zahira's 1d20+9 v Ac]: 27
[20:40] <DM_Tol> (hit)
[20:41] <Zahira> 1d10+7
[20:41] <TolBot> [Zahira's 1d10+7]: 17
[20:41] <Zahira> 1d6
[20:41] <TolBot> [Zahira's 1d6]: 3
[20:41] <Zahira> <20>
[20:41] <Blake` > (nice!)
[20:41] <DM_Tol> With Zahira's strike, the Tiefling falls dead.
[20:42] <DM_Tol> (Shal, take 5 and save)
[20:42] * Shalanda retreats into her cons. ground to heal.
[20:42] <DM_Tol> (and any action prior)
[20:42] <Shalanda> 1d20
[20:42] <TolBot> [Shalanda's 1d20]: 12
[20:43] <DM_Tol> (here's a question, duration of Cons Ground?)
[20:43] * Shalanda is barely standing at this point, concentrating still on keeping the ground stable.
[20:43] <Shalanda> (Minor to keep active, ends when I stop concentrating with minor actions)
[20:44] <DM_Tol> Ryu and Athas gain 5 HPs, too.. then it ends this round.
[20:45] <Ryu> (well with +5 HP I plan on using my second wind, unless combat is over)
[20:45] <DM_Tol> (Combat is over)
[20:45] * Blake` kneels to recover taking a moment to catch his breath with the danger gone.
[20:46] * Athas stands up on unsteady legs.
[20:46] <DM_Tol> (hold on, though, I want to read and see if Shal can sustain it longer, thus healing everyone up to 50%)
[20:46] <Shalanda> (page 65)
[20:46] <Reed> "Everybody alright?"
[20:46] * Ryu groans
[20:46] * Shalanda struggles with ragged breath.
[20:46] <Shalanda> "No"
[20:46] * Zahira heads over to the others breathing heavily. "Been better..."
[20:47] <DM_Tol> (nope... it's an attack power)
[20:47] <Athas> "Old Man Iron doesn't thirst for me, yet."
[20:47] <Reed> (what was I doing not in combat before?)
[20:48] * Blake` looks rather beaten up "I didn't think we were making it out alive at one point"
[20:48] * Shalanda attempts to concentrate on the crackling energy beneath her feet, but nearly blacks out from the blood loss and her focus slips away.
[20:48] <Ryu> "I do not wish to stay here any longer, but I feel we should rest"
[20:48] <Athas> "We need rest."
[20:48] <Blake` > "I agree, let's take some time to recover and search these bodies for any clues"
[20:49] <DM_Tol> Shalanda sustains a crackling zone for 5 minutes before losing consciousness for a moment.
[20:49] * Reed nods and begins to search the corpses.
[20:49] <DM_Tol> (Everyone can heal up to 50%)
[20:50] <Ryu> (half + current HP, or jus' half?)
[20:50] <DM_Tol> Everyone gains a milestone (AP)

[20:50] <DM_Tol> (Just up to half)
[20:50] <DM_Tol> (put your HPs to half)
[20:50] * Shalanda blacks out.
[20:50] <DM_Tol> (Technically, it'd be up to whatever total of adding 5's would put you over half, but I'm being generous as it is0
[20:50] * Ryu struggles back to his feet and shakes his head
[20:51] <Ryu> (I'm not about to be picky)
[20:51] <DM_Tol> the scene before you is gruesome. You glean 8 SP each from the dead.
[20:51] * Athas stands by Shalanda.
[20:52] <DM_Tol> It is early evening and all is quiet.
[20:52] <DM_Tol> Your strength is sapped.
[20:54] * Atreyu| (jacensharm@a3f63be.dsl.282eb7d8.ca.hmsk) Quit (Quit: Atreyu|□)
[20:54] <Reed> "So, rest here until you're ready to move again?"
[20:54] * Athas sits next to Shalanda, keeping a wary eye out.
[20:55] * Zahira sits with the group, eyes peeled and hoping for a quiet night of rest
[20:55] * Shalanda awakens with a groan, spitting blood stained sand from her lips.
[20:55] * Blake` also joins the others in rest "I suggest we consider risking making camp here then tonight."
[20:56] * Reed pulls out his pipe and packs a little tobacco in it.
[20:56] <Blake` > "We can plan our next move and gather our strenght"
[20:56] * Reed nods. "Sounds a good plan."
[20:56] <Athas> "Agree."
[20:56] * Reed strikes a match and lights his pipe up.
[20:57] * Zahira nods. "Definitely. We need the rest."
[20:58] <DM_Tol> The begins to rest. (Can expend all remaining Healing surges prior to your extended rest)
[20:58] * Shalanda tries to rest for a bit, spending time on recovery (2 surges, leaving me with 1) and reflection.
[20:59] * Blake` uses healing surges also while resting
[21:00] <Blake` > "Well, we must be getting close to finding that body, hopefully we get it by tomorrow night"
[21:00] <DM_Tol> (aw, crap)
[21:00] <Shalanda> "That would be most favorable."
[21:00] <Shalanda> (???)
[21:00] <DM_Tol> (I forgot about something...)
[21:01] <Shalanda> (uh oh, I don't like the sounds of this)
[21:01] <DM_Tol> (who were the 3 that made the oath to the Raven Queen? Shal? and?)
[21:01] <Blake` > (dragons?)
[21:01] * Athas spends a healing surge.
[21:01] * Zahira relaxes and sighs. <uses 3 of 5 remaining surges>
[21:01] <Blake` > (I think we all did)
[21:01] <Ryu> (I did not)
[21:01] <DM_Tol> (no, it was just a few)
[21:01] <Zahira> <not me>
[21:01] <Blake` > (i thought i did)
[21:01] <Reed> (I did not)
[21:01] <Blake` > (but i might have to go look it up now)
[21:02] <Zahira> <i think blake and berr were the other 2>
[21:03] <Blake` > (looking it up now)
[21:04] * Shalanda rises to look at and around a nearby bush.
[21:04] <DM_Tol> Shalanda, the bush is now empty.

[21:04] <Blake` > (yeah i did)
[21:04] * Athas lays down on his back
[21:05] <DM_Tol> (ok, got it covered)
[21:05] <Ryu> (I have 1 surge left)
[21:05] * Zahira wanders around looking to see if any of her spent arrows were recoverable.
[21:05] <DM_Tol> As light begins to fade, you make camp.
[21:05] <DM_Tol> (take 5)
[21:05] <Blake` > (k)
[21:05] <Ryu> (Tol, your sickly so here would be a good place to call it if need be)
[21:11] <DM_Tol> (well, I can go on... just poured some more gatorade)
[21:11] <DM_Tol> (I can still sit up, mostly straight)
[21:11] <Shalanda> (eek)
[21:11] <Reed> (nice)
[21:12] <Zahira> <well that is mostly good...but if you be sick, dont be pushing yourself too hard>
[21:12] <DM_Tol> (just a bit more)
[21:12] <DM_Tol> *** resuming***
[21:13] <DM_Tol> After a rest, you awake while it is still dim out. You can see the trail that leads away from the creek bed.
[21:13] <Shalanda> (Full rest, or just a short rest?)
[21:13] <DM_Tol> At some point in the night, a zombie rat popped out of the ground beneath Ryu, before scampering off into the night.
[21:14] <DM_Tol> (full rest)
[21:14] <Reed> (zombie rats...I hate zombies and rats)
[21:16] <DM_Tol> You awake, sore.
[21:17] <Athas> "I hurt -- which means I am still alive."
[21:17] * Reed stretches and looks around.
[21:17] * Zahira grumbles to herself as she awakens stiff and sore. "I guess that way of thinking works."
[21:17] * Ryu stretches "Who beat me over the head with what feels like a pan?" (Sorry, I couldn't resist)
[21:17] * Blake` slowly starts to move around, trying to get his sore body a little more limber. "agreed"
[21:17] <Shalanda> "I think the tiefling did."
[21:18] <Athas> "And now he tries to slake the thirst of Old Man Iron."
[21:18] * Reed takes a moment to center himself.
[21:18] * Ryu gets himself ready to break camp and move on
[21:18] * Blake` starts to shake the sand out of his armour before beginning to put it back on
[21:19] <Reed> (Using Ghostwise Heritage to link Zahira and Reed. Whenever we roll for perception we each use the higher of our rolls)
[21:19] * Zahira gathers her gear and cleans up camp trying to work away the stiffness.
[21:20] * Shalanda attempts to wash the sandy contents of her cracked lips with a little bit of her waterskin.
[21:20] <Zahira> <awesome>
[21:20] * Ryu drinks and eats some journey bread
[21:21] * Blake` complains somewhat of how terrible his sleep was
[21:21] * Athas hefts his axe up.
[21:22] <Blake` > "Well I suppose there will be more time for rest after we stop this ceremony and allow the other ceremony to take place, we have a lot of work ahead of us it seems"
[21:23] * Shalanda gets to her feet, pausing briefly to look at her flame ruined dress with a mix of sorrow and anger.
[21:23] <Shalanda> "Indeed Blake, we should be moving before they have time to begin their

ceremony.

[21:24] * Blake` nods

[21:24] <Reed> "Then let's be off."

[21:24] * Zahira agrees and shoulders her bow. "Well then, shall we be off?"

[21:25] <Blake` > "I wonder if we could have a couple of us disguise ourselves in these robes from our dead enemies and scout up ahead, perhaps that isn't a wise idea"

[21:25] <Athas> "We shall. Time to give the gods their due."

[21:26] <Shalanda> "You may be on to something Blake."

[21:26] <Blake` > "You think it might work?"

[21:27] <DM_Tol> As you inspect the gear, two robes could maybe work.

[21:27] <Zahira> "Sometimes the best way to get ahead of your competition is to become a part of them."

[21:28] * Reed looks around. "I suppose that means you big folk. I'd just as soon start firing at their heads."

[21:28] <Athas> "I would rather kill them face to face and let my smile be the last thing they see."

[21:29] <Blake` > "I agree, but we have to take every advantage we can, we can't fail at this task"

[21:29] <Shalanda> "He is right."

[21:30] <Blake` > "If we tried a plan to get inside we would need to volunteers to wear these robes, if the plan doesn't work though, you might find yourself alone and in trouble"

[21:30] <Blake` > (to - two)

[21:30] * Reed looks around.

[21:31] * Athas holds out his hand.

[21:31] <Athas> "I will try one."

[21:31] <Blake` > "You would have to be clever and have your wits about you to get past anyone you might run into, your goal would be to locate what we need (the body) and scout what we would encounter"

[21:32] <Shalanda> "I would volunteer, however I am not very skilled in lying and being somebody I'm not, plus I counted no Eladrin among their numbers.

[21:32] <Shalanda> "It would best be another human."

[21:32] * Zahira pondered for a moment. "I do not think I would blend in too well...I am not the best at cards."

[21:32] * Shalanda looks at Blake.

[21:32] <Athas> "I will try."

[21:32] * Ryu shrugs "My hair would be a dead give away"

[21:32] * Reed nods. "I'd do it but I'm four feet tall. They'd notice something."

[21:33] <Ryu> (<Athas> I AM TOO! <Robes> Are not! <Athas> I GIVE YOU A BOOT TO THE HEAD!
kicks them in the head)

[21:33] <Athas> "Tell me what I would need to walk among them."

[21:33] <Blake` > "Then it will be myself and Athas I suppose"

[21:33] * Reed looks Athas over. "This could be ugly."

[21:34] <Athas> "No need to be harsh about yourself."

[21:34] * Blake` removes his armour and puts on a set of robes

[21:34] <Reed> "..."

[21:35] <Reed> "Did I just get insulted by Athas?"

[21:35] * Blake` smiles

[21:35] <DM_Tol> As you head out, two of you dress to bluff your identity.

[21:35] <DM_Tol> After not long, the trail leads alongside a small hill. The skulls and bones sticking out of the sand is thickest here.

[21:36] <DM_Tol> Atop the shallow hill to the side is a stone table.

[21:36] <DM_Tol> The path continues to lead on ahead.

[21:37] * Athas tries to look a little less like a barbarian and more like a priest.

[21:38] <Shalanda> (On the table an arrow points up with a message: Asland lay here - White Witch)

[21:38] <Blake` > "Athas lets ride on a little ahead, that way if we see their camp, if there even is one, we can warn the others so they are not seen"

[21:38] <DM_Tol> (Lewis stole it from me)

[21:38] <Blake` > (i suppose I would be riding with Athas on his horse?)

[21:39] <DM_Tol> You move along, letting the two decoys move ahead.

[21:39] <DM_Tol> After an hour more, following the path, passing briar and bush, you see another hill ahead rising from the sands.

[21:39] <Shalanda> (I'd stop them from taking a horse, because we found no horses with those we just killed)

[21:39] <DM_Tol> (note)

[21:40] <DM_Tol> (d)

[21:40] * Blake` leaves his gear with the party and says before heading off "Once we get there, watch us from a distance, give us an hour, after that, assume we were detected"

[21:40] <DM_Tol> Ahead a hill pushes up from the Warsands. Atop the face of the hill is the enormous carving of a bearded stone face staring skyward with open mouth and empty eye sockets.

[21:40] <Blake` > (agreed)

[21:40] <DM_Tol> Two statues stand near it, each a cloaked figure with face and arms raised to the sky.

[21:40] <DM_Tol> A third statue lies broken on the ground near its base.

[21:41] * Athas looks around cautiously

[21:41] <DM_Tol> As you get closer, you see two leafless trees grow near the face as well, each looking even more twisted and dark than the other trees you've seen rising out of these sands.

[21:41] <DM_Tol> 1d20+6

[21:41] <TolBot> [DM_Tol's 1d20+6]: 21

[21:42] <Athas> "I do not like this place."

[21:43] * Blake` whispers to Athas "if we are engaged or questioned, try to follow along with my bluff, we are going to have to help each other out more then likely"

[21:43] * Athas nods

[21:43] * Reed lights up again.

[21:44] * Blake` whispers "When we get inside, we need to find that body"

[21:44] * Blake` continues down the path putting the robes hood over his head (if there is one)

[21:44] <Blake` > (or towards the building or whatever we are in)

[21:45] <DM_Tol> Blake and Athas, you reach the base of the hill. The terrain is difficult.

[21:46] * Blake` looks for a path up the hill

[21:47] <Blake` > "lets keep moving"

[21:48] * Athas nods

[21:48] <DM_Tol> You move up slowly, and see another Tiefling hiding and watching. He looks at you questioningly.

[21:48] <DM_Tol> (Bluff check to fake your id)

[21:49] <Blake` > 1d20+5 bluff

[21:49] <TolBot> [Blake`s 1d20+5 bluff]: 13

[21:49] <Reed> (KILL HIM HE KNOWS TOO MUCH)

[21:50] <DM_Tol> The Tiefling calls out a warning and fires a bolt.

[21:50] <DM_Tol> 1d20+7

[21:50] <TolBot> [DM_Tol's 1d20+7]: 18

[21:50] <DM_Tol> (vs AC, Blake)

[21:50] <Blake` > (AC 18)

[21:50] <Shalanda> (ouch)

[21:50] <DM_Tol> 1d6+2

[21:50] <TolBot> [DM_Tol's 1d6+2]: 5
[21:50] <Blake` > (that didnt go very well)
[21:51] <DM_Tol> The rest of the group, hiding in the distance, can hear the battle cry.
[21:51] <Athas> (you never read the overlord list, did you?)
[21:51] <Blake` > "This isn't going to work, let's run!"
[21:52] <DM_Tol> Blake and Athas can respond. The Tiefling has cover.
[21:52] * Athas rushes to the tiefling
[21:52] <Blake` > (is there a dot on me btw?)
[21:52] * Reed shakes his head. "Sounds like Athas is starting trouble. Let's go!"
[21:52] * Blake` follows Athas lead
[21:52] <Ryu> "It never gets dull with you people"
[21:52] * Ryu charges after the battle cry
[21:52] <Athas> (three red dots in a triangular pattern? now the tiefling isn't the biggest problem)
[21:53] * Shalanda sighs, and moves to lend aid.
[21:53] * Zahira sighs and heads off behind Ryu. "Never a dull moment...looks like negotiations failed before they started..."
[21:54] <Ryu> "It's Athas, this is 'Agressive Negotiations'"
[21:54] * Reed hastens toward the sound of battle.
[21:54] <Athas> (this plan was dead before it hit the ground)
[21:55] <Reed> "I had a bad feeling about this from the beginning."
[21:55] <Blake` > (yeah, bad idea 😊)
[21:56] <Zahira> "Aye, well too late to worry about I told you so's. Lets get the out before they get burnt in the kettle."
[21:57] <DM_Tol> You see the Tiefling hanging inside an eyesocket of the stone face set in the hill, peering at the sky.
[21:57] <DM_Tol> Athas acts.
[21:57] <DM_Tol> (sorry, shoulda said, map is up)
[21:57] <DM_Tol> (Please don't make fun of my 8 bit art)
[21:58] <Zahira> <lol but its cute XD>
[21:59] <DM_Tol> Blake acts.
[21:59] <Blake` > (ok i have a quesion)
[21:59] <Blake` > (can we even get to him?)
[21:59] <DM_Tol> (Yes, the stone face is 1 square up)
[22:00] * Athas jabs the tieling on the ground with his dagger.
[22:00] * Blake` waits for Athas to act
[22:00] <DM_Tol> (roll.. I moved you BTW)
[22:01] <Athas> 1d20+11
[22:01] <TolBot> [Athas's 1d20+11]: 12 (That stinks.)
[22:01] <DM_Tol> Athas misses as Blake acts.
[22:01] <Athas> (Can I attack TolBot instead?)
[22:01] * Blake` moves in to engage also coming up behind Athas "Hit him again" (Commander's Strike, free basic attack for Athas, +2 to dmg)
[22:02] <Athas> 1d20+11
[22:02] <TolBot> [Athas's 1d20+11]: 12 (Sorry.)
[22:02] <Blake` > (nightmare)
[22:02] <DM_Tol> The Tiefling hacks back.
[22:02] <Reed> (did you just roll two ones in a row?)
[22:02] <Ryu> (Hacks yes... lol)
[22:02] <DM_Tol> 1d20+10 vs AC
[22:02] <TolBot> [DM_Tol's 1d20+10 vs AC]: 19

[22:02] <DM_Tol> 1d2
[22:02] <TolBot> [DM_Tol's 1d2]: 1
[22:02] <DM_Tol> (at Athas)
[22:03] <DM_Tol> (AC, Ath?)
[22:03] <Athas> (tell TolBot to give me higher numbers)
[22:03] <Athas> (16)
[22:03] <DM_Tol> 1d4+2
[22:03] <TolBot> [DM_Tol's 1d4+2]: 6
[22:03] <DM_Tol> (The party running up the hill?)
[22:04] <Shalanda> (yes)
[22:04] <DM_Tol> The Tiefling attacks again.
[22:04] <DM_Tol> 1d20+10 vs AC Athas
[22:04] <TolBot> [DM_Tol's 1d20+10 vs AC Athas]: 11 (That stinks.)
[22:04] <DM_Tol> It misses as the group reaches the hilltop and Athas moves.
[22:05] <DM_Tol> (Athas?)
[22:06] * Athas moves in again to drive the dagger dep into the tiefling's throat
[22:06] <Athas> 1d20+11
[22:06] <TolBot> [Athas's 1d20+11]: 14
[22:06] <DM_Tol> (miss)
[22:06] <DM_Tol> Blake acts
[22:06] * Blake` calls out another Commander's Strike to Athas "Finish him quickly!" (free basic melee attack, +2 dmg if you hit)
[22:06] <Athas> 1d20+11
[22:06] <TolBot> [Athas's 1d20+11]: 18
[22:06] <DM_Tol> Athas misses once more.
[22:07] <DM_Tol> (sorry, hits)
[22:07] <Blake` > (Woot!)
[22:07] <Athas> 1d4+8
[22:07] <TolBot> [Athas's 1d4+8]: 10
[22:07] <DM_Tol> (AC 18 in the hole of the eye socket vs melee)
[22:08] <DM_Tol> Athas stabs teh Tiefling as you all see movement coming up out of the mouth of the skull face. A hippogrif explodes into the air.
[22:08] <DM_Tol> Shal acts.
[22:08] * Shalanda makes a beeline for the hippogrif
[22:09] <Ryu> (afk for a few)
[22:09] * Shalanda then attacks from range with Sacred Flame (Wis vs Ref)
[22:09] <Shalanda> 1d20+6
[22:09] <TolBot> [Shalanda's 1d20+6]: 15
[22:09] <Athas> "Old Man Iron drinks deep."
[22:09] <DM_Tol> (hit)
[22:10] <Shalanda> 1d6+4 (Blake can get 4 temp hps or make a save)
[22:10] <TolBot> [Shalanda's 1d6+4 (Blake can get 4 temp hps or make a save)]: 8
[22:10] <Blake` > (k)
[22:10] <Shalanda> (Correction 3 temp or save)
[22:10] <DM_Tol> The HIppogriff screeches as Zahira acts.
[22:11] <Blake` > (k)
[22:11] <DM_Tol> And Reed acts.
[22:12] <DM_Tol> And Ryu acts?
[22:12] <Shalanda> (Ryu may still be afk)
[22:12] * Reed loads and aims at the Hippogriff, firing upon it (Walking Wounded)
[22:13] <Reed> 1d20+10

[22:13] <TolBot> [Reed's 1d20+10]: 18
[22:13] <DM_Tol> (hit)
[22:13] <Reed> (vs Fort btw)
[22:13] <DM_Tol> (still hit)
[22:13] <Reed> (wicked)
[22:14] <Reed> (question, has the hippogriff "acted")
[22:14] <DM_Tol> (not attacked... but movement)
[22:14] <DM_Tol> (I guess not)
[22:14] <Shalanda> (Wouldn't it's action be movement in this case?)
[22:15] <DM_Tol> (I would think)
[22:15] <Ryu> (OK back)
[22:15] <Reed> (if it hasn't acted I get an extra 2d6, that's why I'm asking)
[22:15] <DM_Tol> (Go ahead, reed)
[22:15] <DM_Tol> Ryu acts
[22:15] <Reed> 2d6+6
[22:15] <TolBot> [Reed's 2d6+6]: 14
[22:15] * Ryu moves after the Hippogrif
[22:16] <Reed> (the hippogriff is prone)
[22:16] <Ryu> (check my movment, I should be able to move there)
[22:16] <DM_Tol> (extra damage, Reed?)
[22:16] <Ryu> (once confirmed I'll roll my attack)
[22:16] <Reed> 2d6
[22:16] <TolBot> [Reed's 2d6]: 11
[22:16] <DM_Tol> (just 1 square up, so hit)
[22:16] <Shalanda> (Nice move Reed, you just brought the hippo to the ground)
[22:16] <Ryu> 1d20+10
[22:16] <TolBot> [Ryu's 1d20+10]: 21
[22:16] <DM_Tol> Ryu advances on the bloodied Hippogrif.
[22:17] <Reed> (whenever the hippogriff moves more than half speed it falls prone at the end of its movement)
[22:17] <DM_Tol> (man, that red on grey hurts my eyes)
[22:17] <Ryu> (thats vs AC)
[22:17] <DM_Tol> (hit)
[22:17] <Ryu> 1d10+7
[22:17] <TolBot> [Ryu's 1d10+7]: 14
[22:18] <DM_Tol> The HIppogrif screeches and launches straight into the air to flee. After a bit, it falls back to the ground.
[22:18] <DM_Tol> Athas acts.
[22:20] <DM_Tol> (Athas?)
[22:20] * Athas runs to the hippogryph and tries to open the creatures throat
[22:21] <Athas> 1d20+11
[22:21] <TolBot> [Athas's 1d20+11]: 27
[22:21] <DM_Tol> (hit)
[22:21] <Athas> (HELL YEAH)
[22:21] <Athas> 1d4+6
[22:21] <TolBot> [Athas's 1d4+6]: 7
[22:21] <DM_Tol> The hippogrif dies as Blake acts.
[22:21] <Athas> "MY GODS DRINK DEEP!"
[22:22] * Blake` calls out to Athas to attack again on the Tiefling (Commander's Strike, Free basic melee attack, +2 to dmg if you hit)
[22:22] <Blake` > (not sure if that is possible, but i try it)

[22:22] <Athas> 1d20+11
[22:22] <TolBot> [Athas's 1d20+11]: 25
[22:22] <DM_Tol> (hit)
[22:22] <Athas> 1d4+8
[22:22] <TolBot> [Athas's 1d4+8]: 10
[22:22] <DM_Tol> The Tiefling tries to climb out of its hole.
[22:23] <DM_Tol> Shal, you see a grappling hook on the edge of the mouth opening.
[22:23] * Athas whirls around and thrusts his blade into the midrift of hte tiefling
[22:24] <Shalanda> (Tiefling still alive?)
[22:24] <DM_Tol> The Tiefling falls back into the eyesocket, dead.
[22:24] * Shalanda checks the hole, ready to attack whatever lurks within.
[22:25] <DM_Tol> Shall, the mouth opening is deep, a floor unseen without leaning over.
[22:25] <DM_Tol> As you inch closer, a human robed in the same cultic robe as those Athas and Blake were wearing reaches to climb out.
[22:25] <Athas> (can I grab him?)
[22:25] * Shalanda grabs the human and "helps" him out.
[22:26] <Shalanda> 1d20+5
[22:26] <TolBot> [Shalanda's 1d20+5]: 9
[22:26] <Shalanda> (if I need to make a roll)
[22:26] <DM_Tol> 1d20+12
[22:26] <TolBot> [DM_Tol's 1d20+12]: 19
[22:27] <DM_Tol> Shal attempts to grab the human who gets free and pulls a small club from its belt swinging, dangling precariously on the edge.
[22:27] <DM_Tol> (19 vs ac)
[22:27] <Shalanda> (my ac is 19)
[22:27] <DM_Tol> 1d6
[22:27] <TolBot> [DM_Tol's 1d6]: 4
[22:27] <DM_Tol> (4 HP dam)
[22:28] <DM_Tol> Zahira and Reede act
[22:28] <Shalanda> (AoO for him drawing a weapon?)
[22:28] <DM_Tol> (For Ryu... you falied a grasp simultaneously)
[22:28] <DM_Tol> (Ryu, you can OA)
[22:28] <Shalanda> (ok)
[22:29] * Reed aims at the human and fires.
[22:29] <Ryu> (ok)
[22:29] <Ryu> 1d20+10
[22:29] <TolBot> [Ryu's 1d20+10]: 27
[22:29] <DM_Tol> (hit, Reed)
[22:29] <Reed> 1d20+10
[22:29] <TolBot> [Reed's 1d20+10]: 21
[22:29] <Ryu> 1d10+7
[22:29] <TolBot> [Ryu's 1d10+7]: 15
[22:29] <Reed> 1d6+8
[22:29] <TolBot> [Reed's 1d6+8]: 13
[22:30] <DM_Tol> The human is nailed by Ryu and Reed simultanesouly and falls back into the mouth cavern, screaming until you hear nothing.
[22:30] * Shalanda peers down into the hole.
[22:30] * Ryu grins "Well... Must be a deep hole"
[22:30] <Shalanda> "So much for the element of surprise."
[22:30] <Athas> "You first."
[22:30] <Blake` > "Agreed, that plan completely failed"

[22:30] <DM_Tol> Looking down into the hole, you see a chamber floor some 70 ft below.
[22:31] <Ryu> "What is with us and underground caverns..."
[22:31] <Athas> "See? Nothing good comes of sneaking about like a thief."
[22:31] <DM_Tol> A pattern is on the floor, the shape of an eye looking straight up from where the opening is above. The pattern of the eye seems to be made out of hundreds of small spikes.
[22:32] <DM_Tol> The spikes are arranged in a circle, forming the white of a huge eye shape carved in the floor.
[22:32] <DM_Tol> Extending from this eye shape are three angled channels that run to drains near the wall.
[22:32] <DM_Tol> You see the fallen robed figure impaled on spikes, his blood draining down one of the channels towards the wall.
[22:33] <Ryu> "Well, this can't be good"
[22:33] <DM_Tol> The grappling hook has a rope that reaches to the floor below.
[22:33] <DM_Tol> *** Thus ends this session of Können land ***

2-27-2011: TEMPLE TROUBLES

<DM_Tol> *** Game Recap ***

<DM_Tol> Continuing its mission to find the cult that stole the remains of the old Paladin of the Raven Queen, as well as the horn of the evil fiend that killed him, the party made its way to a hilltop temple entrance.

<DM_Tol> A skull inlaid into the hilltop, gazing at the sky above, mouth opening to a hall below.

<DM_Tol> Looking down through the mouth opening, 60 ft below is the design of an eye in the middle of the large, circular chamber.

<DM_Tol> The shape of an eye looking straight up from where the opening is above. The pattern of the eye seems to be made out of hundreds of small spikes.

<DM_Tol> The spikes are arranged in a circle, forming the white of a huge eye shape carved in the floor.

* Athas gets his axe ready.

<DM_Tol> Extending from this eye shape are three angled channels that run to drains near the wall. A fallen human cultist, impaled on the spikes, still spills blood into one of the channels.

<DM_Tol> One grappling hook remains on the edge, a rope down to the floor, used by the same worshiper a moment ago before falling to his death.

<DM_Tol> *** and thus begins this session of Können land ***

<Athas> "Someone looks to feed their god."

* Shalanda puts her scythe away and grabs hold of the rope, to descend.

* Reed follows in suit.

<Blake` > "I need to grab my pack from back a little ways, I will be right back" Blake runs to get his pack where his armour is attached

<Shalanda> "I want to get down there before that body drains to the end of the channel. I suspect it would not be good for us if it did."

<Blake` > "I will come down last then, wait for me down there is all I ask"

<DM_Tol> The horns of the Fiend in each image are made of a glowing stone, inset into the carving.

<DM_Tol> As for the writing around the room, below the balcony...

<Athas> (I think I saw this on a book cover...)

*** Ryu has quit IRC (Ping timeout: 244 seconds□)

<DM_Tol> The writing is on a band of stone that circles the room, and is in Common, once you discern the style of the characters.

It says the following:

<DM_Tol> "From where does he come? Our dreams. And why, why did He come? Because we called."

<Athas> (very Lovecraftian)

<Shalanda> (Chuthlu, lord of madness, I call upon thee to consume the soul of Athas! Arise Master, ARISE!)

<DM_Tol> "From our sleep came the one who sleeps. He opened our

dreaming eyes by shutting our waking ones. His defeat was only another sleep and waking Him will be our dream."

<Athas> (I'll give you heartburn on the way down)

<Athas> "Old Man Iron does not like this god. Old Man Iron will drink deep from him."

<Shalanda> (Is there a Plane of Dream in 4th edition?)

<DM_Tol> (heck if I know. hehe)

<Shalanda> (Gotcha)

<DM_Tol> There are double doors leading to exits to the north, south and west.

<DM_Tol> There are double doors to exits to the north, south and west, leading out of this main chamber.

<Shalanda> (On it)

* Athas walks to the doors in the north.

* Blake` unsheaths his sword "Let's be wary of traps"

<DM_Tol> You hear nothing behind the doors.

* Shalanda watches the ledge.

<DM_Tol> The door here as elsewhere are stone, but appear unclasped and can push open easily. The walls are carved from bedrock, and the floor is smoothly flagged with stone.

<Ryu> (So its known, if I poof again I'll probably leave my systems off for the night)

<Athas> "Where should we go now?"

<DM_Tol> As the doors push open, you see stalls lining each side of the large room.

<DM_Tol> (oops.. hold that if not entering)

* Reed goes to listen at the Western door.

<Athas> (we are now!)

<DM_Tol> Reed, you hear nothing at the western door as Athas enters the north door.

<DM_Tol> Decaying wooden walls separate this room into stalls. Clearly it was used as a stable at some time.

* Reed shrugs and hastens to catch up with Athas.

* Athas looks down the hallway

<DM_Tol> Long since used, the stalls hold little... a remnant of hay and one a few horse bones. Save for the corner stall...

<DM_Tol> The gate to teh stall is open and it is filled with fresh greenery, and in simple inspection, feathers and fur.

<DM_Tol> (Nature knowlege DC12 to id)

<Athas> 1d20+2

<TolBot> [Athas's 1d20+2]: 3 (Uh oh.)

<Athas> (tasty or not?)

<DM_Tol> (lol)

* Reed has a look at the stall.

<Reed> 1d20+2

<TolBot> [Reed's 1d20+2]: 10

* Reed shrugs.

* Shalanda continues to watch the ledges outside.

<Blake`> 1d20+3

<TolBot> [Blake`s 1d20+3]: 5

<Reed> (this is where Athas decides that it must be from a flying

Panda)

<DM_Tol> Reed nor Athas nor Blake can make anything of the stall's hair and feathers.

<DM_Tol> Shalanda, you see nothing from the balcony above.

<Ryu> (one sec, seeing what my check is)

* Blake` calls Shlanda over "come looks at this"

<DM_Tol> The final feature of the room is a dais in the center, striking and odd.

<Ryu> 1d20+2

<TolBot> [Ryu's 1d20+2]: 18

<DM_Tol> This stall appears to have been used by the hippogrif, as Ryu concludes.

* Shalanda calls back "Somebody keep watch out here."

<Blake` > "nevermind, problem solved"

<Ryu> "Well, we know where the Hippogrif came from"

* Blake` nods "apparently so"

<DM_Tol> The circular dais is in the center of the room, with a motionless skeleton of a horse covered with dust and cobwebs standing atop it.

<DM_Tol> Beside the dais is a post iwth a saddle on top of it, equally dusty and webbed.

<Athas> "Hmm... someone forgot to feed the horse."

<Shalanda> (That's in the stable room?)

<DM_Tol> (yep)

<DM_Tol> The skeleton, perfectly preserved, though dusty, is motionless.

* Blake` remembers something and goes to collect the grappling hook and rope on the the ground, placing it in his pack

<DM_Tol> Shalanda, Blake emerges that you might glance in the stables if desired.

* Shalanda goes to examine the stables.

<Shalanda> 1d20+5 (Nature just because I can)

<TolBot> [Shalanda's 1d20+5 (Nature just because I can)]: 23

<Athas> (whatever)

* Shalanda looks at the hippogrif nest.

<DM_Tol> shal, you see the corner stall where the hippogrif rested.

<Shalanda> "Looks like this was where the hippogrif rested."

* Shalanda looks at the curious skeleton next.

<DM_Tol> You move past the horse skeleton standing in the rooms center, with a saddle hanging on a post beside it.

<Shalanda> "This thing reeks of undeath or at least something unnatural."

* Shalanda draws her scythe.

<Athas> "Then smash it."

* Shalanda attempts to smack it in the head.

<DM_Tol> (Are you attacking it?)

<Shalanda> (Yup)

<Reed> (wicked)

<DM_Tol> (Coup de grace... roll damage if you want to damage it)

* Reed chuckles at Shal. "You appear to beating a dead horse."

<DM_Tol> (damage it?)

<Shalanda> (A crit would be 12)
<DM_Tol> (I'm asking for clear confirmation you are damaging it)
<Reed> (is coup de grace just crit?)
<Shalanda> (Yes, I am smacking it in the head, 12 damage with a crit)
<Shalanda> (I can roll to hit if you like)
<DM_Tol> Shalanda smacks the skeleton horse on the head.
<DM_Tol> The skeleton swirls around and kicks at Shalanda.
<DM_Tol> 1d20+9 vs. AC
<TolBot> [DM_Tol's 1d20+9 vs. AC]: 29 (Yes!)
<Shalanda> (No!)
<Blake` > (lol)
<DM_Tol> Shalanda takes a skeleton hoof in the gut (18 HPs damage)
* Ryu sees the horse attack back and draws his blade
* Reed laughs despite the situation.
<Shalanda> "Oof"
<DM_Tol> The horse goes still again.
<Reed> "Still got some life in him. Let's leave him alone for now."
<Ryu> "Silly girl, think about what we where fighting outside, of course theres going to be skeleton critters here too!"
* Shalanda pulls out her holy symbol.
<Shalanda> "Foul spawn of Orcus, feel the power of the Raven Queen (turn undead)
<DM_Tol> (roll)
<Shalanda> 1d20+6 (Wis vs Will)
<TolBot> [Shalanda's 1d20+6 (Wis vs Will)]: 13
<DM_Tol> (hit)
<Shalanda> (Crit or normal?)
<DM_Tol> (norm)
<Shalanda> 2d10+3
<TolBot> [Shalanda's 2d10+3]: 14
<DM_Tol> (other effects?)
<Shalanda> (It is also pushed 4 squares back and immobilized until the end of my next turn)
* Blake` continues to wait outside, dispite any commotion he hears at this point
<DM_Tol> The horse awakens and stomps as its pushed back. It glares at Shalanda.
<DM_Tol> (Init order: Shalanda, Horse, Ryu, Athas, Reed, Blake)
<DM_Tol> (Actions Athas, Reed or Ryu?)
* Athas runs and charges at the skeletar steed
<Athas> (Cometfall Charge)
* Shalanda smacks at the horse with a Healing Strike (Str vs AC)
<Shalanda> 1d20+7
<TolBot> [Shalanda's 1d20+7]: 14
<DM_Tol> (roll, athas)
* Reed shrugs. "You know we could have avoided this if we hadn't messed with it."
<DM_Tol> (Shal, Athas is up)
<Shalanda> (sorry)
<Shalanda> "The tennets of my faith would not allow such a creature to go undestroyed."

<Athas> 1d20+10
 <TolBot> [Athas's 1d20+10]: 27
 <Athas> (YES!)
 <DM_Tol> Athas hits it
 <Athas> 3d12+9
 <TolBot> [Athas's 3d12+9]: 28
 <Shalanda> (Otherwise I would have put the saddle on it and rode it.)
 * Reed loads a bolt into his crossbow and aims at the beast. "You didn't absolutely know it was undead. Maybe our enemies have strange hobbies."
 <Shalanda> "Please, bones don't just hover in a perfect skeleton standing like that!"
 <DM_Tol> Athas pummels the mount (Reed or Ryu?)
 * Reed looses a bolt at the beasts head.
 <Ryu> (one sec, was doing flood control)
 <Reed> 1d20+10
 <TolBot> [Reed's 1d20+10]: 25
 <DM_Tol> (hit)
 <Reed> 1d6+8
 <TolBot> [Reed's 1d6+8]: 12
 <DM_Tol> Reed hits the horse which remains standing. (Ryu?)
 <Ryu> (Jus' going to beat it)
 <Ryu> 1d20+10
 <TolBot> [Ryu's 1d20+10]: 19
 <DM_Tol> (vs AC? hit)
 <Ryu> 1d10+7
 <TolBot> [Ryu's 1d10+7]: 8
 <Ryu> (roflmao, Nat 1 damage)
 <DM_Tol> Shalanda acts.
 * Shalanda smacks at the horse with a Healing Strike (Str vs AC)
 <Shalanda> 1d20+7
 <TolBot> [Shalanda's 1d20+7]: 18
 <DM_Tol> Shalanda hits.
 <Shalanda> 4d4+4
 <TolBot> [Shalanda's 4d4+4]: 13
 <DM_Tol> The horse charges and then falls to pieces.
 * Shalanda spits on the remains of the horse.
 <Shalanda> "We can go now."
 * Athas stands up from his charge.
 <Athas> "I owe Old Man Iron more blood."
 <DM_Tol> Blake, you see the others leave the stable. Shalanda has fresh wounds.
 <Blake` > (did i know something was going on in there or did I hear nothing?)
 <DM_Tol> (sure... heard the scuffle0
 <Blake` > "Are you all alright? what did I miss?"
 * Reed looks between the two doors and decides to check out the Southern doors."
 <Shalanda> "You missed undeath being put back to the grave."
 <Blake` > "The horse?"
 <Shalanda> "Yes"

<Athas> "They died thirsty."
* Shalanda finds a spot to rest while the others check the south door.
<DM_Tol> The door is there. (can enter if you like)
* Reed listens for a moment.
* Blake` keeps still while Reed listens
<DM_Tol> You hear nothing at this door or the west door.
<DM_Tol> (man, we're never gonna get through this temple tomb at this pace, hehe)
* Reed shrugs and opens the door.
* Athas walks to the east door.
<Blake` > (wait until we use our tip toe tactics)
<Reed> (East door?)
<DM_Tol> Through the south doors, you see musty darkness filling a large room, covered with siege weapon parts.
<DM_Tol> (no east door)
* Reed walks in and has a look around.
<DM_Tol> Small catapults and large ballistae slumb in the center of the room and huddle in alcoves in the walls. Their ropes have broken over time, and metal parts rusted out.
<Reed> (anything worth salvaging?)
* Shalanda continues to watch from outside for any sign of hostile activity, taking time to also regain her breath after being horse-stomped.
* Athas shakes his head
<Blake` > "anyone have a sunrod?"
<Blake` > (was there 3 doors?)
<DM_Tol> (yes)
<Blake` > "I wonder what all this old siege parts are here for"
<Athas> "Cowards."
<Blake` > "In anycase I have a feeling the body we seek is not here, let's try the third door"
<DM_Tol> 1d20
<TolBot> [DM_Tol's 1d20]: 9
<Blake` > "Also, keep in mind, if we come across a young woman, try to spare her life, she could be the daughter of the people we met back across the river"
* Reed nods and walks back toward the remaining doors.
* Blake` goes with Reed
<DM_Tol> (opening them?)
<Blake` > "This has to be the way" Blake opens the door
* Ryu follows along quietly
<DM_Tol> Through the double doors, you see a short hallway that ends at a "T".
* Blake` heads up towards the "T" and looks down each side
<DM_Tol> At the intersection a large passage to the right is caved in 40 ft down the passage.
<DM_Tol> To the left is a spiral staircase ahead leading up.
<Blake` > (can i use dungeoneering to try to see what way might be used more?)
<Shalanda> (If one side is caved in, I think the other side would be

used more?)

* Blake` heads towards the staircase

<DM_Tol> (yes, blake)

<Athas> "Where now?"

<Blake` > (yeah i didnt read that very well, my bad)

* Reed heads for the staircase.

<DM_Tol> (rolling dungeoneering checks are good idea under ground)

<DM_Tol> (like, to discern how old the cave in is)

<Blake` > (well we are underground right 😊)

<DM_Tol> (or why the stone glows, or things like that)

<Ryu> 1d20+2 dungeoneering

<TolBot> [Ryu's 1d20+2 dungeoneering]: 20

<Blake` > (i just thought i would try it, i didnt read the part about 'caved' thats all)

* Blake` heads up the stairs

<DM_Tol> Ryu, it appears to you from the design that the caved in hall was once the main entrance to the temple tomb. The cave in looks about 50 years old.

<Athas> "They crawl from the ground... I am not surprised."

* Shalanda follows after the group when they start moving out of sight.

<DM_Tol> You move up the stairs and reach a floor even with the balcony you saw above. The short hall moves back over the passage below and turns right, stopping at double doors, jus tlike the ones below you that lead into the main chamber.

* Blake` heads for the double doors and tries to push them open

<DM_Tol> It opens out onto the balcony that circles around the large chamber.

* Athas looks around, staying close to the group

* Blake` starts to follow the balcony around

* Reed follows behind Blake.

<DM_Tol> Over the side, you see the spike-filled eye with three sickle shapes projecting from it on the floor 25 ft. below you. (I said 35' earlier, correction here)

<DM_Tol> Above you is the domed roof and the opening to the sky through which you descended. The dome shows cracks in places and water trickles down from spots where the two great trees on the hill have shot roots down.

<DM_Tol> Also above is a constellation of dimly glowing pointsâ€”the roof of the chamber bears a star chart, with each star foiled with gold.

* Shalanda looks at the star chart with interest.

* Blake` stops for a moment to let people investigate

<DM_Tol> Above the balcony on a stone band is a writing, similar to that below.

* Reed turns his attention to the writing.

* Blake` looks for any new doors or hallways from his spot

<DM_Tol> The writing band is at the balcony's level, so you must walk the complete circle to read the writing. Doors exit out of the balcony to the north and the south.

* Athas looks around for the ambush

* Shalanda tries to attempt to discern if there is any magical or historical meaning to the star chart (Arcana and History?)

<DM_Tol> The writing says: "The One who Sleeps is the herald. His dreams can call to That Which Waits Beyond the Stars. When the Sleeper is awoken, He will dream again."

<DM_Tol> The stone of the words are exceptionally smooth, as if worn down.

<Athas> "Old Man Iron will slake his thirst on this lesser god."

<Blake` > (btw, unexpected lightning outside atm, since I stop responding)

<DM_Tol> (Arcana or Nature to study the start chart)

<Ryu> 1d20+12 Arcana

<TolBot> [Ryu's 1d20+12 Arcana]: 30

<Shalanda> 1d20+10 (Arcana)

<DM_Tol> Ryu, the star chart is very complicated, but after long study, it comes clear to you, somewhat.

<TolBot> [Shalanda's 1d20+10 (Arcana)]: 18

<Shalanda> 1d20+5 (Nature)

<TolBot> [Shalanda's 1d20+5 (Nature)]: 13

<Reed> (What door did we come in)

<DM_Tol> But not to you, Shalanda.

<DM_Tol> (west door)

<DM_Tol> (Doors in same three places as floor level below)

* Reed looks around and moves to investigate the northern door.

<DM_Tol> Ryu, the star chart along with the light coming through the opening is a kind of calendar.

<DM_Tol> It seems to you that the calendar tracks something.

* Shalanda gives up the study of the calendar and goes about reading the text surrounding the area.

<DM_Tol> Ryu, you finally notice something odd in the stars.

* Ryu looks to Shal, and explain what he sees and notices

* Blake` listens to Ryu teach Shalanda

* Shalanda looks back up at the star chart.

<DM_Tol> There is a constellation of 13 stars in in the chart that to your knowledge are not visible in the night sky.

* Ryu stares at the 13 unknown stars

<Ryu> "Shal, what do you make of those?"

<Shalanda> "I don't know. I'm more familiar with how the stars look in the Feywild."

<Blake` > "Is this going to help us find the body?"

<Blake` > "If not, we have a lot of temple to explore still, if so, then by all means"

<Athas> "We can explore after we've killed all the others."

* Reed gives the northern doors a push.

<DM_Tol> Reed, the doors open up into a hallway with door lining the sides.

<DM_Tol> Down the hall are four doors on the left, one on the right, and then a larger room with eating tables.

<Athas> "This is not good."

* Blake` goes with Reed

* Reed wanders into the hallway and has a listen at the door on the right.
<DM_Tol> You hear nothing at the door.
* Blake` opens the next door following the one Reed is working on
* Reed shrugs and tries to open the door.
<DM_Tol> Blake, you open a door on the left, and a robed human follower attacks you with a club.
* Ryu decides they're doing a good job and stands back idley
<DM_Tol> 1d20+12 vs AC
<TolBot> [DM_Tol's 1d20+12 vs AC]: 14
<Blake` > (miss)
<DM_Tol> It swings with a club, stumbling into the hall and missing you.
* Blake` tries to pin
* Ryu shakes his head "Do you need help there Blake?"
* Blake` tries to grab (i think is the term)
* Athas starts walking towards the melee.
<Blake` > 1d20+4 vs Ref
<TolBot> [Blake`s 1d20+4 vs Ref]: 7
* Shalanda readies her scythe to strike, unless it's the girl we are suppose to get.
<DM_Tol> Blake misses the man. (others can attack)
<DM_Tol> Shalanda, it looks like the man that was shooting from the balcony.
* Reed loads up his crossbow and fires at the man.
* Ryu sits back and watches, but he does draw his blade and let the tip rest on the ground
<Reed> 1d20+10
<TolBot> [Reed's 1d20+10]: 15
<DM_Tol> Reed kills the man where he stands. He falls down dead.
* Shalanda gets ready to strike and is sorely disappointed.
<DM_Tol> Reed, the door on the north pushes open into a smelly room. Six stalls hold latrines.
* Ryu looks at the man then Reed "You killed him, you drag him in there"
<DM_Tol> The first of four doors on the left of the hall, the one the man jumped out of, is a small room.
* Reed gives Ryu puss-in-boots eyes.
<DM_Tol> One bed, a chest and a little else is inside.
<Reed> "He looks heavy though. Why does the halfling drag?"
<Ryu> "You made the mess, clean it up."
* Blake` brushes some dirt off from his attempted grab
* Ryu he grins, sheaths his blade, and moves to help
* Athas snorts
<Reed> "Blake opened the door..."
<Blake` > "make sure you search for any keys and things"
* Reed sighs and searches the body.
<Ryu> "C'mon armrest, lets get this body out of sight"
<Ryu> (It's 'Haze the Halfling' time)
* Blake` search the room quickly and moves to the next door
<DM_Tol> You uncover common items... a comb, a blanket. a couple

coins. (I'll tell you how much later).

<DM_Tol> Blake, you stand outside the next door.

* Ryu drags the body into the room (did they check the chest too?)

<DM_Tol> (yes)

<Ryu> (taking the body into the room he jumped out of)

* Blake` opens it, ready this time, sword out

<DM_Tol> Opening the other three doors in time, no one jumps out. Each are like the others. It seems that some furnishing were old and unusable, rotted out, but that recently new bedrolls and clothing sacks were brought in.

<DM_Tol> In one room, a pile of bloody bandages in heaped in the corner.

* Ryu draws his blade as the other doors are opened, keeping it drawn

<DM_Tol> In another of these rooms, you see tucked inside the bedroll, the ornamental mask that your recognize from the effigy of Lord Nagalam the priests were carrying.

<DM_Tol> The mask is encrusted with jewels.

<Reed> "Score."

* Shalanda goes to collect it.

<Blake` > (if we only had that for the costume idea 😊)

* Shalanda gives Reed a look

* Reed grins cheekily at Shalanda.

* Athas looks around with disgust.

<Athas> "We should give this place to He Who Bites and Burns."

<DM_Tol> As you move down the hall towards the dining area of this living quarter section you're in, the scents of unwashed bodies and cooked meals hit your nose.

* Blake` continues forward

* Reed looks around the hall.

<DM_Tol> Dirty plates, a deck of playing cards and a common oil lamp sit on the two tables in this chamber.

<DM_Tol> A coal stove in the corner seems the cooking place. Beside it are sacks and crates with food staples.

<DM_Tol> There are two doors on the west side of the dining hall.

<Shalanda> "They definitely know we are here."

<Blake` > "Agreed"

* Blake` searches the two rooms off to the west

<DM_Tol> (They're on the east, sorry) One door pushes open to a small armory. You see the clubs and a couple crossbows and a couple grappling hooks.

* Reed pokes his head into the armory.

<DM_Tol> The larger door opens up to a large room of barracks, strewn with bedrolls and personal sacks and trunks.

<Reed> (Any bolts with those crossbows?)

<DM_Tol> While the four previous private rooms, were for more important folk, this is the general quarters it would seem. Rummaging through, you wind up with some small coin, a few mirrors, razors, combs, robes and the like.

<DM_Tol> Forty bolts are in the armory.

<Blake` > (any paladin bodies?)

* Reed grins and adds the bolts to his supply.
<Blake` > "Looks like we need to back track some and try another path"
<DM_Tol> You find no bodies, dead or alive. You do discover journals in three of the trunks.
* Reed wanders into the barracks after collecting the bolts.
<DM_Tol> Blake, one of the journals has the same binding at Aubry Dunne's journal you got at her home.
* Reed zips around the room, peaking at each of the journals.
* Blake` puts the journal in his pack
* Blake` tells the others about the journals possible relation to the Dunne daughter
* Reed grabs one of the others and flips through it to see if there's anything interesting in it.
<Blake` > "The ceremony takes place tonight, correct?"
<DM_Tol> Two of the cultist's journals are sparse. Speaking "all praise to the One who sleeps in the Chamber of Dreams". And life of the cult, and the hopes of reawakening. One talks about the plot to get the remains of the Evil Paladin and the Powerful One for the ritual on the night the moon hits the stars.
<DM_Tol> The thrid journal says things like:
<DM_Tol> "Finally a group that finds me important. Should serve my parents right for not listening to me, for worshiping my brother."
<DM_Tol> A later page:
<DM_Tol> "He Sleeps here in the Chamber of Dreams. When he awakens, all will be set right."
<DM_Tol> Another page:
<DM_Tol> "After a century past, when the moon is right, they can use remains to wake the One who Sleeps. They've been here a decade waiting to make it so."
<DM_Tol> Another page:
<Ryu> (Walking through a flooding basement, bare foot... not only was it cold, I swear my feet started to freeze to the concrete lol)
<DM_Tol> "This temple tomb has been here built after the first followers 100 years ago needed a place to gather. Volkylr's new gathering of the cult has made it all now possible. I'm so proud to be a part."
<DM_Tol> Another:
<Athas> "This is not a good thing."
* Blake` decides that it would be wise to flip through the journal he took also, for more possible insight
<Blake` > (brb)
<DM_Tol> "I'm worried. The Sleeper's coming some are saying will end the world. They are going to kill a band of priests."
<DM_Tol> Final entry: "Not powerful, but evil. Mom, what have I done? I'm so scared."
* Reed finds a quill and inkpot and starts defacing the other journals with rude words and images.
<DM_Tol> You find nothing else in the barracks.
<Blake` > "we need to stop this"

* Reed admires his work.
<Shalanda> "We can start by finding the remains."
* Shalanda looks over at Reed and then looks back.
* Athas 's scowl darkens.
<Athas> "My god will drink deep of these... these... vermin."
* Reed holds up a journal and grins at Athas. "Look what I drew."
* Shalanda looks over at Reed again.
* Shalanda turns to Blake and Ryu "Next time we go out, we should leave Reed with his wet nurse."
<Blake` > "let's move"
* Reed puts the journal back in the chest.
* Ryu grins and Shalanda, "If she's cute can I have one too?"
* Blake` heads back towards the balcony area and picks another door (west and east?)
<Athas> "Let's hunt these vermin down. Old Man Iron thirsts."
* Shalanda sighs
<Reed> (South)
<Shalanda> (We came from the west (downstairs) if I'm not mistaken, so south would be our last choice)
* Ryu follows the others
* Reed chuckles. "Just imagine the look on his face when he finds this."
<Blake` > (k)
<DM_Tol> You make your way back to the balcony and circle around to the southern double doors.
<Ryu> (Anybody want to skin a cat, mines being annoying)
* Blake` tries to push them open
<DM_Tol> The short hallway beyond these doors leads to a chamber within which you spy the base of a large statue made of dimly luminescent black stone.
<DM_Tol> Each wall of the hall has a thick chain running through rings set in the stone every 10 feet or so. The chains are slack between the rings and at the midpoint of the slack areas large metal balls replace several chain links.
<DM_Tol> From the ends of the chain near the door, it appears that each of these balls represents a lidless eye. The chains continue around the corners of the wall into the room.
* Shalanda approaches and examines one of the "eyes"
<DM_Tol> Down the hall is a hexagonal room (6 squares across) with the statue in the middle.
<DM_Tol> The statue at first appears to depict a cloaked and hooded figure holding a rusting sickle aloft in each hand, but a second glance reveals that it holds another sickle in a third arm. Between each pairing of arms is the deeply hooded visage, so that the statue effectively has three faces.
* Reed follows a chain with his eyes to determine if it connects to anything.
<Athas> (brb)
<DM_Tol> The chains all pass through the rings on the walls that bring them close to the three sickled arms of the statue.
<DM_Tol> The "eye" iron balls are on the far side of each ring on

the wall.

<DM_Tol> (You can use Percept and Intell checks to determine more)

<Blake` > 1d20+3 Perception on statue

<TolBot> [Blake`s 1d20+3 Perception on statue]: 22

<Shalanda> 1d20+5 Perception

<TolBot> [Shalanda's 1d20+5 Perception]: 19

<Shalanda> 1d20+3 Intelligence

<TolBot> [Shalanda's 1d20+3 Intelligence]: 19

<Blake` > (look to see if it rotates or have a lever)

<Ryu> 1d20+7 Intelligence

<TolBot> [Ryu's 1d20+7 Intelligence]: 8 (That stinks.)

<Ryu> (roflmao! my cat is rubbing off on me!)

<DM_Tol> The chain you see, Blake, finally comes out of the walls on the far side of the room, beside another set of double doors.

<Reed> 1d20+7 Perception

<TolBot> [Reed's 1d20+7 Perception]: 22

* Blake` points his observation out

<DM_Tol> ---- = chain

<DM_Tol> -0- = a ring in the chain

<DM_Tol> -@- = a ball in the chain

* Reed nods and starts for the doors.

<DM_Tol> There are three rings on the north wall and three on the south wall

<DM_Tol> ----@--0-----@--0-----@--0-----past statue then and into wall on other side.

<Athas> "Torture?"

<Ryu> (roflmao, the fuzball fell off my chair and splatted on his back, who says cats always land on their feet!)

* Blake` tries to open the other set of double doors

<DM_Tol> Blake, as you push on the doors, the reaper stature in the center of the room pivots, its scythe hooked into the chain, pulling the chain.

* Blake` continues to push

<Shalanda> "Uh oh"

* Ryu backs away from the statue

<DM_Tol> As the chain moves, two things happen, a portcullis gate drops behind these doors, as well as the doors you entered the room in...

<DM_Tol> And, the chain on one wall is pulled taught, along the south wall, and each ball latches into the hook beside it. A secret door behind each of the three hooks is slid open..

<DM_Tol> The portcullis drops, pinning you in this room, though you see the downward spiral staircase beyond.

* Shalanda scratches her head.

<Blake` > "Well..."

<Reed> "Looks like we have one choice."

<DM_Tol> As the secret doors are pulled open by the ball and chain and hook mechanism, a ghoul drifts out of the nook behind each one.

<Athas> "Well -- someone set woods on fire behind us."

<Shalanda> "This doesn't feel right..."

<DM_Tol> The freed ghouls turn towards the group.

<DM_Tol> *** as this session of KÄñnen land comes to a close ***

3-6-2011: TEMPLE CONTINUATION

[19:56] <DM_Tol> *** Game Recap ***
[19:57] * Harlequin_J_Goat is now known as Athas
[19:57] <DM_Tol> The party entered the Chamber of Dreams, a Temple Tomb created by evil cultists a century ago in honor of their fallen fiendish leader, to await his return from death.
[19:58] <DM_Tol> After tricks and traps and the occasional attack, they made their way through living quarters in search of the sight of the ritual that soon will take place.
[19:58] <DM_Tol> After exploring all other areas, they made it to a room with a large Reaper statue and a descending staircase on the opposite side.
[19:59] <DM_Tol> Chains along the wall turned out to be part of a trap, for as one adventurer attempted to open the door leading to the staircase beyond, the statue pivoted, its long Scythes catching and pulling the chains on one wall...
[20:00] <DM_Tol> ...which in turn dropped a portcullis at each exit, as well as opening secret doors on the west wall, releasing three ghouls from a small nook beyond.
[20:01] <DM_Tol> *** And thus begins this session of Können Land ***
[20:01] <DM_Tol> `init rolls please
[20:01] <TolBot> Please make an initiative roll (1d20+modifier).
[20:01] <Zahira> <brb...moving to other room>
[20:01] <Shalanda> 1d20+5 (Includes Blake bonus)
[20:01] <TolBot> [Shalanda's 1d20+5 (Includes Blake bonus)]: 6 (That stinks.)
[20:01] <Zahira> 1d20+7
[20:01] <Athas> 1d20+6
[20:01] <TolBot> [Zahira's 1d20+7]: 24
[20:01] <TolBot> [Athas's 1d20+6]: 11
[20:02] <Reede> 1d20+11
[20:02] <TolBot> [Reede's 1d20+11]: 29
[20:02] <DM_Tol> 1d20+8 for Ghouls
[20:02] <TolBot> [DM_Tol's 1d20+8 for Ghouls]: 14
[20:02] <Reede> (I keep forgetting Blake's bonus)
[20:02] <Athas> (is that the +2?)
[20:03] <DM_Tol> 1d20 for Blake
[20:03] <TolBot> [DM_Tol's 1d20 for Blake]: 2
[20:03] <DM_Tol> `init report
[20:03] <TolBot> Initiative Order: Reede, 29, Zahira, 24, Ghouls, 14, Athas, 11, Shalanda, 6, Blake, 2
[20:03] <Shalanda> (Yes)
[20:04] <WildKat> *quietly slips out
[20:04] <WildKat> 😊
[20:04] * WildKat (webchat@69f0504.static.tpgi.6ca6b00c.au.hmsk) Quit (Quit: Page closed)
[20:04] <DM_Tol> The Ghouls float out of their alcoves as Reede is first to react.
[20:04] * Reede quickly loads his crossbow and aims for the nearest ghoul.
[20:04] <Shalanda> (And so Ride of the Valkyries starts off my combat music)
[20:04] <Zahira> <good choice>
[20:05] <DM_Tol> (Roll. I'm guessing closest is at D4)
[20:06] <Reede> 1d20+12 (combat advantage for having first strike)
[20:06] <TolBot> [Reede's 1d20+12 (combat advantage for having first strike)]: 14
[20:06] <Reede> (that's on AC)
[20:07] <DM_Tol> Reede misses as Zahira acts.
[20:08] * Zahira draws her bow and hones in on the ghoul that is right near her (hunters Quarry on

D4)

[20:08] <Zahira> 1d20+7 vs ac

[20:08] <TolBot> [Zahira's 1d20+7 vs ac]: 23

[20:08] <Athas> (jeez...)

[20:08] <DM_Tol> (That's a hit, but will provoke an OA... sure not gonna shift one away first?)

[20:09] <Zahira> <darn those shifts still keep forgetting about them...i suppose i should move first>

[20:09] <DM_Tol> Zahira shifts back and zings Ghoul2. (dam)

[20:09] <Zahira> 1d10+7

[20:09] <Zahira> 1d6 HQ

[20:09] <TolBot> [Zahira's 1d10+7]: 12

[20:09] <TolBot> [Zahira's 1d6 HQ]: 6

[20:10] <DM_Tol> The ghoul screeches as they move in to attack.

[20:11] <DM_Tol> Ghoul2 attacks Zahira.

[20:12] <DM_Tol> 1d20+12 vs AC

[20:12] <TolBot> [DM_Tol's 1d20+12 vs AC]: 23

[20:12] <Zahira> <hit>

[20:12] <DM_Tol> The ghoul claws at Zahira, damaging and immobilizing her.

[20:12] <DM_Tol> 1d6+4

[20:12] <TolBot> [DM_Tol's 1d6+4]: 10

[20:13] <DM_Tol> Ghoul1 claws at

[20:13] <DM_Tol> 1d2

[20:13] <TolBot> [DM_Tol's 1d2]: 1

[20:13] <DM_Tol> Athas

[20:13] <DM_Tol> 1d20+12 vs AC

[20:13] <TolBot> [DM_Tol's 1d20+12 vs AC]: 16

[20:13] <DM_Tol> The ghoul misses as Ghoul3 claws at

[20:13] <DM_Tol> 1d2

[20:13] <TolBot> [DM_Tol's 1d2]: 1

[20:13] <DM_Tol> Athas

[20:14] <DM_Tol> 1d20+12 vs AC

[20:14] <TolBot> [DM_Tol's 1d20+12 vs AC]: 25

[20:14] <DM_Tol> 1d6+4 damage and immobilized, Athas.

[20:14] <TolBot> [DM_Tol's 1d6+4 damage and immobilized, Athas.]: 5

[20:15] <DM_Tol> Athas reacts with his own action, immobilized as he is.

[20:16] * Athas meets the ghoul's warcry with his own, sweeping his axe one way, then pivots and lashing out at a second.

[20:16] <Athas> (passing attack)

[20:17] <DM_Tol> (roll)

[20:17] <Athas> 1d20+12

[20:17] <TolBot> [Athas's 1d20+12]: 18

[20:18] <Zahira> <ty...lol...that think line aint dark enough>

[20:18] <Athas> (damage)

[20:18] <Athas> 1d12+7

[20:18] <TolBot> [Athas's 1d12+7]: 9

[20:18] <Athas> (second attack)

[20:19] <Athas> 1d20+12

[20:19] <TolBot> [Athas's 1d20+12]: 13 (That stinks.)

[20:19] <Athas> (bah)

[20:19] <DM_Tol> Athas missing with both attacks.

[20:19] <DM_Tol> Shalanda acts.

[20:19] * Shalanda raises up her holy symbol and calls forth the power of the Raven Queen (Turn

Undead Wis vs Will, burst 2, dam on miss)
[20:19] <Athas> (I missed with an 18?)
[20:19] <Shalanda> 1d20+6 Will vs Ghoul 1
[20:19] <TolBot> [Shalanda's 1d20+6 Will vs Ghoul 1]: 13
[20:19] <Shalanda> 1d20+6 Will vs Ghoul 2
[20:19] <TolBot> [Shalanda's 1d20+6 Will vs Ghoul 2]: 16
[20:19] <Shalanda> 1d20+6 Will vs Ghoul 3
[20:19] <TolBot> [Shalanda's 1d20+6 Will vs Ghoul 3]: 19
[20:19] <DM_Tol> (you did, Athas)
[20:20] <Athas> (will replace axe with AK-47)
[20:20] <DM_Tol> Shal hits the third Ghoul with her rebuke.
[20:20] <Shalanda> 2d10+3 (Divide by 2 if miss) Ghoul 1
[20:20] <TolBot> [Shalanda's 2d10+3 (Divide by 2 if miss) Ghoul 1]: 15
[20:20] <Shalanda> 2d10+3 (Divide by 2 if miss) Ghoul 2
[20:20] <TolBot> [Shalanda's 2d10+3 (Divide by 2 if miss) Ghoul 2]: 22
[20:20] <Shalanda> 2d10+3 (Divide by 2 if miss) Ghoul 3
[20:20] <TolBot> [Shalanda's 2d10+3 (Divide by 2 if miss) Ghoul 3]: 12
[20:20] <DM_Tol> (AC 21)
[20:21] <Shalanda> (Ghoul 3 pushed back and immobile until end of my next turn)
[20:21] <Shalanda> (Crap add +1 to all that damage)
[20:21] <DM_Tol> (k)
[20:21] <Shalanda> (End turn, no move or minor action)
[20:22] <DM_Tol> Shalanda damages all the ghouls, which each screech in turn as Blake frees himself from the fallen portcullis which had pinned the tip of his garment, and moves forward to aid.
[20:24] <DM_Tol> Blake calls out to Athas with Commander's Strike (Free basic melee attack, if you hit +2 bonus to dmg) Blake also moves closer to the fight...
[20:24] <DM_Tol> (Attack, Athas)
[20:24] <Athas> 1d20+10
[20:24] <TolBot> [Athas's 1d20+10]: 27
[20:24] <DM_Tol> Athas hits with his inspired attack. (+2 to damage)
[20:24] <Athas> 1d12+9
[20:24] <TolBot> [Athas's 1d12+9]: 21
[20:25] <DM_Tol> (ghoul1 or 2?)
[20:25] <Athas> (#1)
[20:26] <DM_Tol> Athas bloodies that Ghoul1.
[20:26] <DM_Tol> Ryu turns and begins studying the statue, the scythes and the chains on the wall and starts swinging at a scythe up in the air.
[20:26] <Athas> "SHE WHO STILL AND QUIETS WILL CHOKE ON YOUR BLOOD!"
[20:27] <DM_Tol> * Round 2 *
[20:27] <DM_Tol> Reede acts.
[20:27] <Shalanda> (So Ryu has lost it!)
[20:27] <DM_Tol> (Ryu is trying to figure out how to disable the mechanism)
[20:28] <DM_Tol> (aka, Ryu is afk)
[20:28] <Shalanda> (I know)
[20:28] <DM_Tol> As Reede decides what to do, the immobilized Zahira acts.
[20:28] <DM_Tol> (Grey is immobilized)
[20:28] * Reede focuses on the eyes of the ghouls before him, hoping to blind them (using blinding barrage on gh1 & 2, it's burst 3 so shouldn't provoke)
[20:29] <Reede> (and by burst I mean blast)
[20:29] <DM_Tol> (go ahead)
[20:29] <Reede> 1d20+10

[20:29] <TolBot> [Reede's 1d20+10]: 17
[20:29] <DM_Tol> (vs?)
[20:29] <Reede> (ac, that for gh1 or both)
[20:29] * Zahira fires another shot as she cannot move, taking a carefully aimed shot at the attacking fiend (ca/hq)
[20:29] <DM_Tol> Reede misses ghou1 1.
[20:30] <Zahira> 1d20+9
[20:30] <TolBot> [Zahira's 1d20+9]: 19
[20:30] <Reede> 1d20+10
[20:30] <TolBot> [Reede's 1d20+10]: 13
[20:30] <Reede> (okay, so half damage no blind)
[20:30] <Reede> 2d6+6
[20:30] <TolBot> [Reede's 2d6+6]: 16
[20:30] <DM_Tol> Reede makes no direct hit on ghou2 with his blinding barrage
[20:30] <Reede> (8 dmg each then)
[20:30] <DM_Tol> (roll dam on second one seperate I guess)
[20:31] <Reede> 2d6+6
[20:31] <TolBot> [Reede's 2d6+6]: 10
[20:31] <Reede> (8 and 5 then)
[20:31] <DM_Tol> Reede finishes at Zahira just misses with her shot.
[20:31] <Zahira> <darnit...>
[20:32] <DM_Tol> The Ghouls attack.
[20:32] <DM_Tol> 1d2
[20:32] <TolBot> [DM_Tol's 1d2]: 1
[20:32] <DM_Tol> The Ghou2 attacks Reede.
[20:33] <DM_Tol> 1d20+12
[20:33] <TolBot> [DM_Tol's 1d20+12]: 16
[20:33] <DM_Tol> It claws at Reede. (vs. AC)
[20:33] <Reede> (nope)
[20:33] <DM_Tol> 1d2
[20:33] <TolBot> [DM_Tol's 1d2]: 1
[20:34] <DM_Tol> The Ghou1 claws at the immobilized Athas, with a surprisingly strong attack that must be related to his immobilized status.
[20:34] <DM_Tol> Correction: The Ghoul attempts to BITE Athas.
[20:34] <Athas> (Did he floss?)
[20:34] <DM_Tol> 1d20+10 vs. AC
[20:34] <TolBot> [DM_Tol's 1d20+10 vs. AC]: 29
[20:35] <Shalanda> (By the looks of that roll, I'd say no)
[20:35] <DM_Tol> The Ghoul sinks its teeth into Athas' shoulder., stunning him.
[20:35] <DM_Tol> 3d6+4 and stunned
[20:35] <TolBot> [DM_Tol's 3d6+4 and stunned]: 17
[20:35] <DM_Tol> The third ghoul screeches from inside the nook.
[20:36] <DM_Tol> Athas acts.
[20:36] <Shalanda> (Stun means no action)
[20:36] <DM_Tol> (Athas, all you can do this action is roll a Save to unstun)
[20:37] <Athas> (fort?)
[20:37] <DM_Tol> (A save in 4e is a straight d20 ... 10 or better saves)
[20:37] <Athas> (do I add con bonus to roll?)
[20:37] <DM_Tol> (nope)
[20:37] <Athas> 1d20
[20:37] <TolBot> [Athas's 1d20]: 5

[20:37] <DM_Tol> Athas remains stunned as Shalanda acts.
[20:37] * Shalanda fey steps behind Gh1 and hits it with a Righteous Brand (Str vs AC)
[20:37] <Shalanda> 1d20+7
[20:37] <TolBot> [Shalanda's 1d20+7]: 12
[20:38] <Athas> (have it chew 20 times. A gassy ghoul is just gross)
[20:38] <DM_Tol> Shalanda maneuvers to gain combat advantage but misses the Ghoul as Blake acts.
[20:38] <Sentagur> (TolBot has some powerful cheats)
[20:38] * Blake` moves into the combat calling out to Athas "Shrug it off" (Minor action: Shake it Off) and then uses Commander's Strike on Shalanda (Free basic +2 dmg if you hit)
[20:39] <Shalanda> 1d20+7 (Str vs AC)
[20:39] <TolBot> [Shalanda's 1d20+7 (Str vs AC)]: 27 (Nailed it!)
[20:39] <DM_Tol> (Shalanda, You'd need to be opposite from Reede to be flanking... the stunned Athas does not represent a threat.)
[20:39] <Blake` > (shake it off lets Athas roll another saving throw)
[20:39] <Shalanda> (That roll did not include Flanking)
[20:39] <Athas> 1d20
[20:39] <TolBot> [Athas's 1d20]: 8
[20:39] <Athas> (I defy you!)
[20:40] <DM_Tol> (ok)
[20:40] <Shalanda> (14 damage)
[20:40] <Shalanda> "FEEL THE FURY OF MY GOD!"
[20:41] <DM_Tol> Athas, inspired by Blake's leadership, attempts once more to shake off the stunning effects of the bite, but fails.
[20:41] <DM_Tol> Shalanda, on the other hand, nails the Ghoul (Ghoul1 or 2?)
[20:41] <Shalanda> (Ghoul 1)
[20:42] <DM_Tol> The first ghoul is destroyed.
[20:42] <DM_Tol> (Shal, does Ghoul3 need to attempt save, or lasts til your round?)
[20:42] <Shalanda> (It's mobile now.)
[20:43] <Shalanda> (I unmarked it already)
[20:43] <DM_Tol> Ryu turns his attention to the chain on the wall and attempts to hack at it.
[20:43] <DM_Tol> (thanks)
[20:43] <DM_Tol> * Round 3 *
[20:43] <DM_Tol> Reede acts.
[20:43] * Reede shifts back a square while loading a bolt and fixing his aim on a ghoul (gh2, using Trickster's Blade).
[20:44] <Reede> 1d20+10
[20:44] <TolBot> [Reede's 1d20+10]: 13
[20:44] <DM_Tol> Reede unfortunately misses.
[20:44] * Reede curses loudly in dwarven.
[20:44] <DM_Tol> Zahira acts.
[20:45] * Zahira grumbles to herself and shifts over before releasing another arrow into the ghoul before her (HQ/CS)
[20:45] <Zahira> 1d20+9
[20:45] <TolBot> [Zahira's 1d20+9]: 23
[20:45] <DM_Tol> (Zahira, you saved from immobilized?)
[20:45] <Zahira> <i thought you said 1 rnd/...lemme save then>
[20:46] <DM_Tol> (it's till save. roll last round's save)
[20:46] <Zahira> <will?>
[20:46] <Shalanda> (Straight D20)
[20:46] <Zahira> 1d20

[20:46] <TolBot> [Zahira's 1d20]: 2
[20:46] <DM_Tol> (In 4th edition, a "Save" means roll 1d20... normally with no mods. 10 or better saves)
[20:47] <DM_Tol> Zahira attempts to move back but is thwarted by being immobilized.
[20:47] <Zahira> <ahh...>
[20:47] <Zahira> <so do i still shoot him then? 😊>
[20:47] <DM_Tol> Zahira plants an arrow into the ghoul, which claws at her in turn with an OA.
[20:47] <DM_Tol> 1d20+12
[20:47] <TolBot> [DM_Tol's 1d20+12]: 16
[20:48] <DM_Tol> (vs. AC. miss?)
[20:48] <Zahira> 1d10+8
[20:48] <Zahira> 1d6
[20:48] <Zahira> <miss>
[20:48] <TolBot> [Zahira's 1d10+8]: 18
[20:48] <TolBot> [Zahira's 1d6]: 2
[20:49] <DM_Tol> Zahira bloodies the ghoul as it fights back, attempting to BITE her.
[20:49] <DM_Tol> 1d20+10
[20:49] <TolBot> [DM_Tol's 1d20+10]: 22
[20:49] <DM_Tol> (vs AC, hit?)
[20:50] <Zahira> <bite me jack, and ill bite you back>
[20:50] <Zahira> <hit>
[20:50] <DM_Tol> 3d6+4 and stunned
[20:50] <TolBot> [DM_Tol's 3d6+4 and stunned]: 21
[20:50] <DM_Tol> Zahira receives a vicious bite, and is stunned.
[20:50] <DM_Tol> The third ghoul moves up and claws at Blake.
[20:50] * Zahira looks pretty bad
[20:50] <DM_Tol> 1d20+12 vAC
[20:50] <TolBot> [DM_Tol's 1d20+12 vAC]: 28
[20:51] <DM_Tol> 1d6+4 and immobilized
[20:51] <TolBot> [DM_Tol's 1d6+4 and immobilized]: 9
[20:51] <DM_Tol> Athas attempts to shake off the stunning effect.
[20:52] <Athas> 1d20
[20:52] <TolBot> [Athas's 1d20]: 19
[20:52] <DM_Tol> Athas frees himself to act next chance, as Shalanda acts.
[20:52] <Shalanda> (SHouldn't he have gotten a save last round and this round for his immobile condition?)
[20:52] * Shalanda shifts between Gh2 and Zahira and hits it with a Healing Strike (Str vs AC)
[20:52] * Athas stirs and his hand falls on his axe handle.
[20:53] <Shalanda> 1d20+7
[20:53] <TolBot> [Shalanda's 1d20+7]: 19
[20:53] <DM_Tol> (I'm not stacking them, but having the stun replace the immobil)
[20:53] <DM_Tol> (You CAN have stacked conditions... but this is how I'm interpreting it... as degree of being unable to move)
[20:53] <DM_Tol> (v?)
[20:54] <Shalanda> (Gh2)
[20:54] <DM_Tol> (Vs. AC?)
[20:54] <Shalanda> (Yes, that was mentioned in the attack, sorry)
[20:54] <DM_Tol> (sorry)
[20:55] <DM_Tol> (I've told you upstream AC is 21)
[20:55] <Shalanda> (I missed that one.)

[20:55] <Shalanda> (End action)
[20:55] <DM_Tol> The immobilized Blake acts.
[20:55] <Zahira> <gives tol some more oreos to increase sugar levels>
[20:55] <DM_Tol> (I already went to get another, and my wife has hid them like I asked.)
[20:55] * Blake` slides one space and turns and attack the Ghoul to his side with Warlord's Strike (vs AC) (If I hit all allies have +2 dmg to attack on Ghoul3)
[20:56] <Blake` > 1d20+8 vs AC
[20:56] <TolBot> [Blake`'s 1d20+8 vs AC]: 18
[20:56] <DM_Tol> (can't slide, Blake... no move action)
[20:56] <Blake` > (ok)
[20:56] <DM_Tol> Blake misses with his attack. (Their AC is 21).
[20:56] <DM_Tol> (Roll save Blake)
[20:56] <Blake` > 1d20
[20:56] <TolBot> [Blake`'s 1d20]: 12
[20:57] <DM_Tol> Blake shakes off the immobilized effects.
[20:57] <DM_Tol> *Round 4 *
[20:57] <DM_Tol> Reede acts.
[20:58] * Reede aims once again at the bloodied ghoul.
[20:58] <Reede> 1d20+10
[20:58] <TolBot> [Reede's 1d20+10]: 21
[20:59] <DM_Tol> (hit)
[20:59] <Reede> 1d6+8
[20:59] <TolBot> [Reede's 1d6+8]: 14
[20:59] <DM_Tol> The Ghoul howls as Zahira attempts to move. (save)
[20:59] * Zahira attempts to become de-stunned
[20:59] <Zahira> 1d20
[20:59] <TolBot> [Zahira's 1d20]: 14
[21:00] <DM_Tol> Zahira frees herself from all immobilizations, just in time to counter the Ghoul's attack.
[21:00] <DM_Tol> 1d3
[21:00] <TolBot> [DM_Tol's 1d3]: 2
[21:00] <DM_Tol> 1d2
[21:00] <TolBot> [DM_Tol's 1d2]: 2
[21:00] <DM_Tol> The ghoul attacks Zahira once again.
[21:01] <DM_Tol> 1d20+12 v. AC
[21:01] <TolBot> [DM_Tol's 1d20+12 v. AC]: 26
[21:01] <Zahira> <i figured it would hit>
[21:01] <DM_Tol> 1d6+2 and immobilized.
[21:01] <TolBot> [DM_Tol's 1d6+2 and immobilized.]: 7
[21:01] * Zahira just barely remains standing with the aid of her bow
[21:02] <DM_Tol> The third Ghoul attacks Blake.
[21:02] <DM_Tol> 1d20+12 vAC
[21:02] <TolBot> [DM_Tol's 1d20+12 vAC]: 16
[21:02] <Blake` > (miss)
[21:02] <DM_Tol> The ghoul misses Blake as Athas finds himself finally free to act once more.
[21:02] * Athas swings at the third ghoul
[21:03] <DM_Tol> 3#1d20
[21:03] <TolBot> [DM_Tol's 3#1d20]: 16, 12, 15 (Sum:43)
[21:03] <Athas> 1d20+10
[21:03] <TolBot> [Athas's 1d20+10]: 15
[21:03] <Athas> (dang... I need to do something to get more plusses...)

[21:03] <DM_Tol> (You are gonna shift into range, I take it?)
[21:03] <DM_Tol> (+10 is pretty good)
[21:04] <DM_Tol> Athas misses as Shalanda acts.
[21:04] * Shalanda strikes at the ghoul pressing his attack on Zahira with another Righteous Brand (Str vs AC - may also use action point dependent on result)
[21:04] <Shalanda> 1d20+9
[21:04] <TolBot> [Shalanda's 1d20+9]: 16
[21:04] <Shalanda> Action Point: Healing Word on Zahira
[21:05] <DM_Tol> Shalanda misses.
[21:05] <Shalanda> 1d6+4 and use a surge
[21:05] <TolBot> [Shalanda's 1d6+4 and use a surge]: 7
[21:05] <Zahira> <kk>
[21:06] <DM_Tol> 1d20+10
[21:06] <TolBot> [DM_Tol's 1d20+10]: 15
[21:06] <DM_Tol> Ryu hacks at the ghoul and misses as Blake acts.
[21:06] * Blake` uses (Minor action) on Zahira attempting to reinvigor her with inspiration (Inspiring word: Zahira can use a healing surge + 1d6+3) and then Blake attacks the ghouls with Hammer and Anvil calling out to Athas "Let's finish this one!!" (vs Reflex) (If I hit Athas gets to attack as a free action, if he hits +3 to dmg)
[21:07] <Blake` > 1d20+8 vs Ref
[21:07] <TolBot> [Blake`s 1d20+8 vs Ref]: 21
[21:07] <Athas> (I get an attack?)
[21:07] <DM_Tol> Blake hits his target, granting Athas a free attack.
[21:07] <Blake` > 1d8+3
[21:07] <TolBot> [Blake`s 1d8+3]: 9
[21:08] <Athas> 1d20+10
[21:08] <TolBot> [Athas's 1d20+10]: 15
[21:08] <Athas> (rolls eyes)
[21:08] <DM_Tol> Athas misses.
[21:08] <Blake` > (LOL)
[21:08] <Blake` > (we should have kept that halfling you guys saved and left Athas with the Dunne family)
[21:08] <DM_Tol> (rotfl)
[21:09] <DM_Tol> * Round 6 *
[21:09] <Blake` > (jk! 😊)
[21:09] <DM_Tol> Reede acts.
[21:09] <Blake` > (did Zahira get that heal?)
[21:09] <Zahira> 1d6+3
[21:09] <TolBot> [Zahira's 1d6+3]: 4
[21:09] * Reede prepares a shot and fires again at the wounded ghoul.
[21:09] <Reede> 1d20+10
[21:09] <TolBot> [Reede's 1d20+10]: 21
[21:09] <Reede> 1d6+8
[21:09] <TolBot> [Reede's 1d6+8]: 13
[21:09] <DM_Tol> (you mean bloodied, since both are wounded. Hit)
[21:10] <Reede> (of course)
[21:10] <Zahira> <die already...again...>
[21:10] <DM_Tol> Reede sends a missile which slices the ghoul's head off as it dissipates.
[21:10] <DM_Tol> The immobilized Zahira acts.
[21:11] <Zahira> 1d20

[21:11] <TolBot> [Zahira's 1d20]: 9
[21:12] * Zahira cant do anything today it seems
[21:12] <DM_Tol> Ghoul3 ignores the inept Athas and attacks Blake.
[21:12] <Blake` > (you are absorbing lots of dmg for us)
[21:12] <Zahira> <lmao...im the new yoyo?>
[21:12] <DM_Tol> 1d20+12 vAC claw attack
[21:12] <TolBot> [DM_Tol's 1d20+12 vAC claw attack]: 25
[21:12] <Blake` > (hit)
[21:12] <DM_Tol> Blake is immobilized as it claws him.
[21:12] <DM_Tol> 1d6+2
[21:12] <TolBot> [DM_Tol's 1d6+2]: 3
[21:13] <DM_Tol> Athas "acts".
[21:13] <Athas> (Ghoul #3 ignores me? No one... no one ignores me!)
[21:13] <Blake` > (hehe, make it pay)
[21:13] <Athas> (reaping strike)
[21:13] <Athas> 1d20+10
[21:13] <TolBot> [Athas's 1d20+10]: 16
[21:14] <Athas> (I quit...)
[21:14] <Shalanda> (More like Weeping Strike)
[21:14] <DM_Tol> Athas distracts the Ghoul so that Shalanda can act.
[21:14] <Reede> (brb, bano)
[21:14] * Shalanda advances on Gh3, letting loose another Righteous Brand (str vs AC)
[21:14] <Shalanda> 1d20+7
[21:14] <TolBot> [Shalanda's 1d20+7]: 23
[21:14] <Shalanda> 2d4+4
[21:14] <TolBot> [Shalanda's 2d4+4]: 8
[21:14] <DM_Tol> Shalanda brands the ghoul as it howls and the immobilized Blake acts.
[21:14] <Shalanda> "Athas, I'm going to move into a flanking position, take the other side."
[21:15] * Blake` calls out a Commander's Strike for Athas as Blake tries to shurg off the immobilization (free basic attack for Athas, +2 dmg if he hits)
[21:15] <Shalanda> (Athas gets +3 to hit with all attacks until my next turn)
[21:15] <Blake` > 1d20 for save
[21:15] <TolBot> [Blake`s 1d20 for save]: 5
[21:15] <Athas> 1d20+13
[21:15] <TolBot> [Athas's 1d20+13]: 15
[21:16] <DM_Tol> Athas attempts to aid but fails.
[21:16] <Athas> (you're kidding)
[21:16] <DM_Tol> (you guys aren't flanking right now)
[21:16] <Shalanda> (No we aren't, but Righteous Brand gives a hit bonus to a target of my choice if I hit)
[21:17] <Blake` > (Tol can you add puppies and kittens to the combat next time for Athas to attack so he can hit something)
[21:17] <DM_Tol> * Round 7 *
[21:17] <DM_Tol> (LOL)
[21:17] <Shalanda> (I think he needs the Broadside of a Barn, and the ground really.)
[21:17] <Blake` > (lol)
[21:17] <Shalanda> (Puppies and Kittens are too small, cute, and distracting.)
[21:17] <Athas> (... and I am allergic)
[21:17] <Reede> (back)
[21:17] <Shalanda> (Were-Puppy?)
[21:17] <DM_Tol> (Shal, I was suggesting you move one more square so he CAN flank)

[21:18] <Zahira> <we need the broad side f a mega hanger from the airport...>
[21:18] <DM_Tol> Reede acts.
[21:18] <Shalanda> (I can't until next round, or I provoke an AoO)
[21:18] * Reede loads another bolt and turns on the remaining ghoul.
[21:18] <Reede> 1d20+10
[21:18] <TolBot> [Reede's 1d20+10]: 22
[21:18] <Reede> 1d6+8
[21:18] <TolBot> [Reede's 1d6+8]: 13
[21:19] <DM_Tol> Reede badly damages the Ghoul, continuing his dominating attacks.
[21:19] <DM_Tol> The halfling reloads his bow as Zahira acts.
[21:20] * Zahira attempts to move!
[21:20] <Zahira> 1d20
[21:20] <TolBot> [Zahira's 1d20]: 14
[21:20] <DM_Tol> 1d3
[21:20] <TolBot> [DM_Tol's 1d3]: 2
[21:20] <DM_Tol> 1d2
[21:20] <TolBot> [DM_Tol's 1d2]: 1
[21:20] <DM_Tol> The Ghoul attacks Shalanda.
[21:20] <Shalanda> (Mulligan)
[21:20] <Zahira> <lol>
[21:20] <DM_Tol> 1d20+12 vAC
[21:20] <TolBot> [DM_Tol's 1d20+12 vAC]: 23
[21:21] <Shalanda> (hit)
[21:21] <DM_Tol> (realized should exclude Athas, since hasn't threatened)
[21:21] <DM_Tol> 1d6+2 and immobilized.
[21:21] <TolBot> [DM_Tol's 1d6+2 and immobilized.]: 6
[21:21] <Blake` > (lol)
[21:21] <DM_Tol> Shalanda is clawed and immobilized, disrupting her flanking plans.
[21:21] <Athas> (lol)
[21:21] <DM_Tol> Athas acts.
[21:22] <Shalanda> (Swinging a big axe around isn't threatening? Then dress that man up in a kitten costume and give him to some cosplayers)
[21:22] <Athas> 1d20+10
[21:22] <TolBot> [Athas's 1d20+10]: 23
[21:22] <Athas> (ha!)
[21:22] <DM_Tol> Athas HITS!
[21:22] <Shalanda> (You still have the +3 until my turn)
[21:22] <DM_Tol> (ok, not threatened, but hit)
[21:22] <Athas> 1d12+10
[21:22] <TolBot> [Athas's 1d12+10]: 11
[21:23] <DM_Tol> Athas plants an axe into the ghoul as Shalanda acts.
[21:23] * Shalanda swings again with a Righteous Brand
[21:23] <Shalanda> 1d20+7
[21:23] <TolBot> [Shalanda's 1d20+7]: 27 (You da man.)
[21:23] <Shalanda> (12 damage, Athas gets another +3 hit)
[21:23] <DM_Tol> Shalanda hits the ghouls with menacing power.
[21:24] <Shalanda> 1d20
[21:24] <TolBot> [Shalanda's 1d20]: 17
[21:24] <Shalanda> (Saved)
[21:24] <Shalanda> "Prepare to meet your creator in hell undead spawn!"
[21:24] <DM_Tol> The ghoul reels from the power and gurgles menacingly.

[21:24] <DM_Tol> * Round 8 *
[21:24] <DM_Tol> Reede acts.
[21:25] <Blake` > (what aboutme?)
[21:25] <DM_Tol> (er... sorry)
[21:25] <DM_Tol> Blake acts.
[21:25] <Shalanda> (You are mesmerized by Athas's sudden ability to attack)
[21:25] * Blake` calls out another Commander's Strike for Athas, seeing that he has regained his focus "Cut it in half!!" (Free basic attack, +2 dmg if you hit)
[21:25] <DM_Tol> (rotfl)
[21:25] <Blake` > (lol)
[21:26] <Athas> 1d20+13
[21:26] <TolBot> [Athas's 1d20+13]: 33 (Nailed it!)
[21:26] <Blake` > (boom)
[21:26] <Athas> (YEAH!)
[21:26] <DM_Tol> Athas slices through the ghoul, which splatters on the wall and dissipates.
[21:26] <Athas> 1d12+12
[21:26] <TolBot> [Athas's 1d12+12]: 20
[21:26] <Shalanda> (It's max damage on a crit champ)
[21:26] <Athas> (ahh... cool)
[21:26] <DM_Tol> (Critical hit... full damage... so was 24... though the ghoul was at 3 HPs)
[21:26] <Blake` > (nice attack)
[21:26] <Zahira> <woot>
[21:27] * Shalanda uses her last healing word on Zahira
[21:27] <DM_Tol> Ryu walks forward.
[21:27] <Shalanda> 1d6+3 and use a surge
[21:27] <TolBot> [Shalanda's 1d6+3 and use a surge]: 7
[21:27] <Athas> "She Who Stills and Quiets chokes on your blood!"
[21:27] <DM_Tol> Ryu:"Don't touch anything."
[21:27] <DM_Tol> He glares at Blake.
[21:27] * Zahira curses under her breath in elven.
[21:27] <Zahira> 1d6+3
[21:27] <TolBot> [Zahira's 1d6+3]: 9
[21:27] * Blake` takes a minute to recover
[21:27] <DM_Tol> Ryu: "I can't figure this stuff out, but I'm certain there are more doors, and probably ghouls on this side of the room."
[21:28] * Shalanda finds a spot to rest and catch her breath from the fight.
[21:28] <DM_Tol> (Milestone, action point gained by all.)
[21:28] <DM_Tol> (Then get benefits of short rest, too)
[21:29] <Athas> (my program isn't letting me harvest those benefits...)
[21:30] <Blake` > "well we don't have much time to figure it out"
[21:30] <Zahira> <i need to get the program...would make this a bit easier ol>
[21:31] * Zahira looks to Ryu. "What are you having difficulty with?"
[21:31] <Athas> (what do I get from milestone and short rest? Oh, spending a surge)
[21:31] <DM_Tol> (Just means you can use whatever surges you want, and renews encounter powers)
[21:31] <Shalanda> (Encounter powers back, an action point, and can use healing surges)
[21:31] <Athas> (can I use a second?)
[21:31] <DM_Tol> (Action point is NOT from the short rest.... that's from gettign a milestone)
[21:32] * Blake` uses one healing surge after his rest
[21:32] <DM_Tol> (So, if you haven't used one, yes, you have 2 APs)
[21:32] <Athas> (did it)

[21:33] * Athas stands up on shaky feet.
[21:33] <DM_Tol> Ryu draws your attention to the wall chain, the portcullises, and the statue. You may each try and figure out the mechanism or disable it with Thievery or Dungeoneering skill checks.
[21:33] * Zahira takes a look at it.
[21:33] * Blake` starts to investigate them again "Well pushing the door did not work"
[21:34] * Athas keeps an eye out for more minions.
[21:34] * Shalanda begins to investigate it as well (Dungeoneering)
[21:34] <Shalanda> 1d20+5
[21:34] <TolBot> [Shalanda's 1d20+5]: 12
[21:34] <Zahira> 1d20+9 dung
[21:34] <TolBot> [Zahira's 1d20+9 dung]: 11
[21:34] <DM_Tol> (Please, no more "dung" checks. hehe)
[21:34] <Zahira> <lol>
[21:34] <Athas> ("There it is!")
[21:35] <Shalanda> (You find previously processed corn)
[21:35] <Zahira> <eew>
[21:35] <Reede> (can I use Thievery to investigate or just to disable)
[21:36] <DM_Tol> (You roll, and higher the total determines the result... just information or totally disabling)
[21:36] <DM_Tol> (evryone can make one dung check and one thiev check)
[21:36] * Reede has a look at the device.
[21:36] <Reede> 1d20+2
[21:36] <TolBot> [Reede's 1d20+2]: 8
[21:37] <Zahira> 1d20+7 (thievery...no dung this time)
[21:37] <TolBot> [Zahira's 1d20+7 (thievery...no dung this time)]: 15
[21:37] <Shalanda> 1d20+3 (thievery)
[21:37] <TolBot> [Shalanda's 1d20+3 (thievery)]: 10
[21:37] <Reede> (dung for that)
[21:37] <Reede> 1d20+14 (thievery)
[21:37] <TolBot> [Reede's 1d20+14 (thievery)]: 30
[21:37] <Zahira> <go reede!>
[21:37] <Shalanda> (Hey, that was my gold pouch!)
[21:37] <DM_Tol> Reede moves onto the pedestal of the stature, reaching into the Reaper's robe.
[21:37] <DM_Tol> * Click *
[21:38] <DM_Tol> The chains on the wall roll in reverse... the porcullises ascend up into the ceiling.
[21:38] <Zahira> "Well...that seems a good sign."
[21:39] * Athas (Harlequin_@34aa832c.dhcp.a3d59c23.com.hmsk) Quit (Ping timeout: 244 seconds□)
[21:39] <Shalanda> (That didn't)
[21:39] <Shalanda> "Indeed, progress I hope."
[21:39] <Blake` > "well done!"
[21:40] * Reede grins.
[21:40] <Reede> "It's a gift."
[21:41] <Blake` > "Let's go finish this"
[21:42] <Zahira> "Aye, lets do this before we all end up running into more...fun things."
[21:42] <DM_Tol> In your searching around, you come to realize that a downward view of the reaper, with three arms with scyths spreading our, has the same image as the pattern in the main chamber floor, which was and eye in the center, with three scythe-like channels in the floor leading to the walls.
[21:43] <Shalanda> "Hmmm"
[21:43] <Reede> "Hmm."
[21:43] <Shalanda> "I wonder if there are more passages like this in the main hall?"

[21:43] * Athas ([Harlequin @34aa832c.dhcp.a3d59c23.com.hmsk](#)) has joined #grove
[21:44] * Zahira ponders thoughtlessly...i mean thoughtfully
[21:44] <Athas> (hello?)
[21:44] <Zahira> <wb>
[21:44] <Blake` > "Why do you think that?"
[21:45] <DM_Tol> (Sketch of Pattern in the Chamber map in the battle grid)
[21:45] <Shalanda> "It looks similar."
[21:45] <Blake` > "so you think we missed some passages?"
[21:46] <Shalanda> "I don't know, but if we don't find what we are looking for this way, it might be something to look at later."
[21:46] <DM_Tol> At the end of the room, past the statue and the raised portcullis, a spiral staircase leads down.
[21:46] * Athas looks down the staircase
[21:46] * Blake` nods in agreement "perhaps some historical artifacts could be located" Blake smiles
[21:47] * Reede ponders the staircase. "Want to head down?"
[21:47] <DM_Tol> Athas, the stairs wind down at least two turns, out of sight. The center column blocks any further view.
[21:47] <Blake` > "Yes, let go see what the stairs offer us"
[21:48] <Athas> "I will go first."
[21:48] * Blake` follows along
[21:48] * Zahira nods in agreement. "Ill take the rear"
[21:48] * Athas starts down the stairwell, axe ready.
[21:49] <Reede> (that's what she said)
[21:49] <Zahira> <tee hee>
[21:49] <Blake` > (hehe)
[21:49] * Reede follows behind Athas.
[21:50] * Shalanda takes up guard in the back.
[21:51] <DM_Tol> You move down the stairs, carefully, two turns around.
[21:52] <DM_Tol> As you reach this level that is on the level of the floor below you, a hallway leads away north, but the stairs also continue down.
[21:52] <Athas> "Forward or down?"
[21:52] <Blake` > "You choose"
[21:52] <Zahira> "Which way do we go george, which way do we go?"
[21:52] <DM_Tol> 1d20
[21:52] <TolBot> [DM_Tol's 1d20]: 3
[21:52] <DM_Tol> You see movement down the hall.
[21:53] * Athas puts a finger to his lips.
[21:53] * Blake` freezes
[21:53] <Athas> (is it a straight shot, or are there corners?)
[21:54] * Shalanda pauses
[21:54] <DM_Tol> Straight hall, 20 feet. Pitch dark.
[21:55] <DM_Tol> (If you had a light to shine forward...)
[21:56] <Zahira> <need a light? 😊>
[21:56] <Blake` > (i should have a sunrod on me, they come with adventure kits right?)
[21:57] <Zahira> <yerp>
[21:57] <Athas> (I prefer night vision)
[21:57] * Blake` carefully pulls out a sunrod from his pack and hands it to Athas and whispers "Do you want this?"
[21:58] * Athas nods and moves forward and to one side.
[21:58] * Athas lights the rod

[21:59] <DM_Tol> Athas, as you light the rod, moving forward down the hall, your light falls on a robed figure.

[21:59] <Shalanda> (The horde of kittens and puppies attack, enraged by the light.)

[21:59] <Blake` > (lol)

[21:59] <DM_Tol> You see the figure loading a crossbow, ineptly. She squeals as the light hits her, you hear the string twang, and she wails as the bolt sticks into her foot.

[22:00] * Athas lashes out at her

[22:00] <DM_Tol> Woman: "Auughhhh!"

[22:00] * Reede chuckles.

[22:00] * Reede has a bad feeling and yells out at Athas.

[22:00] <DM_Tol> She falls to the ground as her hood falls back, revealing her auburn hair and soiled face.

[22:00] <Reede> "Oye, get out of it you brute!"

[22:00] * Athas reaches down and grabs her by the collar.

[22:01] <DM_Tol> Athas, you lift the young lady to her feet as she flails.

[22:01] <Reede> "Carry on, thought you were gonna break her in half.

[22:01] * Blake` pulls out the Dunne journal from his pack and holds it in the open as the party moves around her

[22:02] <Athas> "Be silent, woman! If I wanted to hurt you, your head'd be rolling down the stairs."

[22:02] <DM_Tol> AubreyDunne: "No, no, no, no..."

[22:02] <DM_Tol> She sobs.

[22:02] * Athas clamps his hand over her mouth.

[22:03] <Athas> "By Old Woman Wood -- be silent!"

[22:03] * Shalanda whispers down the stairs... "What's going on?"

[22:03] <Blake` > "We may have found the Dunne daughter"

[22:03] * Blake` hands the journal to Athas, "show her this, it might calm her down"

[22:04] <DM_Tol> She goes quiet suddenly as she hears Blake.

[22:04] <DM_Tol> AubreyDunne: "Where? How did you get this?"

[22:04] * Athas takes the journal and holds it in front of her eyes.

[22:05] <Blake` > "Tell her Athas, how you saved her brother and her mothers request, and ask her for help, we need it"

[22:06] * Blake` uses diplomacy with the daughter "Let us explain everything" (see if we can get her to trust us, if its needed)

[22:06] <DM_Tol> (roll)

[22:06] <Blake` > 1d20+15

[22:06] <TolBot> [Blake`s 1d20+15]: 16 (Not good.)

[22:07] <Blake` > (nightmare)

[22:07] <DM_Tol> AubreyDunne: "I don't believe you! YOU took my brother."

[22:08] <Blake` > "Hmmm, well I wasn't even there, allow them to explain" Blake looks frustrated with himself

[22:08] <Shalanda> "What did that little selfish brat accuse us of?"

[22:08] <Athas> "We saved your brother from slavers."

[22:08] <DM_Tol> (Athas, roll a diplomacy)

[22:08] * Blake` moves away from the scene a little towards the back

[22:08] <Athas> 1d20+1

[22:08] <TolBot> [Athas's 1d20+1]: 5

[22:08] <DM_Tol> AubreyDunne: "No, I don't believe you."

[22:08] <Shalanda> "Do you know how sick and tired I am of people accusing us of kidnapping him!"

[22:09] * Shalanda pushes her way to the front.

[22:09] <DM_Tol> (anyone else wanna roll a diplomacy... DC is 10)

[22:09] * Reede shakes his head. "It's true. There was a big fight and everything."

[22:09] <Reede> 1d20+4
[22:09] <TolBot> [Reede's 1d20+4]: 20
[22:09] <DM_Tol> AubreyDunne finally calms down, listening to reede.
[22:10] * Zahira (Unfer@4b4b3765.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Quit: *Snoooooorrreeee*)
[22:10] <DM_Tol> AubreyDunne hears your tale of returning her brother, and the priest battle, and being at her home.
[22:10] * Reede smiles softly. "Come on, we should get you home. Your family misses you."
[22:10] <DM_Tol> AubreyDunne stands up.
[22:10] <DM_Tol> Ryu: "You all can go on. I'll take her up to Berrian."
[22:10] <Shalanda> "We have a body to recover first, that she helped steal. As far as I'm concerned, she's still a cultist."
[22:11] <DM_Tol> AubreyDunne: "But I just want to go home."
[22:11] <DM_Tol> She sobs.
[22:11] <Shalanda> "She can help us recover it and redeem herself, if that is really her wish, or I'll cut her down myself."
[22:11] <DM_Tol> AubreyDunne: "I didn't know what they were doing... there was a young man..."
[22:11] <Blake` > "Shalanda has a good point, tell us your name and help us out" (not sure if she did or not, just dont see it)
[22:11] <Athas> "If she doesn't stop her weeping, I'll cut her down."
[22:12] <DM_Tol> (You know her name from teh journal and from her mother)
[22:12] <DM_Tol> (and from her nick, hehe)
[22:12] <Blake` > "That way we can bring you back to safe home, if we fail here, you might not have a home"
[22:12] <Blake` > (ha, i am a moron)
[22:14] <Shalanda> "You can start by telling us of this man you spoke of, and where they are keeping the body."
[22:14] * Athas lets her go gently.
[22:15] <DM_Tol> AubreyDunne explains about a young man she met in town, who got her involved in the cult. By her description, you know him as the man you killed up in the barracks.
[22:16] <Blake` > (awkward)
[22:16] <DM_Tol> AubreyDunne talks about coming to the cult as rebellion against her parents, but as she learned more, feared for what they were doing and feared for her life for them to find out.
[22:17] <Athas> "Idiot woman."
[22:17] <Blake` > (lol)
[22:17] <DM_Tol> She sobs.
[22:17] <Shalanda> "Where are they keeping the body they took?"
[22:18] <DM_Tol> AubreyDunne: "The horn, the body and the horn are down in the Tomb of the Sleeping One. All are down there, to begin the ritual tonight."
[22:19] <Athas> "Stop crying."
[22:20] <Shalanda> "How many are there here?"
[22:20] <DM_Tol> AubreyDunne: "They're all down there. You mustn't go. They'll kill you."
[22:21] <Shalanda> "How many, give me a number so I know how many souls to send to the Raven Queen this evening."
[22:21] <DM_Tol> AubreyDunne: "All of them... The other Followers, maybe eight, and the Seers, and Volthnyr. He's going to wake the Sleeper."
[22:22] <Athas> "Who is this Sleeper?"
[22:22] <Shalanda> "The demon whose horn they have."
[22:22] <DM_Tol> AubreyDunne: "Yes, the Fiend."
[22:23] <Shalanda> "How many seers are there?"
[22:23] <DM_Tol> AubreyDunne: "It died a century ago, and with its remains and the remains of the one who killed it, they believe they can bring him back with power of Undead... it's supposed to

destroy the world. I am so afraid."

[22:24] <DM_Tol> AubreyDunne: "I don't know, I'm not allowed down there. There is the Seer who sleeps in the barracks, blood with bandages all the time, he can hear the Sleepers' thoughts and passes them to Vothnyr, the cult leader."

[22:24] <DM_Tol> AubreyDunne: "But I've heard there are other Seers, but they do not come above. I do not know."

[22:25] <DM_Tol> She sobs.

[22:26] * Athas hands her to Shalanda.

[22:26] <Athas> "Take the whelp."

[22:26] * Shalanda takes her by the wrist.

[22:27] <DM_Tol> AubreyDunne: "And traps, to keep us out who can not go. If you go, be careful. Others went down who should not and they showed us their heads."

[22:28] <Shalanda> "How many of these trap locations do you know about?"

[22:28] <DM_Tol> AubreyDunne: "I don't know anything about where or what. Just be careful."

[22:29] * Shalanda reaches into her pack for her rope.

[22:29] <Athas> "Idiot whelp."

[22:29] * Shalanda hands it to Athas.

[22:29] <DM_Tol> Ryu takes her other hand.

[22:29] <Shalanda> "Would you do the honors.

[22:29] <DM_Tol> Ryu: "Don't be an idiot, she'll get us killed if we take her along."

[22:29] <DM_Tol> Ryu: "I'll take her up to Berrian."

[22:30] <Blake` > "If you take her up, be quick and rejoin us if you can"

[22:30] <DM_Tol> AubreyDunne: "We can go this way." She points towards the end of the hall, which looks like the back side of a door."

[22:30] * Athas ties her arms and hinds behind her tightly.

[22:30] <Shalanda> "I'm not sending her up unbound, she's already tried to kill us earlier when we came in."

[22:31] <Shalanda> "Likely also told them we were here with that guy she was with too."

[22:31] <Athas> "Who is going to take her back?"

[22:31] <DM_Tol> Ryu: "I said I would, are you deaf?"

[22:32] <Blake` > "Then take her already"

[22:32] <Athas> "No -- merely impatient."

[22:32] * Athas pushes her to Ryu.

[22:32] <DM_Tol> Ryu moves forward and pushes upoen the door at the end of the hall. It opens up into a stall of the War Machine room you found on the first floor.

[22:33] <DM_Tol> Ryu moves out into the room cautiously, then turns to the woman, "Come on then."

[22:35] <DM_Tol> She moves forward and walks away with Ryu.

[22:35] * Shalanda watches them go.

[22:35] <Shalanda> "Keeping her alive better be worth it."

[22:35] <DM_Tol> (only if you want to level. 😊)

[22:36] <Shalanda> (Gasp)

[22:36] <Blake` > (hehe)

[22:36] <DM_Tol> They move out of view as you stand in the dark corridor beside the stairwell.

[22:36] <Shalanda> "Let us continue, time is wasting."

[22:36] <Blake` > "Lead on Athas"

[22:36] * Athas continues forward

[22:37] <DM_Tol> You move towards the stairwell. As you leave the door of the passage, it slowly closes, hiding the view of the War Machine room. (And Ryu is never heard from again.)

[22:37] <Athas> (until his head comes rolling down hte staircase)

[22:38] <DM_Tol> The dimly lit stairwell descends two more times around before depositing you in a basement.

[22:38] * Athas sniffs the air

[22:39] <Shalanda> (He who smelt it, dealt it)

[22:39] <DM_Tol> Away from the stairs leads to a 30' hallway, with a door on either end.

[22:39] <DM_Tol> The air is stale.

[22:39] * Athas moves quietly to teh door.

[22:40] <DM_Tol> While all the hallways in the floors above were 10ft wide, this passage is 5' wide. While the east door looks like all the others, the door to the west is especially remarkable.

[22:41] <Blake` > (if we want to make any perception checks for anything that could be considered out of the ordinary, what do we use?)

[22:41] <DM_Tol> The east door is made of wood and open, but the door to the west is made of stone and bears a life-size relief of a tall horned-and-cloaked figure holding a maul in two hands.

[22:42] <DM_Tol> (*made of wood and is open)

[22:42] <DM_Tol> (Perception roll. Otherwise I use your passive check.)

[22:43] <Athas> 1d20+2

[22:43] <ToIbot> [Athas's 1d20+2]: 18

[22:43] <Reede> 1d20+7

[22:43] <ToIbot> [Reede's 1d20+7]: 18

[22:44] <DM_Tol> The stone door to the west looks like it hasn't been opened for decades or more... covered in cobwebs and dusts.

[22:44] <Shalanda> 1d20+6

[22:44] <ToIbot> [Shalanda's 1d20+6]: 15

[22:44] <DM_Tol> The door is locked and has a keyhole.

[22:44] * Reede wanders over to check out the east door.

[22:45] <DM_Tol> Reede, you hear faint moaning past the east door. Past the door you see the hall ends in a "T", with turns to the left and right.

[22:46] <Athas> "Which way?"

[22:46] <Blake` > "Pick the one that looks the most travelled"

[22:47] * Athas looks down one way, then the other.

[22:47] <Shalanda> "I agree with Blake, the dusty door may have something of value, but can be investigated later."

[22:48] * Athas creeps towards the less dusty door.

[22:49] * Reede nods and starts down the hall, checking for traps as he does.

[22:49] <DM_Tol> The open wood door reveals an intersection 15' ahead.

[22:50] <Reede> (perception on that?)

[22:50] * Athas pauses

[22:50] <DM_Tol> As you reach the intersection, you hear moaning and mumbling faintly from the north passage. The South route goes on longer and moves out of sight.

[22:50] <DM_Tol> (you can, Reede)

[22:50] <Reede> 1d20+7

[22:50] <ToIbot> [Reede's 1d20+7]: 11

[22:51] <Reede> (that's less than my passive, blah)

[22:51] * Reede starts down the north passage.

[22:51] <DM_Tol> Reede, as you move along the narrow hall, you see more wooden doors, five on the right, and five on the left opposite them.

[22:52] <Athas> "Barracks?"

[22:52] * Reede listens to see if he can determine the source of the moaning.

[22:53] <DM_Tol> The moaning which comes intermittently is still further to the north down the passage. You hear nothing behind the doors on the sides.

[22:54] <Shalanda> "The seer the Dunne child mentioned?"

[22:54] * Reede tries to open the first door on the right.
[22:54] <DM_Tol> It is locked.
[22:54] <Reede> (can I pick it?)
[22:55] <DM_Tol> (dunno, can you? yes, roll thievery, DC20)
[22:55] <Reede> (what's bonus for thieves tools, +1?)
[22:56] <DM_Tol> (dunno)
[22:56] <Athas> ("Lock! I pick you!")
[22:57] <Reede> 1d20+16 (+2 for tools)
[22:57] <TolBot> [Reede's 1d20+16 (+2 for tools)]: 32
[22:57] <DM_Tol> * click *
[22:57] * Reede opens the door and has a look inside.
[22:57] <DM_Tol> Reede opens the wooden door. Inside, you see a small cell, with rusty remains of manacles attached to the wall.
[22:59] * Reede closes the door and decides to leave the others alone and continue down the passage.
[23:00] <DM_Tol> You move down the hall, and see a room open up at the end.
[23:00] * Shalanda wonders if this is an underground prison section.
[23:00] <DM_Tol> It is what can only be described as a torture chamber. Seated on a stool in the center of this room, you see bald man with his back to you. He's stripped to the waist, and his back is a bloody mess of lacerations.
[23:01] <DM_Tol> Long chains are attached to the arms he holds limply by his sides as you see the man rock back and forth.
[23:01] * Athas looks one way, then the other... and peeks into the room.
[23:01] <Reede> "Ghastly..."
[23:01] <DM_Tol> He mutters something unintelligibly and then picks up a quill, and leans over beginning to write something in a large open book.
[23:02] <DM_Tol> *** As this session of Können Land comes to a close ***

3-13-2011: KÖNNEN AND THE TEMPLE OF DOOM

[20:02] <DM_Tol> *** Game Recap ***

[20:03] <DM_Tol> The party continued its way into the bowels of the Chamber of Dreams, and temple made a century ago to usher in the second coming of the evil lord, the fiend whom they followed and worshipped.

[20:04] <DM_Tol> Now equipped with the remains of the One who Sleeps, along with his foe the Paladin of the Raven Queen, the revived cult awaits the beginning of a horrific ceremony to awaken the one who Sleeps.

[20:05] <DM_Tol> The group found its way to the dungeon level, after finding and freeing Aurora, the daughter of the Dunne family, who had gotten caught up in the cult and welcomed the freedom.

[20:05] <Warbudgie> here

[20:05] <Warbudgie> sorry had a phone call

[20:05] * Warbudgie is now known as Blake`

[20:06] <DM_Tol> Within the dungeon level, the group made its way into a small prison, and a torture room, and a mannish creature dwelling within.

[20:06] * TolBot (TolBot@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:06] <Reed> (KILL IT WITH ARROWS)

[20:07] <DM_Tol> ~links

[20:07] <DM_Tol> `links

[20:07] <Ryu> (It's Shalanda's missing boyfriend)

[20:07] <Shalanda> (Lucius?)

[20:07] <Blake` > (lol)

[20:07] <DM_Tol> Seated on a stool in the center of this room, you see bald man with his back to you. He's stripped to the waist, and his back is a bloody mess of lacerations.

[20:07] <DM_Tol> Long chains are attached to the arms he holds limply by his sides as you see the man rock back and forth.

[20:08] <DM_Tol> He mutters something unintelligibly and then picks up a quill, and leans over beginning to write something in a large open book.

[20:08] <DM_Tol> *** Thus begins this session of Können Land ***

[20:08] * Berrian takes it all in, trying to make sense of things

[20:09] <Blake` > (brb, 20 seconds)

[20:09] * Shalanda looks concerned about this scene.

[20:10] <Reed> (last time a man said brb to me he said two seconds, it's been two hours)

[20:10] * Reed blinks a few times, unsure of how to proceed.

[20:10] <DM_Tol> His back remains to you, the bleeding backside, ripped with lacerations and clear self-flogging.

[20:11] <DM_Tol> (Insight checks any seeing the site).

[20:11] <Reed> 1d20+2

[20:11] <TolBot> [Reed's 1d20+2]: 15

[20:12] <Shalanda> 1d20+10

[20:12] <TolBot> [Shalanda's 1d20+10]: 28

[20:12] <DM_Tol> Ryu, you and Athas finish bringing the Dunne girl out to the main chamber, up the ropes to the outside of the temple.

[20:12] <Berrian> (I am there, right?)

[20:12] <DM_Tol> Athas decides to stay outside with the woman as you and Berrian descend into the chamber and to the spiral stairs leading down.

[20:13] <DM_Tol> Ryu and Berrian move down the stairs and down the hall, coming up behind the others.

[20:13] <DM_Tol> (there)

[20:13] <DM_Tol> (done reshuffling my absent/present players)

[20:13] <Ryu> (Heh)

[20:14] <DM_Tol> Shalanda, as you see the man's bleeding back, you recall the private room beside the barracks with the pile of fresh and old bloody bandages in the corner.

[20:15] <Shalanda> (Does it look like we have to go through this room to progress further?)

[20:19] <DM_Tol> Peering into the 45' x 40' room, you see a half dozen tables and contraptions for torturous purpose. It may even have holding areas on the sides, but you see no other exits.

[20:19] * Shalanda points back the way we came.

[20:20] * Berrian nods and follows Shalanda

[20:20] * Blake` exits also

[20:21] * Reed is kind of tempted to just shoot the weirdo.

[20:21] * Reed sighs and follows along.

[20:21] * Ryu follows quietly

[20:22] <Blake` > "Can you leave such a creature there Shalanda?"

[20:22] <Blake` > "I suppose I should say, its a good thing you can"

[20:22] <Shalanda> "We can come back for him later, we'd waste time and resources on him, and it appeared there was no path of progression beyond him.

[20:23] <Shalanda> "We have time to compete with at the moment, which will become luxury for killing the unworthy later."

[20:23] * Blake` nods

[20:24] * Reed sigh. "I just kinda wanted to see what was in that book. Maybe it's important. Or maybe not."

[20:24] <DM_Tol> You back away from the torture room, past the small cells and back to the "T" intersection. To the right (west) is the stairwell that brought you here, while continuing ahead (south) you the passage ends in with a space beyond.

[20:25] * Reed presses on to the south.

[20:25] * Sentagur (chatzilla@1322de1d.cpe.net.cable.f33844f1.com.hmsk) Quit (Quit: ChatZilla 0.9.86 [SeaMonkey 2.0.12/20110123225408]□)

[20:26] * Zahira (Unfer@4b4b3765.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood

[20:26] <DM_Tol> 40' down the south passage, the hall ends at the edge of an enourmous circular pit, about 50' in diameter.

[20:26] <Shalanda> (Welcome)

[20:26] <DM_Tol> (repost for Zahira)

[20:26] * Reed looks down into the pit.

[20:26] <Zahira> <hey...sorry im late...been rather sick>

[20:26] <DM_Tol> You back away from the torture room, past the small cells and back to the "T" intersection. To the right (west) is the stairwell that brought you here, while continuing ahead (south) you the passage ends in with a space beyond.

[20:27] <DM_Tol> 40' down the south passage, the hall ends at the edge of an enourmous circular pit, about 50' in diameter.

[20:28] <DM_Tol> Dominating the center of the pit is a 15' wide pillar that rises to your level. Atop the pillar is a turnstile, with 3 scyth-like blades equidistant from each other, extending out to the walls of the circular space.

[20:28] <Ryu> (Welcome back Sleepy head)

[20:28] <DM_Tol> (the pattern matches that of the main chamber as well as the grim reaper statue chamber.)

[20:29] * Reed cocks his head a little.

[20:29] <Reed> "This place is weird.

[20:29] <DM_Tol> The three sickle-like steel blades in fact touch the edge of the pit and from the marks on the wall, it's clear that the turnstile must somewho turn the blades to use as a bridge to the opening on the wall on the other side of the expanse.

[20:29] <Blake` > "Seems like they put a lot of effort into this temple, its..interesting."
[20:29] <DM_Tol> Currently, the blades are turned away from you.
[20:30] * Zahira would nod in agreement. "Quite...complexing..."
[20:30] * Ryu observes quietly, seemingly lost in thought.
[20:30] <Berrian> "I am lost as to what to do, so I shall follow and help when able."
[20:31] <DM_Tol> (The blade/bridge pattern matches the pattern demonstrated in the second tab of the battle grid)
[20:32] * Shalanda ponders this layout.
[20:32] <Shalanda> I'm having trouble telling, but does this pattern look like it would line up with the blood grooves from the first room?"
[20:33] <Shalanda> "...or do we need to turn it somehow to match?"
[20:33] * Reed continues observing and thinking.
[20:34] <Ryu> "A Temple that has blood grooves, you know, I'm starting to feel right at home," he grins.
[20:34] <Reed> (Insight or perception maybe?)
[20:35] <DM_Tol> (do I need to draw a map?)
[20:35] <Blake` > (yes)
[20:35] <Reed> (maybe, I'm bad at puzzles)
[20:40] <DM_Tol> (Ok, rough drawing of the room <http://tiny.cc/battlegrid>)
[20:40] <DM_Tol> (have to be logged in to google to see the drawing I think)
[20:41] <Blake` > (i dont see anything for some reason)
[20:41] <Shalanda> (What are the door like boxes on the top and bottom?)
[20:41] <Zahira> <one hook is backwards right?>
[20:41] <DM_Tol> You walk out onto the small landing. The blades are currently not near you.
[20:42] <Reed> (sign in to goodle blake)
[20:42] <DM_Tol> (Yes, that is how I originally drew up the symbol, zahira. I forgot that last time I drew it)
[20:42] <Zahira> <kk>
[20:42] <DM_Tol> Across the expanse, past the turnstile, you see another landing and a hallway beyond.
[20:42] <Reed> (what are those little alcoves on the sides, are they accessible?)
[20:43] <DM_Tol> (You can make out doors on the left and right side of the chamber, all on this same level, with a pit below.)
[20:43] <DM_Tol> (doors)
[20:43] <Reed> (is there a path or do we need to make one?)
[20:44] * Shalanda looks down into the pit to see if a bottom can be seen.
[20:45] <DM_Tol> The pit is 30 feet.
[20:46] * Zahira looks out at the central turntable to see if anything of use can be seen.
[20:46] <DM_Tol> There is not currently a path to the turnstile, since a blade does not point towards you.
[20:47] * Blake` searches the walls along the hallways before the pit for any hidden levers
[20:47] <Shalanda> "If I had my rope, I'd say lasso one of the scythes and pull it in.
[20:47] <Zahira> "I have some if you would like to try."
[20:47] * Reed looks around for a switch or a lever around the landing.
[20:48] <Blake` > "I suppose you could try that while we search for some hidden lever"
[20:48] <Shalanda> "Can give it a go."
[20:49] * Zahira pulls it out from her bag and tosses it to Shalandra
[20:49] <Reed> (percep/dung check maybe?)
[20:49] <DM_Tol> You see no switch on the landing, but on the center column, it looks like a simple turnstile (where you turn the bar and the blades would move)
[20:50] <Reed> (center column accessible?)

[20:50] <DM_Tol> (You can stand on it. It is nearly 20
[20:50] <DM_Tol> 20' across, but you can not reach it)
[20:50] * Shalanda will attempt to hook the blade by the top door and pull it in towards the group.
[20:50] <Blake` > (so basically we are at a ledge, and 20' away there is another ledge)
[20:51] <Blake` > "Can you portal over to that ledge Shalanda?"
[20:51] <DM_Tol> (Athletics check. DC 15... the blade is not very far away)
[20:51] <DM_Tol> (Yes, it's 5 spaces away)
[20:51] <Shalanda> 1d20+5
[20:51] <TolBot> [Shalanda's 1d20+5]: 8
[20:51] <DM_Tol> Shalanda misses with the rope.
[20:51] * Reed looks at the blade and the rope.
[20:52] <Reed> "Mind if I give it a try?"
[20:52] <Shalanda> "I could probably fairly easily, however I suspect it would end badly."
[20:52] * Shalanda passes over the rope.
[20:52] * Reed focuses and attempts to hook the blade
[20:52] <DM_Tol> (The blade is about 5' is width all along the blade.)
[20:52] <Reed> 1d20+8
[20:52] <TolBot> [Reed's 1d20+8]: 15
[20:52] <Blake` > "Fair enough, but I have a feeling, we need to get over there, and likely we would find a way down"
[20:52] <DM_Tol> Reed hooks the rope around the blade.
[20:53] * Reed gives it a tug.
[20:53] <Shalanda> "It feels too easy to just fey step over, and that gives me the willies."
[20:53] <Zahira> "I dont like knowing there are doors down there already. It just screams trap..."
[20:53] <Berrian> "Agreed, Shalanda"
[20:53] <Shalanda> "Exactly my thought."
[20:53] <DM_Tol> You pull at the rope, and are surprised at how easily the blades turn. A screeching sound brings the blade pointing towards your landing.
[20:54] <DM_Tol> (The doors are you your level, 30' above the floor of the pit.
[20:54] <Shalanda> (And below the doors open to reveal... Hungry Hungry Hippos)
[20:54] * Reed pulls the blade over to form a bridge.
[20:55] <Blake` > "Nice work Reed"
[20:56] <Zahira> "Well, that gets us halfway there at least."
[20:56] * Reed grins and pads across to the center turnstile.
[20:57] <Berrian> "This feels wrong to me."
[20:58] <Zahira> "Same...I feel quite unnerved about this." She keeps a careful eye out for what she hopes will not come. <but knowing that the DM loves to mess with us, most likely will>
[20:58] <Blake` > "Well, I am sure there is an easier way, but what do you suggest?"
[20:59] <Reed> (by my count we can go forward or turn right, yeah?)
[20:59] <DM_Tol> (Anyone gonna step out onto the 5' wide sickle blade that leads to the centre turnstile?)
[20:59] <Zahira> <reed did i thought>
[20:59] <Shalanda> (Reed already did)
[20:59] <DM_Tol> (You can walk the blade to the center column, but the other two blades will lead to blank wall space)
[21:00] <Ryu> (I'm distracted, semi-afk)
[21:00] <Reed> (yeah, I had Reed venture out)
[21:00] <DM_Tol> Reed reaches the center column.
[21:00] * Reed grins.
[21:00] <DM_Tol> (as ryu conveniently goes afk so he can be last to die from the dreaded blade trap.)

[21:00] <Blake` > (lol)
[21:00] <Reed> "Let's go you lot, we have adventuring to do."
[21:00] * Blake` tries to cross
[21:01] <Zahira> "Well...if we attach the rope to the next scythe, someone can pull it from here to spin it to one of the doors or the other ledge."
[21:01] <Shalanda> "I'll try that."
[21:01] <DM_Tol> The contraption clearly shows you can spin the blades while on the center column.
[21:02] <DM_Tol> Blake joins Reede on the center column.
[21:02] <Zahira> <or that>
[21:02] <DM_Tol> (Hmm, do you need an Athl check to walk a 5' wide plank?)
[21:03] <Shalanda> (I'd doubt it, it's probably wider than one of your kids lying down on the floor.
[21:03] <Blake` > (i can do one)
[21:03] <DM_Tol> (nah)
[21:03] <Zahira> "Well, ill take my rope back and we can just use the central knob to turn it."
[21:03] <Blake` > (is it atheletics or acrobatics?)
[21:04] <DM_Tol> Zahira gathers her rope.
[21:04] * Berrian shrugs and follows out onto the center.
[21:04] <DM_Tol> (no rolls to walk the blade)
[21:04] * Ryu heads out ot the center as well
[21:04] <DM_Tol> Berrian joins Blake and Reede on the center column. Followed by Ryu.
[21:05] <Zahira> <never forget to gather your things...DM always takes advantage...*eyes Tol*
[21:05] <DM_Tol> (Two or three more could fit on the column, or someone can wander out onto another blade.)
[21:05] * Zahira steps up to follow the others.
[21:05] <Blake` > "Alright Reed keep up the good work here"
[21:05] * Reed thinks a minute.
[21:05] <DM_Tol> Zahira gets onto the column as things get tighter.
[21:06] <DM_Tol> (Shalanda last?)
[21:06] <Reed> "Alright, so it's getting uncomfortable, and I'm turning this thing soon. Are we going forward or turning?"
[21:06] <Blake` > "You pick"
[21:07] * Reed nods. "Down we go."
[21:07] <DM_Tol> (think of those movies with a buddhist temples with the monks each pushing a pole jutting out of a center pole to turn the turnstile... that make sense?)
[21:07] <Blake` > (yes)
[21:08] <Zahira> <yerp>
[21:08] <DM_Tol> (every one is on the center column but Shalnda, right?)
[21:08] <Blake` > "how do we go down?"
[21:08] <Blake` > (i think so)
[21:08] * Reed places his hands on the turnstile.
[21:08] * Shalanda watches from the entry-way.
[21:09] * Reed laughs. "You could always jump. But I meant right. Halfling jargon you know."
[21:09] <Blake` > "do you need help with that Reed?"
[21:09] <DM_Tol> On the doors across the left and right walls, you can see now familiar images of the Sleeper holding his Maul.
[21:09] * Reed starts to push on the pole.
[21:10] <DM_Tol> (the turnstile is such that if one pushes it, all of you will have to... there are four poles jutting out, and if they turned, you would have some clearance to the edge of the column but not much.)
[21:10] <DM_Tol> Reed, you find that pushing alone is difficult.
[21:10] * Blake` takes his place to help turn (if that is in fact what we are attempting)

[21:11] * Ryu does the same
[21:11] <Shalanda> "What if the platform is weighted so that when somebody is in the center one of the doors on the side opens if a scythe reaches it?"
[21:12] <DM_Tol> (Ok... what direction do you turn the turnstile?)
[21:12] <Zahira> "Well, then it looks like we will have more to worry about"
[21:12] <DM_Tol> 1d20+8
[21:12] <TolBot> [DM_Tol's 1d20+8]: 13
[21:13] <DM_Tol> 1d20
[21:13] <TolBot> [DM_Tol's 1d20]: 18
[21:13] <Blake` > (clockwise?)
[21:13] <DM_Tol> (Refl, Shal?)
[21:13] <Blake` > "Reed, which was are you pushing?"
[21:13] <Shalanda> (Ref 13)
[21:13] * Blake` gets on the same side as Reed to be able to push in the same direction
[21:13] * Zahira takes her bow off her shoulder and nocks an arrow just in case.
[21:14] <Reed> (I was thinking anti-clockwise in my head)
[21:14] <DM_Tol> (ok, clockwise or counter?)
[21:14] <Blake` > (ok)
[21:14] <Blake` > (the way reed is going)
[21:14] <Blake` > (anti)
[21:14] <Reed> (counter-clockwise then)
[21:16] <DM_Tol> You begin to more the blades slowly counter-clockwise.
[21:16] <DM_Tol> As it starts to move, Shalanda, you feel shoved from behind as you fall forward off the platform.
[21:17] <Blake` > (lol)
[21:17] <Zahira> <Imao...figures>
[21:17] <Shalanda> "What the..."
[21:17] <Blake` > (way to go reed, she is gonna be so angry with you)
[21:17] <DM_Tol> Some of you see the hideous figure from the torture chamber as Shalanda falls forward.
[21:18] <Blake` > (so did she fall to the bottom?)
[21:18] <DM_Tol> (Shal, action as you fall forward?)
[21:18] <Shalanda> (Look back and fey step behind him?)
[21:18] <DM_Tol> (You could attempt a "grab" onto the bridge as you fall)
[21:19] <DM_Tol> (hmm, you can fey step, but can't look back while free falling forward...)
[21:19] <DM_Tol> (could fey step onto the bridge... i think the colum is out of reach... lemme check)
[21:19] <Shalanda> (I'll try for the grab then)
[21:20] <DM_Tol> (Column is 6 squares away)
[21:21] <DM_Tol> (But could Fey onto the blade bridge right beside the column.)
[21:21] <DM_Tol> (or try a grab)
[21:21] <Shalanda> (What's my roll?)
[21:21] <DM_Tol> (It's an Athl check.. lemme check DC)
[21:21] <Shalanda> 1d20+5
[21:21] <TolBot> [Shalanda's 1d20+5]: 20
[21:23] <DM_Tol> Shalanda falls off the ledge and grabs hold of the blade as it spins past, catching herself. The group stops spinning after seeing the man and Shalanda's fall. The blade moves slowly to a stop.
[21:24] * Blake` heads over to offer some help "can you make it over?"
[21:24] <DM_Tol> Blake walks down the blade, as Shalanda dangles just beside the doorway on the right wall.
[21:25] * Shalanda looks for a clear line of sight to her attacker.

[21:25] * Blake` tries to find some balance and offers her an arm
[21:25] <DM_Tol> As some of you see the man at the doorway, you see that his eyes have been closed up, empty of eyeballs.
[21:25] <Blake` > "Took the acrobatic way over I see"
[21:25] <DM_Tol> (The blad Shal and Blake are on is at the door on the right wall)
[21:25] * Berrian eyes his bow. "Should I take a shot at him?"
[21:25] <DM_Tol> The creature lifts a finger....
[21:26] <DM_Tol> Seer: "I know who you are!"
[21:26] <Shalanda> "Then you know what I'm going to do to you for pushing me."
[21:26] <DM_Tol> Seer: "You are the ones the Sleeper was trying to warn me about in my last vision."
[21:26] * Reed sighs. "A blind seer. How original."
[21:27] * Reed pulls out his crossbow.
[21:28] * Zahira has her bow readied, waiting on the actions of the others.
[21:28] <DM_Tol> Seer: "Voثنyr would not believe me, but here you are. Arrrgh."
[21:28] * Blake` tries to offer Shalanda help up by pulling her "Let's get you up!"
[21:28] * Blake` quickly looks up and back at Shalanda "Before its to later"
[21:28] <Blake` > (later = late)
[21:29] * Shalanda pulls herself up.
[21:29] <DM_Tol> Seer: "You will not stop the Sleeper from waking. So now... you sleep."
[21:29] * Ryu watches the events unfold
[21:29] * Blake` tries to hurry back to the platform
[21:29] <Ryu> "I don't know, I think I might have to put my money on Shal this round..."
[21:30] <Reed> "Group vote, shoot the loonie?"
[21:30] <Blake` > "yes, shoot"
[21:30] <DM_Tol> The creature reaches forward blindly past the platform, reaching for a blade bridge.
[21:30] <Shalanda> "Yes, before I get my chance at him."
[21:30] * Reed loads and fires a bolt at the creature.
[21:30] <DM_Tol> (roll)
[21:30] * Berrian fires at the creature as well.
[21:30] <Reed> 1d20+10
[21:30] * Zahira lets an arrow fly at the outstretching hand.
[21:30] <TolBot> [Reed's 1d20+10]: 18
[21:31] <DM_Tol> (roll)
[21:31] <Zahira> 1d20+7
[21:31] <TolBot> [Zahira's 1d20+7]: 22
[21:31] <Shalanda> (If I can, I would like to fey step behind the seer)
[21:31] <Berrian> 2#1d20+10 (twin strike)
[21:31] <TolBot> [Berrian's 2#1d20+10 (twin strike)]: 29, 18 (Sum:47)
[21:32] <DM_Tol> (AC 15)
[21:32] <DM_Tol> (Shal, that landing is over 5 squares)
[21:32] <Reed> (so, we all hit for massive damage <3)
[21:32] <Berrian> 2#1d10+1
[21:32] <TolBot> [Berrian's 2#1d10+1]: 3, 9 (Sum:12)
[21:32] <Reed> 1d6+8
[21:32] <TolBot> [Reed's 1d6+8]: 9
[21:32] <Zahira> 1d10+7
[21:32] <TolBot> [Zahira's 1d10+7]: 10
[21:33] <DM_Tol> (ok, damage is 12 + 9 + 10?)
[21:33] <Shalanda> (How is it I'm over 25' out when he pushed me off the ledge I want to fey step

back to?)

[21:33] <Reed> (actually, I should have had sneak attack on that too since the thing didn't act, can I add that on)

[21:34] <DM_Tol> (You caught a spinning blade as it moved past. It came to a stop pointing at the door on the right wall, 90 degrees from where you were)

[21:34] <Shalanda> (Ok)

[21:34] <DM_Tol> (that make sense?)

[21:35] * Shalanda attempts to move to a blade close to where the blind seer is.

[21:35] * Blake` begins to load his hand crossbow

[21:36] <DM_Tol> The Seer cries out as it is pummeled with missiles and leaps for the blade on his left, landing on it with surprising deftness as all the blades begin to move.

[21:36] <DM_Tol> Blake reaches the center column and loads his crossbow.

[21:37] <DM_Tol> You all hear a click, and the blades begin to move swiftly, clockwise as gates drop at the two hallway entrances.

[21:37] <Zahira> "Shit...dont stay too far out..."

[21:38] <DM_Tol> Shalanda, you and the Seer find yourselves on two separate blades, very quickly unable to stay upright as the blades accelerate. (plan?)

[21:38] * Shalanda drops to a prone position and grabs hold of the platform she's on.

[21:38] <DM_Tol> (All of you on the center column need an acro check DC10 to avoid being knocked off the pillar by a turnstile bar.)

[21:38] * Reed reloads and starts to aim another shot at the Seer.

[21:38] <DM_Tol> (Blade you are on, you mean?)

[21:39] <Shalanda> (yes)

[21:39] <Blake` > 1d20+1 acrobatics

[21:39] <TolBot> [Blake`'s 1d20+1 acrobatics]: 3

[21:39] <Reed> (I have a +14, can I just assume I make it?)

[21:39] <DM_Tol> (I need Acro roll from everyone)

[21:39] <Blake` > (nightmare)

[21:39] <Reed> 1d20+14

[21:39] <TolBot> [Reed's 1d20+14]: 15 (Ouch!)

[21:39] <Berrian> 1d20+12 acro

[21:39] <TolBot> [Berrian's 1d20+12 acro]: 24

[21:39] <DM_Tol> (Except Shal, what should your roll be? Str? Ath!?)

[21:39] <Zahira> 1d20+12

[21:39] <TolBot> [Zahira's 1d20+12]: 32 (Nailed it!)

[21:40] <Zahira> <wewt>

[21:40] <Shalanda> (Either is +5)

[21:40] <Shalanda> 1d20+5

[21:40] <TolBot> [Shalanda's 1d20+5]: 22

[21:40] <Blake` > (show off)

[21:40] * Berrian prepares for another volley, once making sure he's not knocked off.

[21:40] <DM_Tol> 1d20

[21:40] <TolBot> [DM_Tol's 1d20]: 10

[21:40] <Zahira> <does a tripple lindy with a misty spin>

[21:40] <DM_Tol> As the blades move fast, the Seer falls off screaming.

[21:40] <DM_Tol> A blade soars at him as he falls.

[21:41] <DM_Tol> 1d20+10

[21:41] <TolBot> [DM_Tol's 1d20+10]: 21

[21:41] <Reed> (Impaled with prejudice?)

[21:41] <Shalanda> (I'm picturing the fight scene of Indiana Jones vs the German in front of the propellar plane)

[21:42] <DM_Tol> As the Seer falls, a blade separates his head from his shoulders as he falls in two pieces to the floor below.

[21:42] <Zahira> <lmao...me too....>

[21:42] <DM_Tol> (great scene)

[21:43] <DM_Tol> Blake and Reed, busy loading weapons, are bumped by turnstiles and fall into the pit.

[21:43] * Shalanda watches the world spin by as more blurred bodies go by.

[21:43] <DM_Tol> The blades swing by each of them as they attempt to avoid the blades midfall.

[21:44] <DM_Tol> 1d20+10 vs Reed's Refl

[21:44] <TolBot> [DM_Tol's 1d20+10 vs Reed's Refl]: 15

[21:44] <DM_Tol> 1d20+10 vs Blake's Refl

[21:44] <TolBot> [DM_Tol's 1d20+10 vs Blake's Refl]: 23

[21:44] <Blake` > (hit)

[21:44] <Reed> (19 Ref, miss)

[21:44] <DM_Tol> 2d6 on Blake

[21:44] <TolBot> [DM_Tol's 2d6 on Blake]: 7

[21:45] <Blake` > (k)

[21:45] <DM_Tol> Blake, the blade cuts your arm as you plummet.

[21:45] <Shalanda> (Blake is cut up into 7 different pieces)

[21:45] <DM_Tol> (rotfl)

[21:45] <Blake` > (boo!!)

[21:45] <DM_Tol> Reed falls avoiding the blades.

[21:45] * Blake` whinces and braces for impact

[21:46] * Zahira watches them fall and tries to find a way to stop the spinning device

[21:46] <DM_Tol> Actions for the remaining ones?

[21:47] * Shalanda hangs on tight.

[21:48] * Berrian holds on to one of the bars, trying to push it the other direction. "Maybe we can push it slower?"

[21:48] <DM_Tol> (Zah, Ryu, Berr?)

[21:49] <DM_Tol> (Ok, Athletics check, v DC17 for all of you)

[21:49] * Zahira watches them fall and tries to find a way to stop the spinning device

[21:49] <Ryu> 1d20+9 vs DC17

[21:49] <TolBot> [Ryu's 1d20+9 vs DC17]: 28 12Success

[21:49] <Reed> 1d20+8

[21:49] <TolBot> [Reed's 1d20+8]: 22

[21:50] <Zahira> 1d20+12

[21:50] <TolBot> [Zahira's 1d20+12]: 28

[21:50] <DM_Tol> You each try and hold your ground as the blades increase in speed.

[21:50] <Shalanda> 1d20+5 vs DC17

[21:50] <TolBot> [Shalanda's 1d20+5 vs DC17]: 25 12Critical success

[21:50] <Reed> (oh, you meant those lot)

[21:50] <Berrian> 1d20+5 (ath)

[21:50] <TolBot> [Berrian's 1d20+5 (ath)]: 14

[21:50] <Shalanda> (Critical Awesomeness)

[21:51] <DM_Tol> Berrian, as you attempt to grab the turnstile bar, you are smacked off the column, down into the pit as a blade swings near.

[21:51] <DM_Tol> 1d20+10 vs. Refl.

[21:51] <TolBot> [DM_Tol's 1d20+10 vs. Refl.]: 21

[21:51] <Ryu> (*sits on the push pole, and spins with the blades*)

[21:51] <DM_Tol> 2d6 damage

[21:51] <TolBot> [DM_Tol's 2d6 damage]: 7

[21:59] * Zahira mutters. "Great....i see pretty colors..." She tries to watch the spinning device in hopes to find some lever to switch it off.

[21:59] <DM_Tol> (Perception check)

[22:00] <Zahira> 1d20+12

[22:00] <TolBot> [Zahira's 1d20+12]: 14

[22:00] <DM_Tol> (Athl check now, DC 25)

[22:00] * Reed wanders around the chamber below.

[22:00] <Zahira> 1d20+12

[22:00] <TolBot> [Zahira's 1d20+12]: 27

[22:00] <Zahira> <made that one at least>

[22:00] <Blake` > (wow)

[22:00] <Zahira> "Weee....this is fun...."

[22:00] <DM_Tol> The blades spin faster, blowing all the crossing winds one can imagine as Zahira holds hon steady.

[22:01] <DM_Tol> (Reed, check private message)

[22:01] <Ryu> (*Zahira gets sucked up into the blades* Chop chop)

[22:01] <DM_Tol> (Zahira, same action?)

[22:01] <Zahira> <yerp

[22:01] <Shalanda> (Ginsu called, he wants his human blender 7000 back)

[22:01] <Zahira> 1d20+12

[22:01] <TolBot> [Zahira's 1d20+12]: 30

[22:01] <DM_Tol> (roll percept then Athl... DC30)

[22:01] <Zahira> 1d20+12

[22:01] <TolBot> [Zahira's 1d20+12]: 27

[22:02] <DM_Tol> Zahira, look carefully at the column you are on and are convinced there's no mechanism on the collumn to stop the blades.

[22:02] <DM_Tol> And then a blowing cross wind knocks you a bit and you over compensate as you plummet into the pit below.

[22:02] <DM_Tol> 1d20+10 vs refl.

[22:02] <TolBot> [DM_Tol's 1d20+10 vs refl.]: 29

[22:03] <DM_Tol> 2d6

[22:03] <TolBot> [DM_Tol's 2d6]: 3

[22:03] <Zahira> <wee....splat>

[22:03] <DM_Tol> Zahira, the blade nicks your hand as you fall.

[22:03] <DM_Tol> As you fall into the darkness, you are teleported, landing on a cobbled road.

[22:03] <Blake` > (that was a good effort though Z)

[22:03] * Reed looks around.

[22:03] * Zahira would blink and wonder just what the hell happened as she looked around.

[22:04] <DM_Tol> The first arrivals, teleported first, each in turn see the others join you as they fall onto the road.

[22:04] <Reed> "Now, anybody know where the hell we are?"

[22:04] <DM_Tol> Zahira is last to his the cobbled street.

[22:04] <Zahira> <looks in pants...O_o where did that come from?!?>

[22:04] * Shalanda rubs her bruised pride after bandaging up her wound.

[22:05] * Blake` finish his bandaging also "Not sure what happened"

[22:06] <DM_Tol> You look up, shading your eyes from the sudden jolting brightness of the sun.

[22:06] * Berrian sits where he fell, trying to stop the blood from trickling out his leg.

[22:06] <DM_Tol> You hear the sounds of a crowd as you look around and see spars closed up buildings around. You must be in some kind of small village.

[22:07] <Blake` > "Let's gather ourselves and figure out what happened"

[22:07] <Ryu> "That was fun, and oddly familiar..."

[22:07] <Shalanda> "Oh crap."
[22:07] <Shalanda> "This can't be good."
[22:08] <Blake` > "That Seer did say we would sleep"
[22:08] * Reed scratches his head.
[22:08] * Zahira blinks and rises, walking funny. "Aye...what happened now? im a bit dizzy..."
[22:08] <Reed> "So we've been transported into a dream?"
[22:08] <Reed> "I just thought he thought we'd all be dying soon."
[22:08] * Blake` shurges "Seems we might be able to ask or at least look around, lets head towards the sounds"
[22:09] <Blake` > "Most likely Reed"
[22:09] <DM_Tol> You can see a wandering crowd coming from one direction, and from the other, you see a mob following, tending to a man screaming and holding his eyes closed.
[22:09] <Blake` > "I didn't expect to land here though, so something has happened"
[22:10] <Shalanda> "Um..."
[22:10] * Blake` looks around at the others
[22:10] <DM_Tol> The crowd on each side grows closer.
[22:10] <Shalanda> "If we are now 'sleeping' as the seer put it, and the Dreamer is also sleeping, that means he's likely awake here."
[22:10] <Ryu> "Well, I think we can say, its literally hit the fan this time."
[22:10] * Zahira looks around for somewhere to hide. "that doesnt sound good..."
[22:10] <Zahira> <Imao>
[22:11] <Blake` > "good point Shalanda"
[22:11] <DM_Tol> Zahira, you see nothing on the sides of the road, as they are boarded shut.
[22:12] * Berrian looks at Ryu, then finishes bandaging his leg.
[22:12] * Shalanda looks over at the man holding his eyes.
[22:13] <Shalanda> "Is that that bastard seer that pushed me?"
[22:13] * Ryu ignores his wound for the time being
[22:13] <DM_Tol> (It is enough time for an extended rest if you want to use Healing Surge.)
[22:13] <Blake` > "Let's approach the wandering crowd and see what infromation we can get perhaps?"
[22:13] <DM_Tol> (er... short rest, sorry)
[22:13] <Blake` > (i use 1)
[22:14] <Zahira> <i use it>
[22:14] <Ryu> (Me too because I think its about to get nasty)
[22:14] <Reed> (did I take fall damage? if not I think I'm still full)
[22:14] <DM_Tol> (no, you didn't Reed, the blade missed you. and no fall damage.)
[22:14] <Berrian> (I'll take it. A wounded leg is bad)
[22:14] * Shalanda takes a surge.
[22:15] <Blake` > "Also, it would make sense for that to be the seer"
[22:15] <DM_Tol> As the screaming man approaches, you recognize him as the Seer.
[22:15] <Reed> "A memory?"
[22:16] <Ryu> (Go get him Killer! XD)
[22:16] <DM_Tol> The man cupping his face with bloody hands 'looks' up and you see he has no eyes. He looks in your direction and screams in terror, "Them. They're the ones! They're the ones who stole my eyes!"
[22:17] <DM_Tol> You see the crowd turn in an instant and run past the bloody man as the villager look at you angrily moving forward, reaching for belted knives or stones from the ground.
[22:17] <DM_Tol> The see of villagers before and behind you is massive as they close in.
[22:17] <Shalanda> "That's laughable, he's the one who cast us all here to begin with!"
[22:17] <DM_Tol> (And with Shal's first reasoning, we enter into a skill challenge)
[22:17] <Ryu> (Well, I think we're about to be umm, raped by the Village People)

[22:17] <Reed> "I don't think we get to reason with the nightmare people..."

[22:18] <Ryu> (Y M C A ~)

[22:18] <DM_Tol> (A skill challenge is your use of interaction or other skills. You must gain a number of successes before accumulating a certain number of fails.)

[22:18] <Blake` > "Agreed, there is likely no chance for diplomacy here"

[22:18] * Berrian groans and repeats the swear.

[22:19] <DM_Tol> (Primary skills in this type of situation are Bluff, Diplomacy, Insight, Intimidate)

[22:19] <Shalanda> (I would like to take a history check to see if I might recognize this as a past historic event.)

[22:19] <Ryu> (ditto)

[22:19] <DM_Tol> (So, we go in turn: Shal, Ryu, Berrian, Blake, Reed, Zahira)

[22:20] <Zahira> <k>

[22:20] <Shalanda> 1d20+10 History

[22:20] <TolBot> [Shalanda's 1d20+10 History]: 24

[22:20] <Ryu> 1d20+7 (History)

[22:20] <TolBot> [Ryu's 1d20+7 (History)]: 13

[22:20] <DM_Tol> (You state your action attempt or the words you say, and then make the appropriate roll)

[22:20] <DM_Tol> None of you recognize the locale.

[22:20] <DM_Tol> (Other questions before we begin?)

[22:21] <Zahira> <nope>

[22:21] <DM_Tol> Shalanda addresses the crowd with an attempt at Diplomacy.

[22:21] <DM_Tol> Shalanda: "That's laughable, he's the one who cast us all here to begin with!"

[22:22] <Shalanda> 1d20+3

[22:22] <TolBot> [Shalanda's 1d20+3]: 20

[22:22] <DM_Tol> The crowd pauses momentarily. *Success*

[22:22] <DM_Tol> (Please step up and take your turn, Ryu you're next)

[22:23] * Ryu looks to the people, "Come on now, friends. Why would we take the time to rip out his eyes, then let him go only to follow him here? Besides, " he pats his blade, "my blade isn't made for plucking out eyes, its for cleaving in two, and if you care to look, its clean of blood, for the time being..."

[22:23] <DM_Tol> (Diplomacy?)

[22:23] <Ryu> (Diplomacy, or Intimidate)

[22:23] <DM_Tol> (DC20, diplo)

[22:23] <Ryu> 1d20+6 vs DC20

[22:23] <TolBot> [Ryu's 1d20+6 vs DC20]: 15 4Fail

[22:23] * Berrian tries to gain insight on the situation, looking at the gathered masses

[22:24] <DM_Tol> The crowd shakes their head, "He's tricking us. He could've switched blades."

[22:24] <DM_Tol> (roll, DC17)

[22:24] <Berrian> 1d20+5 vs DC17

[22:24] <TolBot> [Berrian's 1d20+5 vs DC17]: 24 12Success

[22:25] <DM_Tol> Berrian, you understand better their anger and seeing their tattered town, understand their resorting to violence. (You have +2 to future diplo, bluff, intimidate checks)

[22:26] * Blake` speaks "She speaks the truth, we have only just arrived here, we have no eyes other then our own, leave us be" (Diplomacy)

[22:26] <Blake` > 1d20+15

[22:26] <TolBot> [Blake`s 1d20+15]: 18

[22:26] <DM_Tol> Blake speaks hastily as the crowd grows angry.

[22:26] <DM_Tol> *** Fail ***

[22:26] <Ryu> (pass fail pass fail... feel like I'm back in college)

[22:27] <Blake` > (oh also, allies within 10 of me get +1 to dip)

[22:27] <DM_Tol> (Reed)
[22:27] <Shalanda> (The group is the new YoYo)
[22:27] <Reed> "We only just got here. How could we have taken his eyes if we only just got here? Don't even know where here is at any rate."
[22:27] <Reed> 1d20+9
[22:27] <TolBot> [Reed's 1d20+9]: 23
[22:27] <Ryu> (No Shal, you shall forevermore be the yoyo, we're jus' having a "Shalanda day")
[22:27] <DM_Tol> (Diplomacy? *** Succeed ***)
[22:28] <Reed> (yesh)
[22:28] <DM_Tol> Some in the front turn, "I haven't seen them before, tis true."
[22:28] <DM_Tol> (Zah)
[22:28] <Blake` > (Also, for diplomacy we all get an extra +1 for my racial ability, just repeating it so it makes more sense)
[22:28] * Zahira would try to find out what exactly was happening. "We only just arrived here. What is going on? Why are you all in a frenzy?" (Insight)
[22:28] <Zahira> 1d20+4 Insight
[22:28] <TolBot> [Zahira's 1d20+4 Insight]: 20
[22:28] <DM_Tol> Zahira, you can empathize with their situation after studying them. (+2 to future rolls).
[22:28] <DM_Tol> (Shal)
[22:29] * Shalanda examines the seer, attempting to determine if magic is being used to disguise his appearance (Arcana)
[22:29] <Shalanda> 1d20+10
[22:29] <TolBot> [Shalanda's 1d20+10]: 30 (Nailed it!)
[22:30] <Shalanda> (page 181 for that skill)
[22:30] <DM_Tol> (Thinking this through)
[22:32] <DM_Tol> (Ryu)
[22:32] <Ryu> "I only have the need of one blade, Friend, and this one here is it, even if I left it behind, it would still find its way to my hand. I can show you if you'd like, I'm sure it would like the taste of some fresh blood," he grins evilly. (Intimidate)
[22:32] <Ryu> 1d20+8
[22:32] <TolBot> [Ryu's 1d20+8]: 15
[22:32] * Shalanda says in a low voice, this whole place is magical in nature.
[22:32] <Reed> "Ryu, shut your gob, you're not helping!"
[22:33] <DM_Tol> Ryu, the crowd growls as chants of "Hang him!" go up. *Fail*
[22:33] * Ryu grins at Reed, "But its true."
[22:33] <DM_Tol> (Ber)
[22:33] * Ryu pets Kira as the chanting goes up
[22:34] <DM_Tol> (Berrian?)
[22:34] <Berrian> (here)
[22:34] <DM_Tol> (your turn)
[22:34] <Ryu> (Wake up Mr. B! lol)
[22:35] <Berrian> "I think it best if everyone were to calm down. Making hasty decisions is not the proper way to decide if someone is guilty or innocent." (dip)
[22:36] <Berrian> 1d20+5
[22:36] <TolBot> [Berrian's 1d20+5]: 21
[22:36] <DM_Tol> Berrian overcomes the outcry that Ryu caused. *Success*
[22:36] <DM_Tol> (Blake)
[22:37] * Blake` attempts to be diplomatic with Berrian "He is correct, we hearing us out is the way, we have no eyes" (Diplomacy)
[22:37] <DM_Tol> (Don't forget the +2, those of you who made that Insight check)

[22:37] <Blake` > (i dunno what else to say lol)
[22:37] <Blake` > 1d20+15
[22:37] <TolBot> [Blake`'s 1d20+15]: 17
[22:37] <DM_Tol> (lol.... "Me Blake. Me have no eyes.)
[22:38] <Blake` > (im just gonna shut up after this, my rolls are terrible today)
[22:38] <DM_Tol> Blake fails to convince. *** Fail ***
[22:38] <DM_Tol> (Reed)
[22:38] <DM_Tol> (or Zahira)
[22:39] <Reed> "We're just lost travelers. We mean no harm."
[22:39] * Zahira speaks up again softly. "We honestly mean you no harm. Some of us may appear brutish, but we are not after anyone here. He is blaming us? How can he if he cannot see who we are?" (Dip)
[22:39] <Zahira> 1d20+3 Diplomacy
[22:39] <TolBot> [Zahira's 1d20+3 Diplomacy]: 14
[22:39] <Reed> 1d20+5 (totally accidentally rolled my athletics before)
[22:39] <TolBot> [Reed's 1d20+5 (totally accidentally rolled my athletics before)]: 25 (That's awesome.)
[22:40] <DM_Tol> The crowd listens to Reed and Zahira, agreeing with one but not the other. (Success / Fail)
[22:40] <Reed> (wooooo Crit <3)
[22:40] <DM_Tol> (Shal)
[22:41] <Shalanda> (pass)
[22:41] <DM_Tol> (Ryu)
[22:41] <Ryu> "Your friend there has no eyes, yet he can claim we are the ones that did it to him..." he shrugs, "Maybe he did it to himself?" he switches over to Draonic, talking to Kira, "Making us reason with these people because he's too weak to fight on his own... " he shrugs yet again.(Diplomacy)
[22:41] <Ryu> 1d20+6
[22:41] <TolBot> [Ryu's 1d20+6]: 23
[22:41] <DM_Tol> The crowd looks at each other, "How would he know they are the ones?"
[22:42] <DM_Tol> The crowd separates, suddenly appearing to only be a few behind you, and just two dozen ahead.
[22:42] <DM_Tol> They part ways and look at the seer, who had been urging them on.
[22:43] <DM_Tol> they questio him, and he gets flummoxed... the crowd turns on him and pounces.
[22:43] <DM_Tol> One stabs him, another kicks his leg. Another swings a simple farmer's sickle, severing his head.
[22:43] * Berrian just stands there, watching.
[22:43] * Shalanda silently chuckles to herself.
[22:44] * Ryu shakes his head and whispers "I hope they arn't canibles"
[22:44] <Ryu> "ok, maybe I do hope they are," he grins.
[22:44] <DM_Tol> The sun sets over the horizon, as the light fades rapidly.
[22:44] <DM_Tol> The sky and all surroundings go dark.
[22:44] * Zahira looks around wondering. "Time is a funny thing."
[22:45] <Shalanda> "We need to figure out how to get out of this magical place, or kill the dreamer that lies within."
[22:45] <Berrian> "Agreed"
[22:45] <DM_Tol> As your eyes adjust, you see the walls of a large 50 ft wide circular pit you are in the bottom of.
[22:45] * Reed grins.
[22:46] <Reed> "Thought that might have done it. Just took a moment."
[22:46] <DM_Tol> You see motionless blades above you, 30 feet, as well as an opening to a lit

hallway 30' above.

[22:46] <Ryu> "Up we get, never a dull moment with this group."

[22:46] <Blake` > "Seems that way"

[22:46] <DM_Tol> The decapitated body of the Seer is below you as your shake off the dreary eyes, that naturally come after being asleep for 8 hours!

[22:46] <DM_Tol> *** as this session of Können Land comes to a close ***

[20:44] <DM_Tol> *** Game recap ***

[20:44] <DM_Tol> The group traversed last week further into the depths of the dungeon level below the Chamber of Dreams, a temple tomb dedicated to a fallen Fiend.

[20:45] <DM_Tol> Now a century after his demise, remnants of cult followers have acquired his remains and that of the Raven Queen Paladin who killed him, in order to conduct a ritual of rising.

[20:46] <DM_Tol> On the way to stop the ritual and recover the remains, the group fell prey to a trap of blade bridges.

[20:46] <DM_Tol> Falling into a pit, they each fell unconscious into a collective dream.

[20:46] <DM_Tol> For eight hours they lay unconcious, and while now fully rested, they awake, confused, looking up at the bridges blades 30' above.

[20:47] <DM_Tol> Panic fills the air after realizing the potential consequence of such a leave of absence from their quest.

[20:47] <DM_Tol> Surely midnight is approaching, if it hasn't already come! Will they make it in time?

[20:47] <DM_Tol> *** Thus begins this session of Können Land ***

[20:47] * Berrian looks for the headless blind seer.

[20:47] <Ryu> (What happens in DC stays on YouTube)

[20:48] <DM_Tol> The decapitated body of the Seer is beside you in this round pit as your shake off the dreary eyes, that naturally come after being asleep for 8 hours.

[20:48] <DM_Tol> You see motionless blades above you, 30 feet, as well as an opening to a lit hallway 30' above.

[20:49] <DM_Tol> One blade above leads towards a hallway opening.

[20:49] <Berrian> "I have not slept for 8 hours at one time since last I was ill. What an odd feeling."

[20:49] * Ryu shrugs and stretches

[20:49] <Ryu> "Perhaps, we can still make it in time to stop the rising."

[20:49] * Shalanda stares up at the blades, then looks for a convenient climbing spot.

[20:50] <Blake` > "Let's hope we still can"

[20:50] <DM_Tol> The walls are climbable, though not easy (DC20). Swinging a rope around the blade bridge would be easier.

[20:52] * Athas stands up and looks around.

[20:52] <Shalanda> "Who still has a rope?"

[20:52] <Reede> (This is the seer's room yes? so his book is here?)

[20:52] * Berrian stands up and walks the room quickly, then passes his rope to Shalanda.

[20:53] <Zahira> "I do" *Puls it back out again for another use.

[20:53] * Shalanda attempts to catch the rope on one of the platforms.

[20:53] <Blake` > "I have a grapple hook, if it helps"

[20:54] <Shalanda> "Attach it to Zahira's rope, while I try to hook the platforms above. We likely don't have much time thanks to that trap.

[20:55] <Blake` > "Well just use the whole thing" (rope is attached)

[20:55] <DM_Tol> (no, the seer's room was the opposite end of the hall that this blade/bridge/pit room is)

[20:55] <Reede> (ah, he just followed us)

[20:55] * Reede attempts to scale the wall.

[20:55] <Reede> 1d20+8

[20:55] <TolBot> [Reede's 1d20+8]: 11

[20:56] <DM_Tol> (athl check for rope work?)

[20:56] * Reede decides to wait for the rope.

[20:56] <DM_Tol> Reede attempts to scale the wall but can't find a foothold.

[20:56] * Ryu trys his luck at the wall too
[20:56] <Ryu> 1d20+9 vs dc20
[20:56] <TolBot> [Ryu's 1d20+9 vs dc20]: 22 □12Success□
[20:56] <Ryu> (LOL)
[20:56] <Shalanda> 1d20+5 to attempt to hook the rope.
[20:56] <TolBot> [Shalanda's 1d20+5 to attempt to hook the rope.]: 17
[20:57] <DM_Tol> Ryu reachest□ the platform in front of the hall opening. The previously fallen gate has raised.
[20:57] <DM_Tol> Shalanda tries to climb but fails.
[20:57] * Ryu lowers his rope down (50' hempen)
[20:57] * Ryu then looks for something to tie the other end around
[20:57] <DM_Tol> Ryu afixes a rope to a statue of a beast holding a maul.
[20:58] <Blake` > "Nice work Ryu"
[20:58] <Shalanda> (I was trying to hook the rope, not climb)
[20:58] <DM_Tol> (climb with rope Athl check DC10)
[20:58] <Berrian> 1d20+5 to climb the rope
[20:58] <TolBot> [Berrian's 1d20+5 to climb the rope]: 21
[20:58] <DM_Tol> (sorry, shal)
[20:58] <Athas> "I will climb last."
[20:58] * Athas unlimbers his axe
[20:58] * Reede follows Berrian up.
[20:59] <Reede> 1d20+8
[20:59] <TolBot> [Reede's 1d20+8]: 17
[20:59] * Berrian prepares his bow, making sure nobody sneaks up again.
[20:59] <DM_Tol> (I think no rolls needed)
[20:59] * Blake` heads up in turn
[20:59] <Shalanda> 1d20+5 vs DC 10
[20:59] <TolBot> [Shalanda's 1d20+5 vs DC 10]: 12
[20:59] <DM_Tol> (cause have to fail by 5 to fail)
[21:00] * Ryu waits for everybody to make it up, then retrieveis his rope and stows it in his pack
[21:00] <Athas> 1d20+11
[21:00] <TolBot> [Athas's 1d20+11]: 17
[21:00] <Blake` > 1d20+8 athletics
[21:00] <TolBot> [Blake`s 1d20+8 athletics]: 26
[21:00] <DM_Tol> You each in turn make it to the landing and the hallway opening. You are in fact now across the circular chamber.
[21:01] <DM_Tol> The passage head leads south, down an as of yet unexplored hallway.
[21:01] <Zahira> <brb...sry>
[21:01] * Ryu stretches after he stows his rope "That was a good warm up stretch, now lets see what lies before us."
[21:02] * Ryu checks his blade and make sure all of his equipment is ready
[21:02] * Reede scratches his head. "Which way were we planning to go again?"
[21:02] * Blake` suggests south
[21:02] <Athas> "Whatever way brings us to them."
[21:02] <Shalanda> "Warm up? That was yet another waste of time in what could end very badly for a lot of people if we don't succeed."
[21:03] <Ryu> "Indeed it was, but now atleast, after the rest my muscles are warmed up to fight again"
[21:04] * Shalanda groans then grumbles something in elven about ..."hoping it warmed up your brains too."
[21:04] * Berrian continues to look around while the others decide on a course of action.

[21:04] <Blake` > "Lets move"
[21:05] * Ryu looks at Shalanda and replies in Elven, "Perhaps it did, but you know Mistress, you do not always need brains to wield a blade."
[21:05] <Blake` > (brb 10 seconds)
[21:05] <Shalanda> "It helps alot though."
[21:05] * Reede nods and begins to move along.
[21:06] <DM_Tol> The passage opening has a statue on each side, one with the Fiend you've come to know as the Sleeper carrying a Maul, the other with the Fiend in another pose.
[21:06] <DM_Tol> You move down the passage. It looks much like those before.
[21:06] * Athas turns around to look behind them.
[21:07] * Ryu smiles "Brains do help, but so do warm muscles"
[21:07] <DM_Tol> After 35', the passage ends. There is a closed door to the right.
[21:07] <Blake` > (back)
[21:07] * Reede listens at the door.
[21:07] <DM_Tol> Behind you is the chamber with the spinning blades, which acts as bridges to the continuation of the hallway.
[21:07] <DM_Tol> (roll percept)
[21:08] <Berrian> 1d20+8
[21:08] <Ryu> 1d20+2 Percep
[21:08] <TolBot> [Berrian's 1d20+8]: 11
[21:08] <TolBot> [Ryu's 1d20+2 Percep]: 18
[21:08] <Athas> 1d20+2
[21:08] <TolBot> [Athas's 1d20+2]: 19
[21:08] <Athas> (gasp!)
[21:08] <Shalanda> 1d20+5
[21:08] <TolBot> [Shalanda's 1d20+5]: 20
[21:08] <Reede> 1d20+7
[21:08] <TolBot> [Reede's 1d20+7]: 19
[21:09] <Blake` > 1d20+3
[21:09] <TolBot> [Blake`s 1d20+3]: 8
[21:10] <Zahira> 1d20+22
[21:10] <TolBot> [Zahira's 1d20+22]: 27
[21:11] <Reede> ((22 bonus to perception?))
[21:11] <Ryu> (whoa lol)
[21:11] <DM_Tol> (You hear nothing behind the door.)
[21:12] <Athas> (Zahira apparently has the eyedrops from "X")
[21:12] * Reede tries the door.
[21:12] <Zahira> <sorry...that was passive percep...looked at the wrong one>
[21:12] <Zahira> <-10>
[21:16] * Ryu waits as Reede tries the door
[21:16] * Shalanda waits for the door to open far enough to let her see beyond the threshold.
[21:17] * Athas stands ready to pull Shalanda.
[21:18] * S711 (711@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) Quit (Ping timeout: 250 seconds□)
[21:19] * Zahira waits for the inevitable as something 'will' happen...
[21:19] <DM_Tol> As you open the door, you see a room beyond.
[21:20] <DM_Tol> It is a domed chamber.
[21:20] <Athas> (if I only had a balloon and a needle)
[21:20] <DM_Tol> Dominating its center is a carving of a large eye that stares up from the floor from within the folds of eyelids.
[21:20] <DM_Tol> (large)
[21:20] * Athas sniffs the air

[21:21] <DM_Tol> A chain from the ceiling stretches down to put a hook through the eye's iris. This chain connects to others in the ceiling that down through the walls to a winch and levers you see across the room.

[21:22] <DM_Tol> As the door pushes further open, you see also that you are not alone.

[21:22] * Athas grins

[21:22] <DM_Tol> Three humanoids are in the room, staring at the eyeball.

[21:24] * Reede loads a bolt into his crossbow.

[21:24] * Athas gets ready to rush them

[21:24] <Athas> (laundry!)

[21:24] <DM_Tol> (The Eyeball room is up at <http://tiny.cc/battlegrid>)

[21:25] * Berrian gets his bow ready

[21:25] <Blake` > (if we roll init, add your +2 if you can see or hear me)

[21:25] * Ryu speaks in Draconic "Never a dull moment"

[21:25] * Zahira draws her bow

[21:25] * Ryu sets a hand on the hilt of his blade

[21:26] * Reede fires at the nearest enemy.

[21:26] * Shalanda tenses, ready to leap forward into battle, eyeing the winch.

[21:26] <DM_Tol> The three figures look like abberant humanoids, some type of foul spawn.

[21:26] <Berrian> (Reede... firing already?)

[21:28] <DM_Tol> (roll if firing)

[21:28] <Reede> 1d20+12 vs AC

[21:28] <TolBot> [Reede's 1d20+12 vs AC]: 18

[21:28] * Shalanda suddenly doesn't like the look of this.

[21:29] <DM_Tol> Reede sends a missile into the room.

[21:29] <DM_Tol> The creatures hiss and gurgle as though noticing you for the first time.

[21:29] <DM_Tol> Then the huge stone eye grates around in its socket to look at you with a jangle of chains.

[21:29] * Ryu draws his blade "Now you done it."

[21:30] <Athas> (hurrah! senseless combat!)

[21:30] <DM_Tol> `init rolls please

[21:30] <TolBot> Please make an initiative roll (1d20+modifier).

[21:30] <Ryu> 1d20+4

[21:30] <TolBot> [Ryu's 1d20+4]: 18

[21:30] <Shalanda> 1d20+5

[21:30] <TolBot> [Shalanda's 1d20+5]: 15

[21:30] <Athas> 1d20+8

[21:30] <TolBot> [Athas's 1d20+8]: 22

[21:30] <Reede> 1d20+11

[21:30] <TolBot> [Reede's 1d20+11]: 27

[21:30] <Berrian> 1d20+7

[21:30] <TolBot> [Berrian's 1d20+7]: 15

[21:30] <DM_Tol> 1d20+8 for Foulspawn

[21:30] <Blake` > 1d20+4

[21:30] <TolBot> [DM_Tol's 1d20+8 for Foulspawn]: 27

[21:30] <TolBot> [Blake`'s 1d20+4]: 23

[21:30] <Zahira> 1d20+7

[21:30] <TolBot> [Zahira's 1d20+7]: 24

[21:31] <DM_Tol> `init report

[21:31] <TolBot> Initiative Order: Reede, 27, Foulspawn, 27, Zahira, 24, Blake`, 23, Athas, 22, Ryu, 18, Berrian, 15, Shalanda, 15

[21:31] * Reede reloads his crossbow and fires another bolt at the enemy.

[21:31] <Reede> 1d20+12
[21:31] <TolBot> [Reede's 1d20+12]: 31
[21:32] <DM_Tol> (hit)
[21:32] <Reede> 4d6+6 (unbalancing shot, and it's slowed)
[21:32] <TolBot> [Reede's 4d6+6 (unbalancing shot, and it's slowed)]: 20
[21:33] <DM_Tol> The creatures his and spit.
[21:34] <DM_Tol> The nearest creature targets you, Reede, with some sort of psychic attack.
[21:34] <DM_Tol> 1d20+10 vs Will
[21:34] <TolBot> [DM_Tol's 1d20+10 vs Will]: 15
[21:35] <DM_Tol> The next creature does a mind attack on Blake.
[21:35] <DM_Tol> 1d20+10 vs Will
[21:35] <TolBot> [DM_Tol's 1d20+10 vs Will]: 29
[21:35] <Reede> (Using second chance, reroll with a -2)
[21:35] <Blake` > (hit)
[21:35] <DM_Tol> (Making the creature reroll, Reede?)
[21:35] <Reede> (yes)
[21:35] <DM_Tol> 1d20+10 vs Will on Reede
[21:35] <TolBot> [DM_Tol's 1d20+10 vs Will on Reede]: 11 (That stinks.)
[21:36] <DM_Tol> Reede perserveres while Blake succombs.
[21:36] <DM_Tol> You feel as if worms are eating through your skull.
[21:36] <DM_Tol> (Blake, no damage. Effect is -2 to Will defense and slowed. Saves ends both)
[21:37] <Blake` > (k)
[21:37] <DM_Tol> The last Spawn works the levers, as the chains pull, the eyeball rises a bit off the ground, and it comes crashing towards you (wrecking ball style).
[21:38] <DM_Tol> 1d20+5 vs Zahira's AC
[21:38] <TolBot> [DM_Tol's 1d20+5 vs Zahira's AC]: 12
[21:38] <Zahira> <miss>
[21:38] <DM_Tol> Zahira, the ball hurtles towards you as you dodge. While not a graceful weapon, you feel a direct hit would've done much harm.
[21:39] <DM_Tol> As she dodges the eyeball, Zahira acts.
[21:39] * Zahira fires an arrow at the nearest target calling her focus on the spawn (CS/HQ)
[21:39] <Zahira> 1d20+9 vs ac
[21:39] <TolBot> [Zahira's 1d20+9 vs ac]: 15
[21:40] <DM_Tol> (miss)
[21:40] <DM_Tol> Blake, who is slowed, acts.
[21:40] * Blake` tries to shrug off the effects of the mind attack
[21:40] <Blake` > 1d20
[21:40] <TolBot> [Blake`s 1d20]: 2
[21:42] <DM_Tol> (you can still do standard action)
[21:42] <Blake` > (that is all I do)
[21:42] <DM_Tol> The mind effects still encumber Blake as Athas acts.
[21:43] * Athas charges one of the servants, leaping in the air and bellowing "MY GODS DRINK DEEP!"
[21:43] <Athas> (cometfall charge)
[21:43] <DM_Tol> (Man, I wish I hadn't left my Doritos in my car.)
[21:43] <Blake` > (go get them)
[21:43] <Athas> 1d20+10
[21:43] <TolBot> [Athas's 1d20+10]: 30 (That's awesome.)
[21:43] <DM_Tol> (Move on grid, Athas)
[21:44] <DM_Tol> (damage?)
[21:44] <Athas> (damage is 45)

[21:45] <DM_Tol> Athas smacks the Foulspawn, who looks bloodied.

[21:45] <DM_Tol> Ryu acts next.

[21:45] * Ryu growls at the Foulspawn near the winch and unleashes a mental attack of his own. (Theft of Alacrity, Ranged 5. Int vs Will, and target is immobilized. [After effect: The target is slowed] Miss: Half Damage, and target is slowed. Additional Effect: each save it throws against this power, I can teleport 5 squares as a free action)

[21:45] <Ryu> 1d20+8

[21:45] <TolBot> [Ryu's 1d20+8]: 22

[21:46] <DM_Tol> (hit)

[21:46] <Ryu> 2d8+6 (Psychic Damage)

[21:46] <TolBot> [Ryu's 2d8+6 (Psychic Damage)]: 16

[21:46] <DM_Tol> (Need LOS for that?)

[21:47] <Ryu> (if I can still use a Minor action, I want to mark the now bloodied FS with Aegis of Assault, and it doesn't specify is line of sight is needed)

[21:47] <DM_Tol> (Ryu, do you need Line of Sight for that power?)

[21:48] <Ryu> (It does not say)

[21:48] <DM_Tol> Ryu hits the back spawn with a mental attack as Berrian acts.

[21:48] * Berrian targets the nearest creature (hunter's quarry), and lets loose a two-fanged strike.

[21:49] <Berrian> 2#1d20+10

[21:49] <TolBot> [Berrian's 2#1d20+10]: 14, 30 (Sum:44)

[21:49] <Berrian> (1 crit hit)

[21:50] <Berrian> 1d8+16 (quarry + max norm)

[21:50] <TolBot> [Berrian's 1d8+16 (quarry + max norm)]: 19

[21:52] <Berrian> (hello?)

[21:52] <DM_Tol> The creature hisses but endures Berrian's assault as Shalanda acts from teh back.

[21:52] * Shalanda moves to the creature off to the right side and smacks him with a Righteous Brand (Str vs AC)

[21:52] <Shalanda> 1d20+7

[21:52] <TolBot> [Shalanda's 1d20+7]: 8 (Sorry.)

[21:52] <Ryu> (brb)

[21:52] <DM_Tol> Shalanda stumbles with her attack and misses.

[21:54] <Ryu> (ok back)

[21:54] <Zahira> brb

[21:54] <DM_Tol> * round 2 *

[21:54] * Zahira (Unfer@4b4b3765.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Quit: *Snoooooorrreeee*□)

[21:54] <DM_Tol> (go reede)

[21:54] * Reede reloads his crossbow and fires a shot at the bloodied creature.

[21:54] <Reede> 1d20+10

[21:54] <TolBot> [Reede's 1d20+10]: 20

[21:54] <DM_Tol> (AC is 20)

[21:55] <Reede> (I keep forgetting the rule on 20v20, is that a hit or a miss)

[21:55] <DM_Tol> (tie goes to the attacker/roller)

[21:55] <Reede> 1d6+8

[21:55] <TolBot> [Reede's 1d6+8]: 12

[21:55] <Blake` > (fyi, thunder storm going on, incase i go offline)

[21:56] <DM_Tol> (do thunderstrikes add "eh" at the end in Canada?)

[21:56] <Blake` > (har har)

[21:56] <DM_Tol> The spawns fight back.

[21:56] <Ryu> (C eh N eh D eh)

[21:56] <Blake` > (americas funniest video had a little girl yelling at the thunder to "shut up thunder")

[21:57] <DM_Tol> The one barely still in this world focuses on Athas, clawing.
[21:57] <DM_Tol> 1d20+13 vs AC
[21:57] <TolBot> [DM_Tol's 1d20+13 vs AC]: 16
[21:58] <DM_Tol> The one opposite the eye attacks Shalanda in kind by clawing at her.
[21:58] <DM_Tol> 1d20+13 vs AC
[21:58] <TolBot> [DM_Tol's 1d20+13 vs AC]: 22
[21:58] <Shalanda> (hit)
[21:58] <DM_Tol> 1d4+4 (and slowed until save)
[21:58] <TolBot> [DM_Tol's 1d4+4 (and slowed until save)]: 6
[21:58] <Athas> (missed me)
[21:59] <DM_Tol> The levers move and the eyeball swings again at the party.
[21:59] <DM_Tol> 1d4
[21:59] <TolBot> [DM_Tol's 1d4]: 4
[21:59] <DM_Tol> Reede and Zahira see the eyeball swing past them at Ryu.
[21:59] <DM_Tol> 1d20+5 vs AC
[21:59] <TolBot> [DM_Tol's 1d20+5 vs AC]: 22
[21:59] <Reede> "Woah!"
[22:00] <Ryu> (AC is 20)
[22:00] <DM_Tol> 2d8+4
[22:00] <TolBot> [DM_Tol's 2d8+4]: 18
[22:00] <DM_Tol> Ryu is slammed by the eyeball, and pushed over 5 feet.
[22:01] <Ryu> (if thats the winch one attack, he has to save vs my attack)
[22:01] <DM_Tol> (Does he have to save?)
[22:01] <Ryu> (Immobilized, and Slowed)
[22:01] <DM_Tol> (Meaning, he doesn't care about no move action right now)
[22:02] <DM_Tol> (The winch is a minor action)
[22:02] <Ryu> (Doesn't specify)
[22:02] <DM_Tol> (lemme check)
[22:02] <Ryu> (if the bloodied one attacked I should have teleported with that one, Aegis of Assault on him, oh well)
[22:03] <Ryu> (thats what I get for not paying attention lol)
[22:03] <DM_Tol> 1d20 save
[22:03] <TolBot> [DM_Tol's 1d20 save]: 2
[22:03] * Ryu teleports (free action, Theft of Alacrity effect)
[22:03] <DM_Tol> The Spawn failed to save from the immobilization.
[22:03] <DM_Tol> (Didn't alter the hit on you.)
[22:03] <Ryu> (I know)
[22:04] <DM_Tol> 1d20 save for other spawn who is slowed.
[22:04] <TolBot> [DM_Tol's 1d20 save for other spawn who is slowed.]: 12
[22:04] <DM_Tol> Zahira acts.
[22:04] <Ryu> (Zah DCed for some reason)
[22:04] <DM_Tol> Blake acts.
[22:04] <Ryu> (gah, grid makes this difficult to place me lol, had to recount lol)
[22:04] * Blake` calls out to Athas to strike again (Commander's Strike, free basic melee attack, +2 dmg if you hit) Blake also tries to fight off the effects of the mental attack.
[22:05] <Blake` > 1d20
[22:05] <TolBot> [Blake`s 1d20]: 1 (Sorry.)
[22:05] * Athas roars and swings up
[22:05] <Athas> 1d20+10
[22:05] <TolBot> [Athas's 1d20+10]: 19
[22:05] <DM_Tol> Athas barely misses the creature.

[22:06] <DM_Tol> Athas then acts.
[22:06] * Athas drives his axe head down again
[22:06] <Athas> (crushing blow)
[22:06] <Athas> 1d20+10
[22:06] <TolBot> [Athas's 1d20+10]: 21
[22:07] <Athas> 2d12+9
[22:07] <TolBot> [Athas's 2d12+9]: 24
[22:07] <DM_Tol> Athas decimates the spawn.
[22:07] <DM_Tol> Ryu acts.
[22:07] <Athas> "OLD MAN IRON DRINKS DEEP!!"
[22:07] * Zahira (Unfer@4b4b3765.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grove
[22:07] * Ryu cleaves into the nearest FS
[22:08] <Ryu> 1d20+10
[22:08] <TolBot> [Ryu's 1d20+10]: 16
[22:08] <DM_Tol> Ryu misses the spawn as Zahira acts.
[22:09] <DM_Tol> An Berrian acts as well.
[22:09] * Berrian takes aim at the next creature (new quarry) and lets fly a twin strike.
[22:09] <Berrian> 2#1d20+10
[22:09] <TolBot> [Berrian's 2#1d20+10]: 17, 28 (Sum:45)
[22:09] <Berrian> 1d10+1 (and)
[22:09] <TolBot> [Berrian's 1d10+1 (and)]: 4
[22:09] <Berrian> 1d8 (quarry bonus)
[22:10] <TolBot> [Berrian's 1d8 (quarry bonus)]: 8
[22:10] <DM_Tol> Berrian hits with one arrow.
[22:10] <Berrian> (for a total of 12 dmg)
[22:10] <DM_Tol> Shalanda acts.
[22:10] * Ryu sets mode: +v Zahira
[22:10] * Zahira dashes over for a clean shot at the target beside ryu, firing off an arrow. (HQ)
[22:10] * Shalanda attempts another Righteous Brand against her target. (Str vs AC)
[22:10] <Shalanda> 1d20+7
[22:10] <TolBot> [Shalanda's 1d20+7]: 20
[22:10] <Zahira> 1d20+7
[22:10] <TolBot> [Zahira's 1d20+7]: 16
[22:11] <Shalanda> 2d4+4
[22:11] <TolBot> [Shalanda's 2d4+4]: 12
[22:11] <Shalanda> (+3 hit bonus to Athas until end of my next turn)
[22:11] <DM_Tol> Zahira misses as Shalanda hits with her Branding blow.
[22:12] <DM_Tol> * Round 3 *
[22:12] <DM_Tol> Reede acts.
[22:12] * Reede moves across the room while loading a bolt into his crossbow.
[22:13] * Reede aims and fires at the nearest enemy.
[22:13] <Reede> 1d20+10
[22:13] <TolBot> [Reede's 1d20+10]: 21
[22:13] <Reede> 1d6+8
[22:13] <TolBot> [Reede's 1d6+8]: 10
[22:14] <Reede> (ooh, can I play with the winch?)
[22:14] <DM_Tol> Reede hits the spawn by the winch.
[22:14] <Reede> (minor action right?)
[22:15] <DM_Tol> (It will take a standard action to figure out how to use it)
[22:16] <DM_Tol> (a dungeoneering check)
[22:16] <DM_Tol> The two spawns claw at those near them.

[22:16] <Reede> (I'll spend an action point and mess with it then)
[22:16] <Ryu> (Are both FS in a closeburst 2 range?)
[22:16] <Ryu> (to me that is)
[22:16] <Reede> 1d20+2
[22:16] <TolBot> [Reede's 1d20+2]: 14
[22:18] <DM_Tol> Reede begins fiddling with the levers, the eyeball rises from its socket and drops back down as he fails to figure it out.
[22:18] <DM_Tol> 1d20+13 vs Ryu AC
[22:18] <TolBot> [DM_Tol's 1d20+13 vs Ryu AC]: 31
[22:19] <Ryu> (hit)
[22:19] <DM_Tol> 1d4+4 and slowed
[22:19] <TolBot> [DM_Tol's 1d4+4 and slowed]: 8
[22:19] <DM_Tol> 1d20+13 vs Shal AC
[22:19] <TolBot> [DM_Tol's 1d20+13 vs Shal AC]: 33 (Nailed it!)
[22:19] <Shalanda> (That reminds me I forgot to roll my save last round vs. slow)
[22:19] <Shalanda> (Not that it matters)
[22:19] <Reede> (owww)
[22:19] <DM_Tol> (8 HPs and slowed)
[22:20] <DM_Tol> The spawns hiss as Zahira acts.
[22:20] * Zahira grumbles as reede steps right in front of her and shifts beside him and fires off another arrow taking careful time to aim less horribly. (HQ/CS)
[22:20] <Zahira> 1d20+9
[22:20] <TolBot> [Zahira's 1d20+9]: 13
[22:20] <Ryu> (Close burst 2, would be 2 squares in all directions right?)
[22:21] <DM_Tol> (yep)
[22:22] <DM_Tol> Zahir amisses as Blake acts.
[22:22] * Blake` calls out to Shalanda to strike again (Commander's Strike, free basic melee attack, +2 dmg if you hit) Blake also tries to fight off the effects of the mental attack.
[22:22] <Blake` > 1d20
[22:22] <TolBot> [Blake`'s 1d20]: 1 (Not good.)
[22:22] <Blake` > (omg)
[22:22] <Zahira> <Imao>
[22:23] <Blake` > (i havent rolled over a 5 in like 20 rolls dating back to last game)
[22:23] <DM_Tol> (hehe... trust me, you'll be glad you saved your luck for the final battle, Blake)
[22:24] <Shalanda> 1d20+7
[22:24] <TolBot> [Shalanda's 1d20+7]: 12
[22:26] -> [Zahira] PING
[22:27] <Ryu> (we all still alive? lol)
[22:27] <Athas> (I am)
[22:28] <DM_Tol> (sorry, wife chatting me)
[22:28] <DM_Tol> Athas acts
[22:28] * Athas charges at the creature attacking Shalandra to attack it.
[22:29] <DM_Tol> Shalanda misses with her inspired attack.
[22:29] <DM_Tol> (+1 to attack, Athas, but can only do basic melee or bull rush... no power)
[22:30] <DM_Tol> (sure you want to do that?)
[22:30] <Athas> (sure)
[22:30] <DM_Tol> Athas charges.
[22:30] <Athas> (also get a +3)
[22:30] <Athas> 1d20+14
[22:30] <TolBot> [Athas's 1d20+14]: 30
[22:31] <DM_Tol> (hit)

[22:31] <Athas> 1d12+7
[22:31] <TolBot> [Athas's 1d12+7]: 8
[22:31] <DM_Tol> Athas bloodies the spawn.
[22:31] <DM_Tol> Ryu acts.
[22:31] <Athas> "STRIKE ME YOU GODS-RUTTING COWARD!"
[22:31] * Ryu grins with his blade and begins to seemingly dance (Dance of the Sword, Close Burst 2, Target: Each enemy in Burst, Int vs Will :: Hit effect: Target cannot make opportunity attacks or shift (Save ends), Miss: Half Damage, and until the end of my next turn it cannot make opportunity attacks or shift.)
[22:32] <Ryu> (Does the eyeball count as a target lol)
[22:32] <DM_Tol> (no)
[22:32] <Ryu> 2#1d20+8 vs Will
[22:32] <TolBot> [Ryu's 2#1d20+8 vs Will]: 21, 19 (Sum:40)
[22:32] <DM_Tol> (hit the one near you)
[22:32] <Ryu> 1d8+6
[22:32] <TolBot> [Ryu's 1d8+6]: 14
[22:32] <Ryu> (They must have high will lol)
[22:33] <DM_Tol> (roll half for other)
[22:33] <Ryu> 1d8+6
[22:33] <TolBot> [Ryu's 1d8+6]: 8
[22:33] <Ryu> 4
[22:33] <DM_Tol> Berrian acts
[22:33] * Berrian shifts into the room a bit more, and fires off another twin strike towards the same enemy.
[22:33] <Berrian> 2#1d20+10
[22:33] <TolBot> [Berrian's 2#1d20+10]: 12, 26 (Sum:38)
[22:33] <Berrian> 1d10+1 (and)
[22:33] <TolBot> [Berrian's 1d10+1 (and)]: 6
[22:33] <Berrian> 1d8 (quarry)
[22:33] <TolBot> [Berrian's 1d8 (quarry)]: 4
[22:34] <DM_Tol> Berrian sneaks his head once more around the corner and fires, hitting with one missile.
[22:34] <DM_Tol> Shalanda acts.
[22:34] <Ryu> (one bottle of Sake down)
[22:35] * Shalanda continues with the Righteous Branding, a simple yet effective attack.
[22:35] <Shalanda> 1d20+7
[22:35] <TolBot> [Shalanda's 1d20+7]: 27 (Yes!)
[22:35] <Shalanda> (12 damage)
[22:36] <Shalanda> (+3 hit bonus for Ryu)
[22:37] <DM_Tol> (15 dam total?)
[22:38] <Shalanda> (No 12 damage, and Ryu enjoys a +3 to hit bonus)
[22:39] * Reede leaves the winch alone for the time being and aims another shot at the creature before him.
[22:39] <DM_Tol> The creature is destroyed by Shal's attack.
[22:40] <DM_Tol> * next round *
[22:40] <DM_Tol> Reede attacks.
[22:40] * Reede taunts the creature and fires upon it.
[22:41] <Reede> 1d20+10
[22:41] <TolBot> [Reede's 1d20+10]: 14
[22:41] * Reede curses.
[22:41] <Shalanda> (I'm moving in response to it's death to the other creature)

[22:41] <DM_Tol> Reede misses as it turns and addresses his taunting.
[22:42] <DM_Tol> 1d20+10 vs will for Reede.
[22:42] <TolBot> [DM_Tol's 1d20+10 vs will for Reede.]: 24
[22:43] <DM_Tol> Reede, you begin to go mad as you hear whispers in all corners of your mind. The pain becomes unbearable.
[22:43] <DM_Tol> 3d6+3
[22:43] <TolBot> [DM_Tol's 3d6+3]: 14
[22:43] <DM_Tol> (psychic damage... and slowed)
[22:43] <Shalanda> 1d20 (the save I forgot)
[22:43] <TolBot> [Shalanda's 1d20 (the save I forgot)]: 6
[22:43] <DM_Tol> Zahira acts.
[22:43] * Zahira curses loudly and shoots the thing in the left nostril.
[22:43] <Zahira> 1d20+9
[22:43] <TolBot> [Zahira's 1d20+9]: 13
[22:43] <DM_Tol> 1d20
[22:43] <TolBot> [DM_Tol's 1d20]: 9
[22:44] * Reede screams and sinks to the ground holding his head.
[22:44] <DM_Tol> (failed save, ryu you can tp again if you want)
[22:44] <Zahira> <throws bow down in disgust and makes a new one out of the bot>
[22:44] * Ryu attacks the remaining creature (Teleported)
[22:44] <DM_Tol> Zahira misses as Blake acts.
[22:44] * Blake` tries to shake off the effects of the mind attack again (thats it)
[22:44] <Blake` > 1d20
[22:44] <TolBot> [Blake`'s 1d20]: 7
[22:45] <DM_Tol> (go blake go)
[22:45] <DM_Tol> (But no action?)
[22:45] <Athas> (brb)
[22:47] <Blake` > (no action)
[22:48] <DM_Tol> Athas acts
[22:48] <Blake` > (i need to be able to see them)
[22:48] <DM_Tol> (you are slowed... blake. Can move half your speed.)
[22:49] * Athas rushes and swings
[22:49] <Athas> 1d20+10
[22:49] <TolBot> [Athas's 1d20+10]: 27
[22:49] <Athas> 1d12+7
[22:49] <TolBot> [Athas's 1d12+7]: 11
[22:50] <Athas> (yes!)
[22:51] <DM_Tol> Athas hits the spawn as Ryu acts
[22:51] * Ryu attacks the remaining creature
[22:51] <Ryu> 1d20+13
[22:51] <TolBot> [Ryu's 1d20+13]: 24
[22:51] <DM_Tol> (hit)
[22:51] <Ryu> 1d10+7
[22:52] <TolBot> [Ryu's 1d10+7]: 8
[22:52] <DM_Tol> Ryu makes a mild hit as Berrian acts.
[22:52] * Berrian nearly lowers his bow, thinking the fight over, but raises it (quarry) and fires another twin strike at the remaining creature, seeing as it is still standing.
[22:52] <Berrian> 2#1d20+10
[22:52] <TolBot> [Berrian's 2#1d20+10]: 18, 27 (Sum:45)
[22:52] <Berrian> 1d10+1
[22:52] <TolBot> [Berrian's 1d10+1]: 8

[22:52] <Berrian> 1d8
[22:52] <TolBot> [Berrian's 1d8]: 2
[22:52] <DM_Tol> (It is jus tnow bloodied)
[22:53] <DM_Tol> Berrian hits the creature with one mssile as Shal acts.
[22:53] * Shalanda changes her stance and swings with a powerful, yet fluid strike (Healing Strike: Str vs AC, if hits target is marked)
[22:53] <Berrian> (I was figuring all the other people hitting it before me should take it down, in character)
[22:53] <Shalanda> 1d20+7
[22:53] <TolBot> [Shalanda's 1d20+7]: 9
[22:53] <Shalanda> (Bah)
[22:54] <DM_Tol> * Next round *
[22:54] <DM_Tol> Reede steps up, after his last taunt.
[22:55] * Reede tries to clear his head long enough to attack again.
[22:55] * Reede loads and fires upon the creature.
[22:55] <Reede> 1d20+10
[22:55] <TolBot> [Reede's 1d20+10]: 12
[22:56] <DM_Tol> 1d20+13
[22:56] <TolBot> [DM_Tol's 1d20+13]: 28
[22:56] <DM_Tol> 1d4+4 vs Athas
[22:56] <TolBot> [DM_Tol's 1d4+4 vs Athas]: 5
[22:56] <DM_Tol> The spawn hits Athas with his claw as Zahira acts.
[22:57] * Zahira launches one more arrow with a plea for striking this time.
[22:58] <Zahira> 1d20+7
[22:58] <TolBot> [Zahira's 1d20+7]: 22
[22:59] <DM_Tol> (hit)
[22:59] <Zahira> 1d10+7
[22:59] <Zahira> 1d6
[22:59] <TolBot> [Zahira's 1d10+7]: 11
[22:59] <TolBot> [Zahira's 1d6]: 1
[22:59] <DM_Tol> The spawn falls dissolving into the floor.
[22:59] <Zahira> "Finally hit the darn thing..."
[23:00] <Shalanda> "I didn't realize how much sleep affects your motor skills, that was an awful fight."
[23:00] * Athas looks to Zahira and grins.
[23:01] * Reede shakes his head out and rubs his arms.
[23:01] <Athas> "Good day to spill blood."
[23:02] <Blake` > "Agreed"
[23:02] <Reede> "I'd like to never see one of those again."
[23:02] <Blake` > "That thing managed to get into my mind, I hope we don't encounter any more"
[23:02] * Athas turns to Shalandra
[23:02] * Shalanda looks over at the creepy eye.
[23:02] <Athas> "Are you well?"
[23:02] <Zahira> "Now what..." She looked around wondering what the winch and eye were all for.
[23:02] * Shalanda then looks over at Athas.
[23:03] <Shalanda> "Why are you treating me like a love sick puppy lately?"
[23:03] * Berrian takes up guard at the door while the others talk.
[23:04] * Ryu looks around
[23:04] <Ryu> "So, I wonder what this eye ball is for"
[23:04] <DM_Tol> The creepy eye does not look back.
[23:04] * Shalanda looks at the eye, trying to gauge if it is alive or was a trick of the eye earlier.

[23:04] * Reede pulls out his pipe and lights it up.
[23:04] <DM_Tol> (The eye is on chains with the levers. not alive)
[23:05] <DM_Tol> (The spawn aimed it towards you..)
[23:05] <Shalanda> "I wonder if the eye is covering a lower passageway?"
[23:05] * Zahira looks at the winch system wondering if it is anything other than just a weapon...and if it was, why in this room
[23:05] <DM_Tol> (it's a dungeoneering DC17 to figure out the levers)
[23:06] <Zahira> 1d20+9 dungeoneering
[23:06] <TolBot> [Zahira's 1d20+9 dungeoneering]: 14
[23:06] * Blake` also investigates the levers
[23:06] <Blake` > 1d20+3
[23:06] <TolBot> [Blake`s 1d20+3]: 16
[23:06] <Ryu> 1d20+2
[23:06] <TolBot> [Ryu's 1d20+2]: 5
[23:06] * Reede has another look while smoking his pipe.
[23:06] <Reede> 1d20+2
[23:06] <TolBot> [Reede's 1d20+2]: 5
[23:06] <DM_Tol> (lol)
[23:06] <Zahira> kicks bot>
[23:07] <DM_Tol> The large stone eye doesn't budge.
[23:07] * Reede shrugs and inhales deeply.
[23:07] * Athas wipes off his axe blade.
[23:07] <Shalanda> (Zahira should have just taken 10)
[23:07] <DM_Tol> After a bit of trying, you work the levers as the stone lifts and fall to the floor nearby. You see a hole in the center, with a ladder leading down.
[23:07] <Athas> "The gods will drink deep this day."
[23:08] <Ryu> (afk again)
[23:08] * Athas chuckles to himself.
[23:08] <Berrian> "Let me know when you all figure out what we're going to do next"
[23:08] <Blake` > "I believe we just did"
[23:08] <Reede> (if only my thievery check were any good for that)
[23:08] <Zahira> <yea...can i take 10 now? XD>
[23:09] <DM_Tol> Looking down the passage, hewn stone leads to a tunnel below.
[23:09] <DM_Tol> *** as this session of Können Land comes to a close ***

3-27-2011: SLAP YOUR MUMMY

[20:17] <DM_Tol> *** Game Recap ***

[20:18] <DM_Tol> For hours on end, interrupted by an unconscious dream state, the party has infiltrated the Tomb of Dreams in the heart of the Warsands.

[20:19] <DM_Tol> After traversing tyrades and traps, blade bridges and sneak attacks, grappling hooks and spinning statues, the group cleared out an eerie room with a giant eyeball stone hanging from a chain.

[20:19] <DM_Tol> Beneath the eye... an opening to a tunnel below.

[20:20] <DM_Tol> With a sense of urgency, the group prepares to move onward.

[20:20] <DM_Tol> *** Thus begins this session of Können land ***

[20:21] <DM_Tol> Peering down the hole in the stone floor, you see a ladder and a tunnel below. There is a faint glow from the walls.

[20:21] * Berrian glances back quickly. "Hurry up, I will guard the rear."

[20:21] <Ryu> (Hurry up, I don't want to be first down the hole!)

[20:21] <DM_Tol> Reede: "I'll stay in the back too. I don't want anything following us down here."

[20:21] * Ryu peers down the hole, "Into the belly of the beast we go."

[20:22] <Athas> "I will go first then."

[20:22] * Zahira nods and follows after Athas.

[20:22] * Shalanda follows after Zahira.

[20:22] * Athas climbs down the ladder, dagger in hand.

[20:23] * Ryu follows Shal

[20:23] * Blake` goes down on his turn

[20:23] <DM_Tol> You move down the ladder, in order Athas, Zahira, Shalanda, Ryu, Blake and Berrian.

[20:24] <DM_Tol> At the bottom of the ladder, you find a winding tunnel.

[20:24] <Athas> "Tunnels."

[20:25] <DM_Tol> The stonework is different here. It is smooth and rounded, and there are a small number of faint lines, almost like veins, glowing bluish green, running along the tunnel.

[20:25] <Athas> "Witchlights."

[20:25] * Shalanda pauses to examine the veins.

[20:25] <DM_Tol> (Dungeoneering)

[20:26] <Shalanda> (Arcana - magical in nature, if so can I tell what magic / ritual?)

[20:26] * Zahira blinks looking around at the pretty glowy things

[20:26] <Athas> "This is not natural."

[20:26] <DM_Tol> (the efect is still dim light)

[20:26] * Athas swaps dagger for axe.

[20:26] <Shalanda> 1d20+5 dungeoneering

[20:26] <TolBot> [Shalanda's 1d20+5 dungeoneering]: 21

[20:26] <Zahira> 1d20+9

[20:26] <TolBot> [Zahira's 1d20+9]: 18

[20:27] <DM_Tol> The glowing "veins" look like some type of moon stone, inlaid into the rock around... a mundane, glowing stone.

[20:27] <Shalanda> "It's natural, don't get yourself unreasonably worked up.

[20:28] * Zahira nods and looks ahead, keeping at the ready for surprises.

[20:28] <DM_Tol> Passing down the silent and twisted tunnel with no end in sight is disconcerting. It winds left, right, and "downward".

[20:28] * S711 (711@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) Quit (Quit: For England, James?□)

[20:29] <DM_Tol> You move forward, as traveling through the tunnel gives a sense of dislocation and a dreamy weightlessness with the continuous direction change.

[20:30] <Berrian> "Eerie, even if normal."
[20:30] <Blake` > "Normally I enjoy this time of thing, but this place, I won't mind leaving"
[20:31] <DM_Tol> You move along for minutes on end with no end to the winding.
[20:31] <Athas> "Are there no guards?"
[20:31] <Zahira> "Maybe thats what they thought those things in the room before were..."
[20:31] <DM_Tol> Any with the most basic dungeon experience can tell that the tunnel has doubled around at least once.
[20:32] <Shalanda> (Spiral down I assume?)
[20:32] <Berrian> "I hope we are not wasting what little time remains, going for a walk."
[20:33] <DM_Tol> (No, gradual tube tunnel , with subtle turns)
[20:33] <Shalanda> (nod)
[20:33] <DM_Tol> As you detect the tunnel rising just a bit, you clearly hear numerous voices raised in a deep droning murmur.
[20:34] * Shalanda puts her finger to her lips
[20:34] <DM_Tol> The tunnel ends with a staircase ahead rising up.
[20:34] * Athas smiles and starts to creep up the stairs, keeping low to the ground.
[20:35] <DM_Tol> As you look up the stairs, it winds up and up around beyond sight.
[20:35] <DM_Tol> The glowing veins in the walls ceases up above.
[20:36] * Berrian motions to take over 2nd position, instead of rear guard.
[20:36] <DM_Tol> (Dungeoneering check for everyone, plz)
[20:36] * Zahira falls back a bit to let Berrian move ahead, keeping her eyes open wide
[20:37] <Zahira> 1d20+9 dung
[20:37] <TolBot> [Zahira's 1d20+9 dung]: 11
[20:37] <Blake` > 1d20+3
[20:37] <TolBot> [Blake`'s 1d20+3]: 22
[20:37] <Berrian> 1d20+5 dung
[20:37] <TolBot> [Berrian's 1d20+5 dung]: 10
[20:37] <Athas> 1d20+2
[20:37] <TolBot> [Athas's 1d20+2]: 4
[20:37] <Shalanda> 1d20+5 dungeoneering
[20:37] <TolBot> [Shalanda's 1d20+5 dungeoneering]: 15
[20:37] * Blake` takes the rear
[20:37] <Athas> (OK, my next character....)
[20:38] <DM_Tol> (Ryu?)
[20:39] <DM_Tol> 1d20 for Ryu
[20:39] <TolBot> [DM_Tol's 1d20 for Ryu]: 17
[20:40] <DM_Tol> Blake and Ryu, if you had to guess, the winding and descending has placed you square underneath the main chamber of the main floor where you first entered the temple tomb.
[20:41] * Blake` describes where he thinks we are to the others..."thats my guess"
[20:42] <Athas> (I say we throw Ryu to the priesthood)
[20:42] <Shalanda> (Throw him to me, I'll offer him as a counter-sacrifice)
[20:42] <Zahira> <make him a eunich?>
[20:42] <Blake` > "hopefully we can get to them before it is too late, maybe even be able to surprise them"
[20:42] <DM_Tol> The numerous voices raised in wordless droning continues, emanating from above.
[20:43] <Shalanda> "Sounds like quite a few of them."
[20:43] * Berrian readies his bow and nods.
[20:43] <Blake` > "Agreed"
[20:43] <Athas> (he's married -- that's close to being a eunich)
[20:43] <Athas> "Old Man Iron will drink deep this day."
[20:43] <Berrian> (ack, that was freaky for a second. I hit the 'desktop' button...)

[20:44] * Zahira nods nocking an arrow getting a bit tense. "This was a bit more than I thought I would ever come across..."

[20:44] <Shalanda> "Let's advance."

[20:45] * Athas moves alongside Shalanda quietly.

[20:45] <DM_Tol> You ascend the stairs, which turn widdershins again and again, many times over, as the droning gets louder.

[20:46] <DM_Tol> The stone walls around you are now normal bedrock once more.

[20:47] * Blake` ensures he looks behind him, making sure nothing is creeping up.

[20:47] <DM_Tol> After many turns of the spiral stairs, the stair splits into two separate straight stairways around a stone wall.

[20:48] <DM_Tol> Blake you see nothing creeping behind you, especially given Reede's rear guard back at the beginning of the tunnel.

[20:48] * Berrian creeps along, trying to get a line of sight on a target before they would see him

[20:49] <DM_Tol> Just ahead, the stairs on each side of the wall lead up into open air.

[20:49] <Blake` > (i thought he changed spots, my bad)

[20:49] <Blake` > (or just missed that)

[20:49] <DM_Tol> (Some taking left up into the room and some the right? or all staying on one side?)

[20:50] <Berrian> (I vote both?)

[20:50] <Blake` > (agreed)

[20:50] * Blake` stays behind the person infront of him

[20:50] <DM_Tol> Ahead, the stairs split around a thick wall and ascend into a room above, the source of the droning chant.

[20:51] * Shalanda splits off right, motioning for Athas to veer left.

[20:52] * Athas crosses left, flitting across the hall like a candle's shadow

[20:52] * Zahira follows behind Shalandra

[20:53] * Berrian follows Athas to the left

[20:53] <DM_Tol> From the top of the stairs, you can also make out a voice intoning a prayer, the words of some repeating mantra. You recognize the word "awaken".

[20:53] <Berrian> (an archer on each side. Good strategy)

[20:53] <DM_Tol> (The Sleeper's Tomb map is up <http://tiny.cc/battlegrid>)

[20:53] <Shalanda> (And Melee on each side)

[20:54] <Ryu> (Sorry about that, back)

[20:55] <Shalanda> (About time, we were about to smear you in pigs blood, feather you, and make you run out there to distract them for a round or two)

[20:55] <Berrian> (gah... 14 windows and 4 peripherals all at once. it's lagging...)

[20:55] <DM_Tol> As you move up to the top of the stairs, directly above the split stair, you see a huge face carvedd in the ceiling of the wide room you are entering.

[20:55] <DM_Tol> From what you can see of the face, it looks just like the face that adorned the top of the hill outside.

[20:57] <DM_Tol> You can see a tiny stream of dark, reddish liquid collects along one of the stone eye sockets in the face on the ceiling, as a drop then falls from it like a tear.

[20:57] <Athas> (well, we can still smear and feather him... but now we have to talk him into it.)

[20:57] <Ryu> (I thought that was the primary damage dealers job, and its not me this time :-P)

[20:58] <Athas> (ain't me either.)

[20:58] <Ryu> (I know, its Shal's turn! lol)

[20:58] <Shalanda> (I'm secondary DPS, Athas is primary)

[20:58] <Zahira> <dont need permission to do it to him and throw him out in the open>

[20:58] <Blake` > (you guys wanna try diplomacy?)

[20:58] <Blake` > (🤔)

[20:59] <Athas> (when has *that* ever worked for us?)
[20:59] <DM_Tol> As you reach to the top of the stairs, you see an open sarcophagus beside the stairs.
[20:59] <Zahira> <in the dream thing sorta...>
[20:59] * Shalanda looks up at the blood, and silently sighs to herself.
[20:59] <Berrian> (I want someone to pull the body down the stairs, breaking the chant before we fight.)
[20:59] <Shalanda> (So do it)
[20:59] <Ryu> (Diplomacy of this group: "Will you die already? No? Isn't that like Yes but with an N, OK, so we'll help you with that!")
[20:59] <Berrian> (I will)
[20:59] <Blake` > (agreed, go for it)
[21:00] * Berrian notices the sarcophagus, and motions to Athas for help.
[21:00] <Blake` > (so either we try diplomacy, disguise or combat)
[21:00] * Athas grins and creeps up to Berrian.
[21:00] <Athas> (combat to soften them up for diplomacy)
[21:00] <DM_Tol> You see ahead also a podium altar, behind which stands Vothnyr, the cult leader you met mounted upon the hippogrif.
[21:00] <Ryu> (Combat is just aggressive Diplomacy)
[21:01] * Athas points to the leader and makes a thumbstroke across his neck
[21:01] * Shalanda eyes the leader her hands tensing on her scythe's worn wooden handle.
[21:01] * Berrian whispers to Athas "If we move the body before the battle, it may disrupt the ritual and give us an advantage"
[21:01] <DM_Tol> The remains of Sir Nagalam, stolen from the priest's, a splayed out on the podium altar.
[21:01] <Athas> (Diplomacy is Combat with a tea time)
[21:01] * Zahira looks to the podium and puts tension on her bow
[21:02] * Athas whispers back "And sawing his throat open is a perfect disruption."
[21:02] * Ryu slowly draws his blade, his face like stone, cold and emotionless
[21:02] * Blake` waits for the plan
[21:02] <DM_Tol> Vothnyr seems to be wearing the armor and sword that you saw displayed with Sir Nagalam's ephagy days ago, apparently claiming them now for his own.
[21:02] * Berrian responds in one last whisper before the action. "I will give you covering fire"
[21:02] * Shalanda looks back at Zahira
[21:02] <Blake` > (is he about the same size as Blake?)
[21:02] * Athas nods
[21:03] <DM_Tol> Each participating in the ritual and the chanting, no one seems to have noticed you.
[21:03] <Shalanda> Whispering: "Ready to hit the leader?"
[21:03] <DM_Tol> Vothnyr is holding the Fiend's horn, and carving into the altar.
[21:03] <Blake` > Whispers "Im ready when you all are, also, its been good adventuring with you all"
[21:03] * Ryu whispers, "its as good of a day as any to die."
[21:04] <DM_Tol> Around the square room, you see a raised platform in each corner (the light grey area, which is tall enough to grant combat advantage)
[21:04] * Athas whispers "Every day is a good day to slake the thirst of hte gods."
[21:04] * Zahira mutters something about not being a good place to die, but would be fine so long as a few went with her.
[21:04] * Berrian marks the nearest chanter and prepares for a twin strike against him, and the next closest.
[21:05] <DM_Tol> There are four statues in the room, 15 feet tall, of cloaked cultists, arms raised wide.

[21:05] <Ryu> (If we're about to engage combat can I call a 5 minute pause, I'm being sent on a Soda run, jus' need to run up to the firehouse)

[21:05] <DM_Tol> (go)

[21:05] <Ryu> (brb in that case)

[21:05] * Zahira glances around the rest of the room trying to get an idea of where and how many targets there were.

[21:05] <Berrian> (as in, first of the 2 shots towards 1 person, with quarry bonus, 2nd shot towards other person, no bonus)

[21:06] <Athas> (and me as the reaver)

[21:06] <DM_Tol> (as for the map, the top square of each stair is nearly at the floor level. The bottom square is far down enough to invoke damage if you fell into the stairwell opening there.)

[21:06] <DM_Tol> (that make sense?)

[21:07] <Shalanda> (yeah)

[21:07] <Zahira> <yup>

[21:08] <Zahira> <is that braille above and below the body? XD>

[21:09] <DM_Tol> (The map placement of each of you make sense? Just know that you must go through the top stair square to make it to the floor level.)

[21:09] <Blake` > (yup)

[21:10] <DM_Tol> (The red braille, which you really can't see yet, are tiny drops of blood atop the sarcophagus.)

[21:10] <Shalanda> (Can you place the leader on the map?)

[21:10] <Berrian> (and the chanters, as I'm about to attack at least 2 of them?)

[21:10] <DM_Tol> As you scan the room, you see the source of the chanting, several of the same robed cultists around the room, as well a a few other figures.

[21:11] <Blake` > (so we are coming up the steps and the sarcophagus is above us in the middle?)

[21:11] <DM_Tol> (yep)

[21:13] <Ryu> (OK back)

[21:14] * Shalanda quietly says to herself "Arannis, watch over me, for if I don't survive this, I hope to see your face first in the after life."

[21:14] * Shalanda prepares to charge the leader.

[21:15] * Blake` prepares also

[21:15] * Athas gets ready to charge

[21:15] <Shalanda> (Just waiting on init)

[21:16] * Zahira stands ready tocover for Shal when she would move.

[21:16] <DM_Tol> All in all, you see about eight robed cultists throughout the room.

[21:16] <Athas> (waiting for the priest to stand under my blade)

[21:17] <Berrian> (E9 quarry, D7 2nd target)

[21:17] <DM_Tol> In addition, you see two of the Foul Spawn fighters you met in the eyeball room, as well as two other Foul Spawns with dangling chains and star and moon symbols on their cloaks, instead of armor.

[21:17] <DM_Tol> Caught up in their ritual, the others have not yet noticed you.

[21:18] <Berrian> (so I'm counting 6 on 13?)

[21:18] <DM_Tol> (k, any last questions about the room before we begin?)

[21:18] <Athas> (call bids on the foul seer in front of me)

[21:18] <Berrian> (the 5' blocks in the corners are 5'+ higher than the rest?)

[21:18] <Zahira> <statues solid/immobile?>

[21:19] <DM_Tol> (Yes, Berrian. Consider the white space directly in front of them as a couple stairs.)

[21:19] <DM_Tol> (Yes, Statues count as cover)

[21:20] <Blake` > (for init, dont forget you +2 bonus)

[21:20] <Blake` > (you = your)

[21:20] <DM_Tol> (restroom, brb)
[21:22] <DM_Tol> `init rolls please
[21:22] <TolBot> Please make an initiative roll (1d20+modifier).
[21:22] <Blake` > 1d20+4 init
[21:22] <TolBot> [Blake`s 1d20+4 init]: 17
[21:22] <Shalanda> 1d20+5
[21:22] <TolBot> [Shalanda's 1d20+5]: 21
[21:22] <Berrian> 1d20+9 init
[21:22] <TolBot> [Berrian's 1d20+9 init]: 19
[21:22] <Athas> 1d20+8
[21:22] <TolBot> [Athas's 1d20+8]: 13
[21:23] <Ryu> 1d20+4
[21:23] <TolBot> [Ryu's 1d20+4]: 24 (Way to go!)
[21:23] <Zahira> 1d20+7
[21:23] <TolBot> [Zahira's 1d20+7]: 9
[21:24] <DM_Tol> 1d20+7 for FoulspawnBerserkers
[21:24] <TolBot> [DM_Tol's 1d20+7 for FoulspawnBerserkers]: 12
[21:24] <DM_Tol> 1d20+7 for FoulspawnSeers
[21:24] <TolBot> [DM_Tol's 1d20+7 for FoulspawnSeers]: 14
[21:24] <DM_Tol> 1d20+3 for Cultists
[21:24] <TolBot> [DM_Tol's 1d20+3 for Cultists]: 14
[21:24] <DM_Tol> 1d20+3 for Vothnyr
[21:24] <TolBot> [DM_Tol's 1d20+3 for Vothnyr]: 13
[21:25] <DM_Tol> `init report
[21:25] <TolBot> Initiative Order: Ryu, 24, Shalanda, 21, Berrian, 19, Blake`, 17, Cultists, 14, FoulspawnSeers, 14, Athas, 13, Vothnyr, 13, FoulspawnBerserkers, 12, Zahira, 9
[21:25] <DM_Tol> Unseen as of yet, you each get on action in this surprise round.
[21:25] <DM_Tol> (Remember, to walk into the room, you must ascend through the top stair space.)
[21:26] <DM_Tol> Vothnyr continues his intoning and scrathing onto the altar, holding the fiend's horn.
[21:26] <DM_Tol> (Ryu)
[21:26] <Ryu> (*enter Mortal Kombat theme song*)
[21:26] <Ryu> (I'm at the bottom of the stairs right?)
[21:26] <Berrian> (*finds said theme song)
[21:26] <DM_Tol> (Yes, your movement would have to include moving past Shal)
[21:26] <Ryu> (Holding then, so pass)
[21:27] * Shalanda rushes Vothnyr and swings with all her strength, igniting her scythe in the process. (Avenging Flame, Str vs. AC, 1/2 dam on miss)
[21:27] <DM_Tol> (You can easily move through a friendly occupied space, fyi)
[21:27] <Shalanda> 1d20+7
[21:27] <TolBot> [Shalanda's 1d20+7]: 15
[21:27] <Shalanda> (grumble)
[21:27] <Ryu> (I know, I'm just holding, don't want to jump into the flames of combat until I'm ready)
[21:28] <DM_Tol> Shalanda misses with her vicious attack.
[21:28] <Shalanda> 2d4+4
[21:28] <TolBot> [Shalanda's 2d4+4]: 12
[21:28] <DM_Tol> ... still damaging Vothnyr somewhat.
[21:28] <Shalanda> (12 damage)
[21:29] <DM_Tol> (isn't it half of 12?)
[21:29] <DM_Tol> (Ryu or Berrian.)

[21:29] * Berrian marks the closest Seer, and fires a twin strike at it, and the cultist behind it. (E9 quarry, C9)

[21:29] <Shalanda> (No, I'd do 4d4+4 on a hit)

[21:29] <Berrian> 2#1d20+10

[21:29] <TolBot> [Berrian's 2#1d20+10]: 19, 14 (Sum:33)

[21:30] <DM_Tol> (k, then should be +2, no?)

[21:31] <Shalanda> (Hmmm, probably, unless the 1/2 damage is weapon damage. Make it +2)

[21:32] <DM_Tol> Berrian sends two missiles into the western wall.

[21:32] <Ryu> (OK, I'll move then using Dimensional bond. INT vs AC, Hit: 2[W] + Int Mod, Miss: Half Damage Effect: Until the end of the encounter, you can teleport 10 squares as a move action. You must end this movement adjacent to the target)

[21:32] <Ryu> 1d20+10 vs AC

[21:32] <TolBot> [Ryu's 1d20+10 vs AC]: 13

[21:33] <Ryu> 2d10+7

[21:33] <TolBot> [Ryu's 2d10+7]: 14

[21:33] <Ryu> (7 damage)

[21:33] <DM_Tol> Ryu bonds through another dimension towards Vothnyr and appears nearby, missing with an attack, damaging slightly.

[21:34] <DM_Tol> (blake)

[21:34] * Blake` moves into combat around the leader and attacks using Hammer and Anvil with Shalanda

[21:34] <Blake` > 1d20+8 vs Ref

[21:34] <TolBot> [Blake`s 1d20+8 vs Ref]: 13

[21:34] <Shalanda> (? I get an attack?)

[21:35] <Blake` > (not yet)

[21:35] <Blake` > (probably not at all)

[21:35] <DM_Tol> Vothnyr notices first Shalanda and then Ryu and then Blake as you all descend upon him simultaneously. He deftly avoids your hammer attack, Blake.

[21:36] <DM_Tol> (Athas)

[21:36] <Shalanda> (Question, surprise round. Do we get combat advantage for that?)

[21:36] <DM_Tol> (lemme check)

[21:37] <DM_Tol> (yes, you grant combat adv)

[21:37] <DM_Tol> (But, you're also supposed to get only one action, move, standard or minor)

[21:37] <Shalanda> (I checked too, we also only get 1 action instead of a full round)

[21:37] <DM_Tol> (I'll overlook that part just this once)

[21:38] <Berrian> (so did I hit on one of my arrows, then?)

[21:38] <DM_Tol> (Berrian, your arrow did hit the FoulSpawn Seer. Roll dam)

[21:38] <Blake` > (crap, didnt realize that)

[21:38] <Shalanda> (Doubt a 17 hits Voth's AC)

[21:38] <DM_Tol> (nope)

[21:39] <Berrian> 1d10+1 and

[21:39] <TolBot> [Berrian's 1d10+1 and]: 9

[21:39] <Berrian> 1d8 quarry

[21:39] <TolBot> [Berrian's 1d8 quarry]: 6

[21:39] <Berrian> (15)

[21:39] <DM_Tol> (Athas acts)

[21:40] <DM_Tol> (Zahira acts)

[21:40] * Zahira would cross over to the statue for some cover as she unleashes an arrow at the cultist <L3>, calling it as her quarry.

[21:40] <Zahira> 1d20+8 vs AC

[21:40] <TolBot> [Zahira's 1d20+8 vs AC]: 24

[21:41] * Athas jumps up and rushes down to the foulspawn in front of him.
[21:41] <DM_Tol> (hit)
[21:41] <Zahira> 1d10+8
[21:41] <Zahira> 1d6
[21:41] <TolBot> [Zahira's 1d10+8]: 18
[21:41] <TolBot> [Zahira's 1d6]: 6
[21:41] <Athas> "THE BLOOD OF THE FAITHLESS IS SWEET!"
[21:41] <Zahira> <24>
[21:41] <DM_Tol> (one at L3, Zah?)
[21:41] <Zahira> <yerp>
[21:41] <Athas> 1d20+10
[21:41] <TolBot> [Athas's 1d20+10]: 25
[21:41] <Zahira> <dang...max rolls on both damage dice...>
[21:42] <DM_Tol> Zahira ☐obliterates☐ a cultist, who falls down dead.
[21:42] <Zahira> <i think the bot is sick>
[21:42] <DM_Tol> Athas his the Foulspawn. (move yourself, too)
[21:42] <Athas> 1d12+7
[21:42] <TolBot> [Athas's 1d12+7]: 15
[21:43] <DM_Tol> Vothnyr screams.
[21:44] <DM_Tol> *** Round 1 ***
[21:44] <DM_Tol> (Ryu)
[21:44] <Ryu> (Normal attack)
[21:44] <Ryu> 1d20+10
[21:44] <TolBot> [Ryu's 1d20+10]: 11 (Nooooo!)
[21:44] <Ryu> (rof!)
[21:44] <DM_Tol> Ryu misses as Shal keeps her attack going.
[21:45] <Shalanda> "The Raven Queen sends her warmest regards."
[21:45] * Shalanda blesses the party.
[21:45] <Shalanda> (+1 power to all attacks)
[21:45] * Shalanda then moves into a flanking position.
[21:46] <Shalanda> (End turn. - All party members get +1 to hit)
[21:46] * Berrian goes to the top of the stairs and repeats his attack at the seer and cultist. (E9, C9)
[21:46] <Berrian> 2#1d20+10
[21:46] <TolBot> [Berrian's 2#1d20+10]: 27, 20 (Sum:47)
[21:48] <DM_Tol> (2 hits)
[21:48] <Berrian> 2#1d10+1
[21:48] <TolBot> [Berrian's 2#1d10+1]: 6, 2 (Sum:8)
[21:48] <Berrian> 1d8
[21:48] <TolBot> [Berrian's 1d8]: 2
[21:48] <Berrian> (8 on seer, 2 on cultist)
[21:49] <DM_Tol> (got it)
[21:49] <Berrian> (and forgot shal's bonuses...)
[21:49] <DM_Tol> The cultist takes an arrow in the eye and falls down dead.
[21:50] <DM_Tol> (blake)
[21:50] * Blake` attacks the leader again calling out loudly "Hold Strong!" (Bastion of Defence vs AC)
[21:50] <Blake` > 1d20+11
[21:50] <TolBot> [Blake`s 1d20+11]: 17
[21:50] <DM_Tol> Blake misses with this bastion of defence, as the robed cultists move in for the offensive.
[21:54] <DM_Tol> Zahira gets attacked from two cultists, bearing clubs.
[21:55] <DM_Tol> 2#1d20+12 vs AC

[21:55] <TolBot> [DM_Tol's 2#1d20+12 vs AC]: 27, 32 (Sum:59)
[21:55] <Zahira> <both hit>
[21:55] <DM_Tol> 2#1d8
[21:55] <TolBot> [DM_Tol's 2#1d8]: 2, 1 (Sum:3)
[21:56] <DM_Tol> Zahira is clubbed followed by Blake.
[21:56] <Berrian> (they have 2hp, but have +12 to attack? wow 😊)
[21:56] <DM_Tol> 1d20+12 vs AC
[21:56] <TolBot> [DM_Tol's 1d20+12 vs AC]: 27
[21:56] <Blake` > (hit)
[21:56] <DM_Tol> 1d8
[21:56] <TolBot> [DM_Tol's 1d8]: 5
[21:56] <Zahira> "Oof!"
[21:56] <DM_Tol> Blake is clubbed followed by Ryu.
[21:56] <DM_Tol> 1d20+12 vs AC
[21:56] <TolBot> [DM_Tol's 1d20+12 vs AC]: 26
[21:56] <DM_Tol> 1d8
[21:56] <TolBot> [DM_Tol's 1d8]: 5
[21:57] <DM_Tol> (No one escapes the vicious clubs of the cultists. muhahahah)
[21:57] <Blake` > (😁)
[21:57] <DM_Tol> Athas is attacked as well.
[21:57] <DM_Tol> 1d20+12 vs AC
[21:57] <TolBot> [DM_Tol's 1d20+12 vs AC]: 31
[21:57] <DM_Tol> 1d8
[21:57] <TolBot> [DM_Tol's 1d8]: 8
[21:57] <DM_Tol> Athas takes a club solidly on the back of the head.
[21:57] <Ryu> (Bloodied)
[21:58] <DM_Tol> In turn, the Foulspawn Seers back away and fire.
[21:58] <Athas> (I'ma gonna beat that guy next...)
[21:58] <DM_Tol> (lol)
[21:59] <DM_Tol> The Seer waves a twisted staff and sends an Orb at their target. One at Shalanda.
[21:59] <DM_Tol> 1d20+12 v. Refl
[21:59] <TolBot> [DM_Tol's 1d20+12 v. Refl]: 15
[21:59] <Shalanda> (hit)
[22:00] <DM_Tol> 1d8+6 damage and dazed until save.
[22:00] <TolBot> [DM_Tol's 1d8+6 damage and dazed until save.]: 12
[22:00] * Shalanda yelps a little from the hit.
[22:01] <DM_Tol> Another moves and attacks Berrian.
[22:01] <DM_Tol> 1d20+12 v. Refl
[22:01] <TolBot> [DM_Tol's 1d20+12 v. Refl]: 14
[22:01] <DM_Tol> (Berrian, Refl?)
[22:01] <Berrian> (miss)
[22:02] <DM_Tol> The orb blasts the stair beside him as Athas acts.
[22:03] <Athas> (brash strike)
[22:03] <Athas> 1d20+13
[22:03] <TolBot> [Athas's 1d20+13]: 16
[22:04] <DM_Tol> (must announce target before rolling... but miss)
[22:04] <Athas> (really tolbot? That whole 'giveth and taketh away' is getting old...)
[22:05] <DM_Tol> Vothnyr screams again, angry power in his voice. He reaches to the altar before him and pulls a lever, "You will NOT stop ME!!!"
[22:06] <DM_Tol> The Foulspawn berserkers attack.

[22:07] <DM_Tol> They each raise greatswords, and come down swinging. First on Athas.
[22:07] <DM_Tol> 1d20+12 vs AC
[22:07] <TolBot> [DM_Tol's 1d20+12 vs AC]: 14
[22:07] <Athas> (nyaah nyaah)
[22:07] <DM_Tol> Shalanda is attacked next.
[22:07] <DM_Tol> 1d20+12 vs AC
[22:07] <TolBot> [DM_Tol's 1d20+12 vs AC]: 25
[22:07] <Shalanda> (ouchie)
[22:08] <DM_Tol> 1d10+4
[22:08] <TolBot> [DM_Tol's 1d10+4]: 14
[22:08] <Ryu> (wtf, I just noticed I have a box of graham crackers on my desk)
[22:08] <DM_Tol> (a gift from the gods)
[22:08] <DM_Tol> (Zahira)
[22:08] <Shalanda> (Bloody)
[22:08] * Zahira would grin as the first fell to her arrow and turned to the remaining two in front of her, shifting back a step before taking a clean shot at them both. <HQ, Split the Tree>
[22:08] <Zahira> 2#1d20+10 vs AC highest applies for both
[22:08] <TolBot> [Zahira's 2#1d20+10 vs AC highest applies for both]: 27, 28 (Sum:55)
[22:08] <Shalanda> (Raven Queen brand Graham Crackers. Killer goodness to your "last" bite.)
[22:09] <Athas> (bite the heads at your own peril, mortal!)
[22:09] <DM_Tol> (Two cultists? both hit)
[22:09] <Zahira> 2#1d10+9
[22:09] <Zahira> 1d6 on k4
[22:09] <TolBot> [Zahira's 2#1d10+9]: 19, 15 (Sum:34)
[22:09] <TolBot> [Zahira's 1d6 on k4]: 4
[22:09] <DM_Tol> Zahira deftly fells the two Cultists who clubbed her.
[22:10] <Zahira> <makes sweet love to tolbot tonight>
[22:10] <DM_Tol> After the level was pulled by Voahnir, you hear sounds, as of stone grinding or a door shifting, from up above.
[22:11] <Athas> (Whatever happened to villainous cowardice?)
[22:12] <Shalanda> (I'd be happy with good triumphing over evil at this point.)
[22:12] <DM_Tol> Risking a glance up, you can see in the face on the ceiling (basically a skull face, open mouth and eye sockets) some activity. The drops of dark liquid begin to fall rapidly from the mouth opening and eyesockets.
[22:12] <DM_Tol> The droplets fall down onto the area of the sarcophagus and the stairwell opening (basically, that 3x3 grid in the center is about to get doused in the drops).
[22:13] <Athas> "COWARDS! YOUR GODS WILL CHOKE ON THEIR THIRST!"
[22:13] <DM_Tol> As you trace the trajectory, you notice the contents of the sarcophagus.
[22:13] <Zahira> <sucks to be berr?>
[22:13] <DM_Tol> Surprisingly, it looks like a human, simple and not at all "fiendish".
[22:14] <DM_Tol> The mummified body is small, and in no way ominous, til your gaze falls upon its torso, and you come to understand the abomination of the Fiend who Sleeps.
[22:15] * Zahira curses under her breath.
[22:15] <DM_Tol> Projecting from the corpse's belly is a vestigial twin.
[22:16] <DM_Tol> This childlike torso protruding out has tiny withered arms, but an almosst adult size head with a hole in the skull where you guess a horn was once torn out.
[22:17] <DM_Tol> The sunken eyelids of the twin are closed, but its mouth is open.
[22:17] <DM_Tol> *** Round two ***
[22:17] <Athas> (... and now we veer into 'Total Recall')
[22:17] <DM_Tol> (Ryu)
[22:17] * Ryu teleports and attacks again

[22:17] <Ryu> 1d20+10
[22:17] <TolBot> [Ryu's 1d20+10]: 19
[22:17] <Ryu> (vs AC)
[22:18] <Ryu> (target is Voth of course)
[22:19] <DM_Tol> Ryu misses with another attack.
[22:19] * Berrian moves out of the way of the blood while fixating on new quarry (cultist F9), and fires another twin strike, this time at the quarry and the Cultist near Athas (D8). "Get the sarcophagus out of the way!"
[22:19] <Berrian> (sorry, didn't mean to hit enter yet)
[22:20] * Shalanda strikes Voth with a Healing Strike, trying to recover her wounds and deal damage in unison.
[22:20] <Shalanda> 1d20+8
[22:20] <TolBot> [Shalanda's 1d20+8]: 21
[22:21] <Shalanda> (Str vs AC)
[22:21] <DM_Tol> Shalanda misses Vothnyr.
[22:22] <Shalanda> 1d20 save
[22:22] <TolBot> [Shalanda's 1d20 save]: 13
[22:22] <Shalanda> (Action point: Second wind)
[22:22] <DM_Tol> Berrian moves and then acts.
[22:22] <DM_Tol> (k)
[22:22] <Berrian> 2#1d20+10
[22:22] <TolBot> [Berrian's 2#1d20+10]: 24, 18 (Sum:42)
[22:23] <Berrian> 1d10+1
[22:23] <TolBot> [Berrian's 1d10+1]: 8
[22:23] <Berrian> 1d8
[22:23] <TolBot> [Berrian's 1d8]: 5
[22:23] <DM_Tol> Berrian hits the first Cultist)
[22:23] <Berrian> (13 to F9)
[22:24] <DM_Tol> A missile goes through its neck as it falls over down the stairs.
[22:24] <DM_Tol> (blake)
[22:24] * Blake` calls out to Shalanda to regain her strength (minor action: Inspiring Words: Shall can spend a healing surge and add 1d6+3 hps) Blake then turns his attention to the cultists around him, attacking them with a cleaving strike (vs AC) (G3, if I hit cleaving F4)
[22:24] <Blake` > 1d20+8 vs AC
[22:24] <TolBot> [Blake`s 1d20+8 vs AC]: 13
[22:24] <Shalanda> 1d6+3
[22:24] <TolBot> [Shalanda's 1d6+3]: 9
[22:25] <Blake` > (my rolls are just brutal)
[22:25] <DM_Tol> Blake misses the cultist as Shalanda heals a great deal.
[22:26] <DM_Tol> The cultists attack Blake and Ryu
[22:26] <DM_Tol> 1d20+12 vs Ryu'sAC
[22:26] <TolBot> [DM_Tol's 1d20+12 vs Ryu'sAC]: 26
[22:26] <DM_Tol> 1d8 HP on Ryu
[22:26] <TolBot> [DM_Tol's 1d8 HP on Ryu]: 6
[22:26] <DM_Tol> Ryu gets clubbed
[22:26] <DM_Tol> 1d20+12 vs Blake's AC
[22:26] <TolBot> [DM_Tol's 1d20+12 vs Blake's AC]: 19
[22:27] <Blake` > (hit)
[22:27] <DM_Tol> Blake gets clubbed
[22:27] <DM_Tol> 1d8 HP on Blake
[22:27] <TolBot> [DM_Tol's 1d8 HP on Blake]: 3

[22:28] <DM_Tol> The Foulspawn Seers once again launch powerful orbs.
[22:29] <DM_Tol> 1d2
[22:29] <TolBot> [DM_Tol's 1d2]: 1
[22:29] <DM_Tol> 1d20+12 vs Shal's Refl
[22:29] <TolBot> [DM_Tol's 1d20+12 vs Shal's Refl]: 20
[22:29] <Shalanda> (sigh)
[22:29] <DM_Tol> 1d8+6 and dazed
[22:29] <TolBot> [DM_Tol's 1d8+6 and dazed]: 8
[22:30] <DM_Tol> 1d20+12 vs Berrian's Refl
[22:30] <TolBot> [DM_Tol's 1d20+12 vs Berrian's Refl]: 17
[22:30] <Berrian> (miss)
[22:30] <DM_Tol> (Athas)
[22:30] * Athas swings aain
[22:30] <Athas> 1d20+11
[22:30] <TolBot> [Athas's 1d20+11]: 19
[22:31] <DM_Tol> (and again... NAME TARGET FIRST)
[22:31] <DM_Tol> (miss)
[22:31] <Athas> (sorry)
[22:31] <DM_Tol> (np)
[22:31] * Athas swung at the foul spawn in front of him
[22:31] <DM_Tol> Vothnyr now turns his attention to his assailants.
[22:33] <DM_Tol> 1d3
[22:33] <TolBot> [DM_Tol's 1d3]: 3
[22:34] <DM_Tol> Vothnyr steps away from Shalanda and sending blinding force shooting from his hands.
[22:35] <DM_Tol> (range attack, so can make OA on him first)
[22:35] <Shalanda> (I am dazed and can't. 😞)
[22:35] <Ryu> (Who all can make OAs against him?)
[22:35] <DM_Tol> (Blake and ryu)
[22:35] <Ryu> 1d20+10
[22:35] <Shalanda> (Blake, Ryu... it's up to you)
[22:35] <TolBot> [Ryu's 1d20+10]: 22
[22:35] <DM_Tol> (hit)
[22:35] <Ryu> 1d10+7
[22:35] <TolBot> [Ryu's 1d10+7]: 10
[22:36] <DM_Tol> The force soars at you, Shalanda.
[22:36] <Blake` > 1d20+8
[22:36] <TolBot> [Blake`s 1d20+8]: 25
[22:36] <DM_Tol> 1d20+12 vs Fort
[22:36] <TolBot> [DM_Tol's 1d20+12 vs Fort]: 16
[22:36] <DM_Tol> (hit, blake)
[22:36] <Athas> (brb)
[22:36] <Shalanda> (Miss!)
[22:37] <Blake` > 1d8+3
[22:37] <TolBot> [Blake`s 1d8+3]: 8
[22:37] <DM_Tol> Shalanda, you feel the force around, attempting to push you back, but you resist.
[22:37] <DM_Tol> The foulspawn berserkers attack as well.
[22:37] <DM_Tol> 1d2
[22:37] <TolBot> [DM_Tol's 1d2]: 2
[22:38] <DM_Tol> It comes after Zahira.

[22:38] <DM_Tol> It swings a greatsword.
[22:38] <DM_Tol> 1d20+12
[22:38] <TolBot> [DM_Tol's 1d20+12]: 13 (Not good.)
[22:38] <DM_Tol> an misses as another swings at Athas.
[22:38] <DM_Tol> 1d20+12
[22:38] <TolBot> [DM_Tol's 1d20+12]: 15
[22:38] <DM_Tol> and misses as well. Zahira counters.
[22:39] <Blake` > (Note: If you use an action point for an extra action in the combat and you can see me, you heal 5 Hit points)
[22:39] <DM_Tol> (Zahira is up)
[22:40] <Zahira> <kk>
[22:40] * Zahira shifts back and releases a bow in her assailants head.
[22:40] <Zahira> 1d20+10
[22:40] <TolBot> [Zahira's 1d20+10]: 18
[22:40] <DM_Tol> Zahira misses.
[22:41] <DM_Tol> The blood is now raining from the open sockets of the face on the ceiling above. It falls especially on the center of the sarcophagus, but also the area around.
[22:42] <DM_Tol> *** Round 3 ***
[22:42] <DM_Tol> (Ryu)
[22:42] * Ryu attacks Voth once again
[22:42] <Ryu> 1d20+10
[22:42] <TolBot> [Ryu's 1d20+10]: 18
[22:42] <Ryu> (if miss, action point for another attack)
[22:42] <DM_Tol> Ryu misses and draws the power to act again)
[22:43] <Ryu> 1d20+10
[22:43] <TolBot> [Ryu's 1d20+10]: 27
[22:43] <Ryu> 1d10+7
[22:43] <TolBot> [Ryu's 1d10+7]: 8
[22:43] <Ryu> (Zah is cheating, he's unfing Tolbot!)
[22:43] <Blake` > (Reminder: You heal 5 hit points Ryu for using the Action Point)
[22:43] <Ryu> (Yup)
[22:43] <Zahira> <lol>
[22:44] * Shalanda swings at Voth with a righteous brand, yelling to Berrian to kill the demon. (Str vs AC)
[22:44] <Shalanda> 1d20+8
[22:44] <TolBot> [Shalanda's 1d20+8]: 10
[22:44] <Shalanda> 1d20 saving throw vs daze
[22:44] <TolBot> [Shalanda's 1d20 saving throw vs daze]: 1 (Ouch!)
[22:44] <DM_Tol> Ryu damages Vothnyr a bit as Shalanda misses Vothnyr with a righteous brand.
[22:45] <DM_Tol> (Berrian)
[22:45] * Berrian turns to the foul spawn in front of Athas and sets a new quarry, firing off two arrows in a Two-fanged strike, then turns towards the cultist next to him, and fires another twin strike. (Using AP)
[22:45] <Berrian> 2#1d20+10 spawn
[22:45] <TolBot> [Berrian's 2#1d20+10 spawn]: 15, 18 (Sum:33)
[22:45] <DM_Tol> Berrian sends two missiles into the wall.
[22:45] <DM_Tol> Blake acts.
[22:45] <Berrian> 2#1d20+10 (Cultist, Spawn)
[22:45] <TolBot> [Berrian's 2#1d20+10 (Cultist, Spawn)]: 30, 28 (Sum:58)
[22:45] <Berrian> (2nd act)
[22:46] <Berrian> 2#1d10+1

[22:46] <TolBot> [Berrian's 2#1d10+1]: 2, 5 (Sum:7)
[22:46] <Berrian> 1d8
[22:46] <TolBot> [Berrian's 1d8]: 7
[22:46] <DM_Tol> Berrian hits both targets with a second effort.
[22:46] <Berrian> (2 for cultist, 12 for spawn)
[22:46] <DM_Tol> The cultist falls dead.
[22:47] <DM_Tol> (that the first damage on him? I have none other recorded. Athas, you never hit him?)
[22:47] <Berrian> (gee... and I missed my first attack on him too...)
[22:47] <DM_Tol> (Blake acts)
[22:47] * Blake` calls out to Shalanda "Snap out of it!!" (minor action: Shake it Off : Roll your saving throw again) Blake then attacks the Cultist (G3) with his Longsword (vs AC) Blake slides a square after his attack.
[22:47] <Blake` > 1d20+8 vs AC
[22:47] <TolBot> [Blake`s 1d20+8 vs AC]: 17
[22:47] <Athas> (the cultist? No, never hit him)
[22:47] <Shalanda> 1d20 saving throw vs daze
[22:47] <TolBot> [Shalanda's 1d20 saving throw vs daze]: 7
[22:48] <Blake` > (add +1 to that for bless forgot, so 18)
[22:48] <DM_Tol> (the FoulSpawn)
[22:48] <DM_Tol> Blake misses with his attack on the cultist.
[22:48] <DM_Tol> They respond by attacking him.
[22:49] <DM_Tol> 2#1d20+12 vs. Blake'sAC
[22:49] <TolBot> [DM_Tol's 2#1d20+12 vs. Blake'sAC]: 21, 26 (Sum:47)
[22:49] <Ryu> (Poor blake, getting butt raped by clubs)
[22:49] <Blake` > (hit hit)
[22:49] <DM_Tol> 2#1d8 HPs
[22:49] <TolBot> [DM_Tol's 2#1d8 HPs]: 6, 2 (Sum:8)
[22:49] <Blake` > (and i cant fight back cause i cant roll over a 5)
[22:49] <DM_Tol> The Foulspawn Seers act.
[22:49] <Ryu> (*unfs Tolbot for some of Zahira's luck*)
[22:50] <DM_Tol> 1d2
[22:50] <TolBot> [DM_Tol's 1d2]: 2
[22:50] <Berrian> "Go, Athas, I will keep these enemies off you! Knock the sarcophagus over!"
[22:50] <DM_Tol> 1d20+12 vs Zahira's Reflex
[22:50] <TolBot> [DM_Tol's 1d20+12 vs Zahira's Reflex]: 21
[22:51] <Zahira> <hit>
[22:51] <DM_Tol> A Seer moves around the statues and sends an orb at Zahira, dazing her.
[22:51] * Athas bolts up the dias and rams the sarchphagus with his shoulder.
[22:51] <DM_Tol> 1d8+6
[22:51] <TolBot> [DM_Tol's 1d8+6]: 7
[22:51] <DM_Tol> Zahria takes damage as well.
[22:52] <DM_Tol> 1d20+12 vs Berrian's Reflex
[22:52] <TolBot> [DM_Tol's 1d20+12 vs Berrian's Reflex]: 19
[22:52] <DM_Tol> The seer sends a third orb at Berrian.
[22:52] <Berrian> (bout time one hit me...)
[22:52] <DM_Tol> 1d8+6 damage and dazed.
[22:52] <TolBot> [DM_Tol's 1d8+6 damage and dazed.]: 11
[22:53] <DM_Tol> Athas acts.
[22:53] <DM_Tol> (Bullrushing it? Move yourself)
[22:54] <DM_Tol> (Can't reach from there.)

[22:54] <Shalanda> (Leap the pit Indy style!)

[22:54] <DM_Tol> (Really, only option is to approach it from the north)

[22:54] <DM_Tol> (Yes, can do that)

[22:55] <DM_Tol> Athas, as you leap towards the sarcophagus, you see the little abomination in the mummy's torso.

[22:56] <DM_Tol> It's mouth remains open, and its cracked lips seems to be yearning for the blood dropping, drinking up the fluid.

[22:56] <Ryu> (*flips on "Another one bites the dust")

[22:56] <DM_Tol> As you soar through the raining blood droplets, they burn your flesh with necrotic damage.

[22:56] <DM_Tol> (Athas, explain action)

[22:57] <Athas> (I am trying to shove the mummy-thing out of the spray)

[22:57] <Blake` > (you have to kiss it to destroy it, its the only way)

[22:57] <Ryu> (Jus' smash the damned thing lol)

[22:58] <DM_Tol> ("Shove" doesn't really apply. The small mummy is just sitting atop.)

[22:58] <Berrian> (brb)

[22:58] <Athas> (then I'll pimp slap him aside...")

[22:58] <Zahira> <puckers up and it eats her face like Alien, with its little mouth>

[22:58] <DM_Tol> (You could shove the mummy itself. It would roll onto the steps, still in the blood rain)

[22:58] <Ryu> (Go all Zanur like, "You in way, Me crush!")

[22:58] <DM_Tol> 1d6

[22:58] <TolBot> [DM_Tol's 1d6]: 6

[22:59] <DM_Tol> Athas, you take 6 HP damage from teh blood rain.

[22:59] <DM_Tol> (ok, action?!?!?!?)

[22:59] <Athas> (ouch -- someone turn on cold blood)

[23:00] <DM_Tol> Athas moves 4 squares and stands over the body atop the open sarcophagus.

[23:00] <DM_Tol> (and does what?)

[23:01] * Athas strikes the small mummy aside with the flat of his blade.

[23:01] <DM_Tol> (As in, trying to send it soaring, but are afraid to touch it?)

[23:02] <Athas> (yep -- I don't know where it's been)

[23:02] <DM_Tol> (k, don't need a hit, just an Athletics check to fling it >5 ft.)

[23:02] <Zahira> <wrap it before you tap it>

[23:03] <DM_Tol> (hmm, trying to find the DC for 'flicking a small mummy over 5 ft with a blade')

[23:03] <DM_Tol> (Roll Athl, Athas)

[23:03] <Athas> 1d20+11

[23:03] <TolBot> [Athas's 1d20+11]: 27

[23:03] <Athas> (FORE!)

[23:04] <DM_Tol> Athas sends the small mummy and its vestigial twin flying off the sarcophagus and onto the floor 15 feet away.

[23:05] <Shalanda> (I think that's in the Golfer's Guide to Undead Addendum rules set.)

[23:05] <DM_Tol> Vothnyr wails as he sees the act.

[23:05] <DM_Tol> Athas' skin burns with red.

[23:05] <DM_Tol> *** as this session of Können Land comes to a close ***

4-3-2011: DEATH TO YOUR MUMMY

[19:45] <DM_Tol> *** Game recap ***
[19:45] <DM_Tol> The party reached the end of their infiltration into the underground Temple Tomb and the Chamber of Dreams.
[19:46] <DM_Tol> After fighting past creature and trap alike, the long winding tunnel led them up into the Chamber, interrupting the ceremony to raise the One who Sleeps.
[19:47] <DM_Tol> With dangerous blood raining down in the center of the room, Athas risks getting the mummified Vestigal Twin creature off the sarcophagus and out of the ceremonial drip.
[19:48] <DM_Tol> The leader of the cult, Volthnyr has finally given up on the incantations for the moment, and is soon to unleash his wrath upon the invaders.
[19:49] <DM_Tol> Two Foulspawn Seers hide in the corners of the chamber, as well, unleashing potentially life-taking attacks.
[19:49] <DM_Tol> The group continues the attack.
[19:50] <DM_Tol> *** as this session of Können Land begins ***
[19:50] <Blake` > (if we redo init,dont forget to add your +2 bonus if you can see or hear me)
[19:51] <TolBot> (It would be to your advantage, so I planned on it.)
[19:51] <DM_Tol> `init rolls from all
[19:51] <TolBot> Please make an initiative roll (1d20+modifier).
[19:51] <Ryu> (Power note, I still have Dimensional Bond intact on Voth, effect: Until the end of the encounter, I can teleport 10 squares as a move action. I must end the movement adjacent to the target [Voth])
[19:52] * Harlequin_J_Goat is now known as Athas
[19:52] <Ryu> 1d20+4
[19:52] <TolBot> [Ryu's 1d20+4]: 17
[19:52] <Blake` > 1d20+4
[19:52] <TolBot> [Blake`s 1d20+4]: 18
[19:52] <Athas> 1d20+6
[19:52] <TolBot> [Athas's 1d20+6]: 22
[19:52] <Shalanda> 1d20+5
[19:52] <TolBot> [Shalanda's 1d20+5]: 6 (That stinks.)
[19:52] <Berrian> 1d20+7 init
[19:52] <TolBot> [Berrian's 1d20+7 init]: 16
[19:52] <Zahira> 1d20+9
[19:52] <TolBot> [Zahira's 1d20+9]: 25
[19:52] <Berrian> (gah, forgot the +2, blake)
[19:53] <Zahira> <sweet...not dead last this time!>
[19:53] <Blake` > (Shalanda gets that honor)
[19:53] <Shalanda> (Evil Glare in Zahira's direction)
[19:53] <Zahira> <poor yoyo
[19:53] <DM_Tol> 1d20+7 for FoulspawnBerserkers
[19:53] <TolBot> [DM_Tol's 1d20+7 for FoulspawnBerserkers]: 15
[19:53] <Shalanda> (Carp slap in Blake's)
[19:53] <DM_Tol> 1d20+7 for FoulspawnSeers
[19:53] <TolBot> [DM_Tol's 1d20+7 for FoulspawnSeers]: 14
[19:54] <DM_Tol> 1d20+3 for Vothnyr
[19:54] <Ryu> (For the record, "Camelot" is a pretty good show)
[19:54] <TolBot> [DM_Tol's 1d20+3 for Vothnyr]: 7
[19:54] <DM_Tol> `init report
[19:54] <TolBot> Initiative Order: Zahira, 25, Athas, 22, Blake`, 18, Ryu, 17, Berrian, 16,

FoulspawnBerserkers, 15, FoulspawnSeers, 14, Vothnyr, 7, Shalanda, 6
[19:54] <Athas> (saw "In The Mouth Of Madness" -- darn good movie)
[19:55] <Shalanda> (AFK a moment, since I'm last in the init order and no baddies are for a while.)
[19:55] <Shalanda> (Oh and everybody still has a +1 power bonus to hit due to BLESS)
[19:55] * Zahira grins at the Foul spawn before her and unleashes a carefully placed shot into its form. (CS, HQ)
[19:55] <Zahira> <gah>
[19:55] <Zahira> <new client dun like my script>
[19:56] <DM_Tol> Vothnyr screams in anger as Athas desecrates the mummified Lord of the Cult.
[19:56] <DM_Tol> Zahira moves to act.
[19:56] <Zahira> 1d20+11 vs AC
[19:56] <TolBot> [Zahira's 1d20+11 vs AC]: 19
[19:56] <Athas> (just wait until I get these chainmail pants off... when I defile -- I defile old school)
[19:56] <Zahira> <lmao>
[19:57] <Shalanda> (Sorry, back)
[19:57] <DM_Tol> Zahira misses with an assault.
[19:58] <DM_Tol> Athas acts.
[19:59] * Athas rushes down the steps to drive his axe into the mummy's chest.
[19:59] <DM_Tol> 1d6 more damage to Athas from the blood raining on you.
[19:59] <TolBot> [DM_Tol's 1d6 more damage to Athas from the blood raining on you.]: 4
[19:59] <Athas> "MY GODS DRINK DEEP!"
[20:00] <DM_Tol> Athas' skin burns as he hops over the stairs and over to the body.
[20:02] <DM_Tol> (Coup de Grace. Which is automattic crit if hit.)
[20:03] <Athas> (crushing blow)
[20:03] <Athas> 1d20+12
[20:03] <TolBot> [Athas's 1d20+12]: 16
[20:04] <DM_Tol> (Hit. Max Dam?)
[20:04] <Athas> (32)
[20:05] <DM_Tol> Athas removes the head from the rest of its little twin body. The hole where a horn was once torn out points upward.
[20:05] <DM_Tol> Blake acts.
[20:05] * Blake` attack the Cultist at G3 with his Longsword and then shifts a space to G5
[20:05] <Blake` > 1d20+8 vs AC
[20:05] <TolBot> [Blake`s 1d20+8 vs AC]: 17
[20:05] * Athas raises his prize to Old Man Iron
[20:05] <Athas> "OLD MAN IRON DRINKS DEEP!"
[20:06] <DM_Tol> Blake misses.
[20:06] <DM_Tol> The Cultist swings back with their clubs.
[20:06] <DM_Tol> 1d20+12
[20:06] <TolBot> [DM_Tol's 1d20+12]: 29
[20:06] <DM_Tol> 1d20+12
[20:06] <TolBot> [DM_Tol's 1d20+12]: 22
[20:06] <Blake` > (i assume the one is moving into my old spot?)
[20:07] <Blake` > (damn!)
[20:07] <DM_Tol> (vs AC on Blake)
[20:07] <Blake` > (hit hit)
[20:07] <DM_Tol> 2#1d8
[20:07] <TolBot> [DM_Tol's 2#1d8]: 5, 5 (Sum:10)
[20:07] <Shalanda> (They are attacking out of init order?)
[20:07] <Blake` > (bloodied)
[20:07] <DM_Tol> (Crap)

[20:08] <DM_Tol> (Thanks Mage. I was looking for a sec at last week's order. Ignore the attack, Blake)

[20:08] <Zahira> <they arent in the order are they?>

[20:08] <DM_Tol> Ryu acts.

[20:08] * Ryu attacks voth once again

[20:08] <DM_Tol> (My plan was for he Cultists to act same as the Foulspawn)

[20:08] <Ryu> 1d20+11

[20:08] <TolBot> [Ryu's 1d20+11]: 16

[20:08] <DM_Tol> Ryu misses the leader.

[20:08] <DM_Tol> Berrian acts.

[20:08] * Berrian continues to attack the foul spawn, this time attempting a Splintering Shot.

[20:08] <Ryu> (Can Second Wind be used with an attack or only in the place of an attack?)

[20:09] <Berrian> 1d20+10

[20:09] <TolBot> [Berrian's 1d20+10]: 12

[20:09] <Berrian> (miss has action)

[20:09] <DM_Tol> (miss)

[20:09] <Berrian> (1/2 dmg, -1 to attack rolls until end of encounter)

[20:09] <Berrian> 3d10+6 (1/2)

[20:09] <TolBot> [Berrian's 3d10+6 (1/2)]: 20

[20:09] <Berrian> (and does that still allow a hunter's quarry?)

[20:10] <DM_Tol> (Hmm, try without the parentheses)

[20:10] <Berrian> 2d10+6

[20:10] <TolBot> [Berrian's 2d10+6]: 25

[20:10] <Berrian> (ack... typo galore)

[20:10] <DM_Tol> (nm. Ok, Vothnyr has -1 to all attacks now?)

[20:10] <Berrian> 3d10+6

[20:10] <TolBot> [Berrian's 3d10+6]: 19

[20:10] <DM_Tol> (10 hps to Voth)

[20:11] <Berrian> (just deal 10 dmg, and it was at the foul spawn... D7)

[20:11] <DM_Tol> (noted)

[20:11] <Berrian> (sorry about the confusing typos)

[20:12] <DM_Tol> As Berrian sends an attack at the foulspawn, the enemies unleash a barrage of attacks.

[20:12] <DM_Tol> A Foulspawn attacks Berrian.

[20:13] <DM_Tol> 1d20+12 vs AC

[20:13] <TolBot> [DM_Tol's 1d20+12 vs AC]: 16

[20:13] <Berrian> (miss)

[20:13] <DM_Tol> As one attacks Shalanda with its greatsword.

[20:13] <DM_Tol> 1d20+12 vs AC

[20:13] <TolBot> [DM_Tol's 1d20+12 vs AC]: 30

[20:14] <Shalanda> (I suspect that will hurt)

[20:14] <Athas> (That's going to leave a mark -- I have a salve for that.)

[20:14] <DM_Tol> 1d10+4

[20:14] <TolBot> [DM_Tol's 1d10+4]: 10

[20:14] <Shalanda> "Damn you motherless troll spawn!"

[20:15] <DM_Tol> The Seers unleash flying Orbs.

[20:15] <DM_Tol> 1d20+12 vs Relf at Berrian

[20:15] <TolBot> [DM_Tol's 1d20+12 vs Relf at Berrian]: 17

[20:15] <Berrian> (miss)

[20:15] <DM_Tol> 1d20+12 vs Relf at Athas

[20:15] <TolBot> [DM_Tol's 1d20+12 vs Relf at Athas]: 24

[20:16] <DM_Tol> 1d8+6 and dazed, Athas
[20:16] <TolBot> [DM_Tol's 1d8+6 and dazed, Athas]: 11
[20:17] <DM_Tol> Vothnyr rears back in anger.
[20:17] * Athas staggers at the blow, bringing his hand to his head to steady himself.
[20:17] <DM_Tol> He shifts back.
[20:17] <DM_Tol> 1d3
[20:17] <TolBot> [DM_Tol's 1d3]: 1
[20:18] <DM_Tol> and sends an attack at Zahira.
[20:18] <DM_Tol> 1d20+13 vs Fort
[20:18] <TolBot> [DM_Tol's 1d20+13 vs Fort]: 32
[20:18] <Zahira> <ouch>
[20:18] <DM_Tol> 2d6+4 and Blinded
[20:18] <TolBot> [DM_Tol's 2d6+4 and Blinded]: 15
[20:18] <DM_Tol> (afk for 2")
[20:20] <Zahira> <shoots blindly and gives ryu a colonoscopy by accident>
[20:21] <Athas> (you may feel some discomfort...)
[20:21] <Zahira> <does the glove snap>
[20:22] <Berrian> (we need to start making the fight in favor of us, instead of them. They're still outnumbering us...)
[20:22] <Zahira> <yea...would be nice>
[20:22] <Athas> (but... good news! Your insurance will cover the doctor's post-exam glass of champagne)
[20:22] <Shalanda> (Side effects may include: bloody anal discharge, discomfort or inability to sit, severely increased temper, and violence. People taking "Anal Arrows" should avoid friends, loved ones, and anything that could be hurt.)
[20:22] <Athas> (offer void in CA)
[20:23] <Zahira> <lmfao>
[20:25] * Reede (IceChat7@8ea623a3.hfc.f2428a0b.net.hmsk) has joined #grove
[20:25] <Berrian> (no way! reinforcements!)
[20:25] <Zahira> <YAY!!!>
[20:25] <Reede> ((hey guys, just got in from a concert, give me a few minutes to get my stuff open)
[20:26] <Shalanda> (OMG, we get reinforcements?)
[20:26] <DM_Tol> (ok, back)
[20:26] <DM_Tol> (roll, shal)
[20:26] <DM_Tol> (er... go, Shal)
[20:26] * Shalanda uses healing word on Ryu, then shifts towards Voth.
[20:27] <Shalanda> 1d6+3 & spend a surge
[20:27] <TolBot> [Shalanda's 1d6+3 & spend a surge]: 8
[20:27] <Ryu> (12+8=20 HP recovered)
[20:28] <Shalanda> "You're not weaseling your way from me, I'm personally killing you in the name of the Raven Queen!"
[20:28] <DM_Tol> (I forgot to have the cultists attack Blake)
[20:28] <DM_Tol> 2#1d20+12
[20:28] <TolBot> [DM_Tol's 2#1d20+12]: 27, 13 (Sum:40)
[20:28] <Athas> (is that mummy no longer a concern?)
[20:28] <DM_Tol> 1d8 clubbing on Blake.
[20:28] <TolBot> [DM_Tol's 1d8 clubbing on Blake.]: 4
[20:29] <Blake` > (so that is 4 not 10 from before?)
[20:29] <DM_Tol> (yep)
[20:29] <Blake` > (not bloodied)
[20:30] <DM_Tol> Meanwhile, Reede, who had been watching the tunnel for half an hour, finally

decides to seek out the others.

[20:30] <Zahira> <jerk 😊>

[20:30] <DM_Tol> After a long winding trek down the tunnel, he rises up stairs to appear in the Chamber of Dreams.

[20:31] <Athas> (Nice of you to drop by)

[20:32] <DM_Tol> Reede, as you emerge atop the stairs into the room, you see several of your party ganged up on Vothnyr, the cult leader whom you first saw riding atop a hippogrif.

[20:33] <DM_Tol> To your left is a Foulspawn attacker, and you see several corpses of robed cultists laying about.

[20:33] <DM_Tol> (Go Reede)

[20:33] * Reede having preloaded a bolt into his crossbow on his way to the chamber, he takes aim at the Foulspawn and fires.

[20:34] <DM_Tol> Reede, from the stairwell, a trickle of blood drops falls on you from the ceiling. It burns painfully.

[20:34] <DM_Tol> (roll hit)

[20:34] <Reede> 1d20+10

[20:34] <TolBot> [Reede's 1d20+10]: 23

[20:34] <DM_Tol> (hit)

[20:34] <Reede> 1d6+6

[20:34] <TolBot> [Reede's 1d6+6]: 7

[20:34] <DM_Tol> Reede damages the Foulspawn.

[20:35] <DM_Tol> 1d6 damage from the blood rain on Reede.

[20:35] <TolBot> [DM_Tol's 1d6 damage from the blood rain on Reede.]: 4

[20:35] <DM_Tol> (Reede, you'll want to move out of the center area. Move yourself.)

[20:35] <DM_Tol> *** Next Round ***

[20:35] <DM_Tol> Zahira moves to act, blinded by Vothnyr's attack.

[20:35] * Reede quickly moves out of the way of the blood.

[20:37] * Zahira blinks trying to regain her vision debating to shoot or not...considering she is blind, she opts to do nothing as she knows Ryu is highly likely to get an arrow up his rectum.

[20:37] <Zahira> <what is the duration of blindness?>

[20:38] <DM_Tol> Zahira holds her action and attempts to shake off the effect.

[20:38] <DM_Tol> (simple save now)

[20:38] <Zahira> 1d20

[20:38] <TolBot> [Zahira's 1d20]: 14

[20:38] <DM_Tol> Zahira shakes off the effect of the blindness as Athas acts.

[20:39] * Athas rushes to a cultist, letting his fury carry him to strike Vothnyr a painful blow.

[20:39] <Athas> (passing blow)

[20:39] <Athas> (sorry, passing attack)

[20:39] <Ryu> (I thought that said "Letting his furry carry him" I was like What?! lol)

[20:39] <DM_Tol> (Remember, the grey shaded areas in the corners of the room are ledges. The white space in front are slight steps leading up to it. High enough to grant combat advantage.)

[20:40] <Zahira> <am i rubbing off on you ryu?>

[20:41] <Athas> (first attack for the cultist)

[20:41] <Athas> 1d20+13

[20:41] <TolBot> [Athas's 1d20+13]: 24

[20:41] <DM_Tol> (where are you on teh map?)

[20:41] <DM_Tol> (hit)

[20:41] <DM_Tol> (You can't share a space)

[20:42] <DM_Tol> (roll dam)

[20:43] <Athas> 1d12+8

[20:43] <TolBot> [Athas's 1d12+8]: 16
[20:43] <Athas> (second attack at Vothnyr)
[20:43] <Athas> 1d20+11
[20:43] <TolBot> [Athas's 1d20+11]: 23
[20:43] <DM_Tol> Athas destroys the robed and hooded Cultist, leaving one remaining.
[20:44] <DM_Tol> (k)
[20:44] <Athas> (damage for Voth?)
[20:44] <DM_Tol> (what's the power? you don't need to roll att for second target?)
[20:45] <Athas> (no still have to roll for second, which I did)
[20:45] <DM_Tol> (doh. Hit)
[20:45] <Athas> 1d12+7
[20:45] <TolBot> [Athas's 1d12+7]: 9
[20:46] <DM_Tol> Athas takes a whack at Vothnyr as Blake acts.
[20:46] * Blake` calls out a Commander's Strike to Athas "Send in another blow!" (Free basic attack on Voth, +2 dmg if you hit)
[20:46] <Shalanda> (Reminder: Bless gives +1 to hit power bonus, sorry Reede you don't get this.)
[20:47] <Athas> 1d20+11
[20:47] <TolBot> [Athas's 1d20+11]: 13
[20:47] <Athas> (what does flanking add?)
[20:47] <Shalanda> (+2 combat advantage)
[20:47] <DM_Tol> (+2+
[20:47] <DM_Tol> Athas misses with an attack inspired by the Warlord.
[20:48] <DM_Tol> Ryu act.s
[20:48] <Ryu> (Move action, Teleport to F2, basic attack vs Voth)
[20:48] * Athas snarls and throws his next blow wide
[20:48] <Ryu> (Combat advantage at that location?)
[20:48] <DM_Tol> (nope. Must be in the grey)
[20:48] <Ryu> (wasn't sure wanted to ask lol)
[20:48] <Ryu> 1d20+11
[20:48] <TolBot> [Ryu's 1d20+11]: 24
[20:48] <Athas> (dang...)
[20:49] <DM_Tol> (hit)
[20:49] <Ryu> 1d10+7
[20:49] <TolBot> [Ryu's 1d10+7]: 10
[20:49] <DM_Tol> Ryu hacks at Vothnyr who snarls.
[20:49] * Berrian takes a step back (to G6), and fires again on the foul spawn, trying to bring him down.
[20:49] <Berrian> 2#1d20+10
[20:49] <TolBot> [Berrian's 2#1d20+10]: 12, 25 (Sum:37)
[20:50] <Berrian> 1d10+1 and
[20:50] <TolBot> [Berrian's 1d10+1 and]: 10
[20:50] <Berrian> 1d8
[20:50] <TolBot> [Berrian's 1d8]: 4
[20:50] <Berrian> (14 more dmg to foul spawn at E7)
[20:50] <DM_Tol> Berrian makes one hit on the foulspawn.
[20:50] <DM_Tol> Who then retailates.
[20:51] <DM_Tol> It does a Berserker charge on Berrian.
[20:51] <DM_Tol> 1d20+12
[20:51] <TolBot> [DM_Tol's 1d20+12]: 28
[20:51] <DM_Tol> The creature slams into Berrian with the full weight of his body behind the greatsword.

[20:52] <Berrian> "oof!"
[20:52] <DM_Tol> 1d10+8
[20:52] <TolBot> [DM_Tol's 1d10+8]: 11
[20:52] <DM_Tol> Another moves to attack Shalanda.
[20:52] <DM_Tol> 1d20+12 vs AC
[20:52] <TolBot> [DM_Tol's 1d20+12 vs AC]: 18
[20:53] <DM_Tol> (Hit?)
[20:53] <Shalanda> (Miss)
[20:53] <DM_Tol> It misses with its sword as a Foulspawn seer moves and fires at the newcomer
Reede.
[20:55] <DM_Tol> 1d20+12
[20:55] <TolBot> [DM_Tol's 1d20+12]: 27
[20:55] <DM_Tol> Reede, a flying orb of energy slams into you.
[20:55] <DM_Tol> 1d8+6 and dazed.
[20:55] <TolBot> [DM_Tol's 1d8+6 and dazed.]: 12
[20:55] <Reede> (second chance as an interrupt, reroll with a -2)
[20:55] <DM_Tol> 1d20+10
[20:55] <TolBot> [DM_Tol's 1d20+10]: 28
[20:56] <Reede> (taking 12 then)
[20:56] <DM_Tol> The other Seer moves to check on the mummified corpse.
[20:57] <DM_Tol> Vothnyr spins and attacks with his sword...
[20:57] <DM_Tol> 1d3
[20:57] <TolBot> [DM_Tol's 1d3]: 2
[20:57] <DM_Tol> Athas.
[20:57] <DM_Tol> 1d20+14
[20:57] <TolBot> [DM_Tol's 1d20+14]: 16
[20:58] <DM_Tol> (vs AC)
[20:58] <DM_Tol> Vothnyr misses.
[20:58] <Athas> (AC 19)
[20:58] <DM_Tol> Shalanda acts.
[20:58] * Shalanda takes advantage of Vothnyr's distraction to strike with a Righteous Brand.
[20:58] <DM_Tol> As a cultist swings a club.
[20:58] <Reede> (oh dang I'm bloodied)
[20:58] <Athas> (now I gotta break his legs...)
[20:58] <Shalanda> 1d20+8
[20:58] <TolBot> [Shalanda's 1d20+8]: 21
[20:58] <DM_Tol> (Miss)
[20:58] <DM_Tol> (Vothnyr's AC is 22)
[20:59] <Shalanda> (Bastard)
[20:59] <Reede> (forgot that I never got the healing thing)
[20:59] <DM_Tol> 1d20+12
[20:59] <TolBot> [DM_Tol's 1d20+12]: 26
[20:59] <DM_Tol> A cultist clubs Blake.
[20:59] <DM_Tol> 1d8 damage to Blake.
[20:59] <TolBot> [DM_Tol's 1d8 damage to Blake.]: 6
[20:59] <Blake`> (bloodied)
[20:59] <DM_Tol> Reede acts.
[21:00] <DM_Tol> (Reede, you're dazed.)
[21:01] <Shalanda> 1d20 (Save for dazed last session)
[21:01] <TolBot> [Shalanda's 1d20 (Save for dazed last session)]: 18
[21:02] * Reede loads his crossbow again and struggles to steady himself as he aims another shot at

the Foulspawn.

[21:02] <Reede> 1d20+10

[21:02] <TolBot> [Reede's 1d20+10]: 25

[21:04] <Reede> 2d6+6 (Trickster's Blade, adds my CHA to my AC until the start of my next turn)

[21:04] <DM_Tol> (hit)

[21:04] <TolBot> [Reede's 2d6+6 (Trickster's Blade, adds my CHA to my AC until the start of my next turn)]: 14

[21:04] <Reede> (action point for second wind)

[21:05] <DM_Tol> Reede lets fly a bolt and then heals.

[21:06] <DM_Tol> *** Next Round ***

[21:06] <DM_Tol> Zahira acts.

[21:06] * Zahira blinks regaining her vision and notices the seer leaning over the mummy, hoping it would be distracted enough from her vantage spot on the upper platform to get in a clean shot. <CS, HQ...whats the bonus for advantage?>

[21:06] <DM_Tol> (+2)

[21:06] <Zahira> 1d20+13

[21:06] <TolBot> [Zahira's 1d20+13]: 22

[21:07] <DM_Tol> Zahira takes advantage of her surroundings, hitting the Seer because of her high point.

[21:07] <Zahira> 1d10+9 and

[21:07] <TolBot> [Zahira's 1d10+9 and]: 15

[21:07] <Zahira> 1d6

[21:07] <TolBot> [Zahira's 1d6]: 2

[21:07] <Zahira> <17>

[21:07] <DM_Tol> Athas acts.

[21:08] <Blake` > (Note: anyone who uses an action points get healed 5 hps btw, if its used for an action)

[21:08] <Blake` > (must be able to see me)

[21:08] * Athas strikes at Voy's leg.

[21:09] <Athas> (knee breaker)

[21:09] <Athas> 1d20+13

[21:09] <TolBot> [Athas's 1d20+13]: 27

[21:09] <DM_Tol> (dam)

[21:09] <Athas> (Ka-SNAP!)

[21:09] <Athas> 2d12+8

[21:09] <TolBot> [Athas's 2d12+8]: 16

[21:10] <Ryu> (You broke his Femur, now he's going to bleed to death rapidly! Yay!)

[21:11] <DM_Tol> Vothnyr appears bloodied after Athas' attack (54 HPs so far, for anyone counting)

[21:11] <DM_Tol> Blake acts.

[21:11] * Blake` attacks the Cultist in front of him with his Longsword and then uses an Action Point for Second Wind.

[21:11] <Blake` > 1d20+8 vs AC

[21:11] <TolBot> [Blake`s 1d20+8 vs AC]: 13

[21:11] <DM_Tol> Blake misses the pesky cultist.

[21:12] <DM_Tol> Ryu acts.

[21:12] * Ryu teleports to G2 and Attacks (Basic Attack + Flanking [I think])

[21:12] <Blake` > (Blake the newbie warrior misses again)

[21:12] <DM_Tol> (how is that a flank?)

[21:12] <Ryu> (Oh, blake moved)

[21:12] <Ryu> (thats why i didn't roll yet, was checking)

[21:12] <Blake` > (also not bloodied anymore)

[21:12] <Ryu> 1d20+11
[21:12] <TolBot> [Ryu's 1d20+11]: 13
[21:13] <Ryu> (Miss anyways lol)
[21:13] * Berrian fey steps across the room, targets the seer next to the remains of the corpse, and attempts a Hunter's Bear Trap.
[21:13] <DM_Tol> Ryu misses as Berrian acts.
[21:14] <Berrian> 1d20+11
[21:14] <TolBot> [Berrian's 1d20+11]: 30
[21:14] <DM_Tol> (hit)
[21:14] <Berrian> 2d10+6
[21:14] <TolBot> [Berrian's 2d10+6]: 22
[21:14] <Berrian> 1d8
[21:14] <TolBot> [Berrian's 1d8]: 3
[21:14] <Berrian> (slowed and 5 ongoing until save)
[21:14] <DM_Tol> The creature reels from the blow, an dlooks up to fire back.
[21:14] <Berrian> (25dmg total)
[21:15] <DM_Tol> A Foulspawn attacks Blake.
[21:15] <DM_Tol> 1d20+12 v AC
[21:15] <TolBot> [DM_Tol's 1d20+12 v AC]: 21
[21:15] <DM_Tol> 1d10+4
[21:15] <TolBot> [DM_Tol's 1d10+4]: 6
[21:15] <DM_Tol> Another attacks Shalanda.
[21:15] <DM_Tol> 1d20+12 v AC
[21:15] <TolBot> [DM_Tol's 1d20+12 v AC]: 15
[21:16] <DM_Tol> A cultist clubs Blake.
[21:16] <DM_Tol> 1d20+12 v AC
[21:16] <TolBot> [DM_Tol's 1d20+12 v AC]: 19
[21:16] <Blake` > (miss)
[21:16] <DM_Tol> A Seer retaliates on Berrian, sending an orb.
[21:16] <Blake` > (+2 for second wind right?)
[21:16] <DM_Tol> 1d20+12 v Refl.
[21:16] <TolBot> [DM_Tol's 1d20+12 v Refl.]: 23
[21:17] <Berrian> (hit)
[21:17] <DM_Tol> 1d10+6 and dazed.
[21:17] <TolBot> [DM_Tol's 1d10+6 and dazed.]: 12
[21:17] <DM_Tol> A seer sends an orb at Reede.
[21:17] <DM_Tol> 1d20+12 v Refl.
[21:17] <TolBot> [DM_Tol's 1d20+12 v Refl.]: 30
[21:17] <DM_Tol> 1d10+6 and dazed.
[21:17] <TolBot> [DM_Tol's 1d10+6 and dazed.]: 16
[21:17] <DM_Tol> With two party members dazed, and dtwo bloodied, Vothnyr attacks.
[21:18] <DM_Tol> 1d3
[21:18] <TolBot> [DM_Tol's 1d3]: 1
[21:18] <DM_Tol> Vthnyr attacks Athas.
[21:18] <DM_Tol> 1d20+14 vs AC
[21:18] <TolBot> [DM_Tol's 1d20+14 vs AC]: 23
[21:19] <DM_Tol> 1d8+4
[21:19] <TolBot> [DM_Tol's 1d8+4]: 8
[21:19] <DM_Tol> Shalanda acts.
[21:19] * Shalanda tries to take better advantage of Vothnyr's distraction on Athas to strike with another Righteous Brand.

[21:19] <Shalanda> 1d20+10
[21:19] <TolBot> [Shalanda's 1d20+10]: 12
[21:19] <Shalanda> (Mutter)
[21:20] <Zahira> <bot no like you tonight>
[21:21] <DM_Tol> Reede acts.
[21:22] * Reede takes another shot at the Foulspawn.
[21:22] <Reede> 1d20+10
[21:22] <TolBot> [Reede's 1d20+10]: 27
[21:22] <Reede> 1d6+8
[21:22] <TolBot> [Reede's 1d6+8]: 14
[21:23] <DM_Tol> Reede nails the Foulspawn who is bloodied.
[21:24] <DM_Tol> (save to end daze, Reede)
[21:25] <DM_Tol> *** Next Round ***
[21:25] <DM_Tol> Zahira acts.
[21:25] <Reede> 1d20
[21:25] <TolBot> [Reede's 1d20]: 12
[21:25] * Zahira takes aim yet again at the seer and notes the foulspawn as well, and decides to unleash a split attack on the pair of them, then takes a quick breath. <Split the tree, HQ: seer; action point: second wind>
[21:25] <Zahira> 2#1d20+12 highest for both
[21:25] <TolBot> [Zahira's 2#1d20+12 highest for both]: 18, 13 (Sum:31)
[21:26] <DM_Tol> Zahira misses with arrows.
[21:26] <Zahira> <reroll elven accuracy?>
[21:26] <DM_Tol> (ok)
[21:26] <Zahira> 2#1d20+14 highest for both
[21:26] <TolBot> [Zahira's 2#1d20+14 highest for both]: 26, 28 (Sum:54)
[21:26] <Ryu> (Zah had to re-Unf the bot)
[21:27] <DM_Tol> Zahira hits the Seer and the Fouspawn berserkre.
[21:27] <Zahira> 1d10+8 spawn
[21:27] <Ryu> (wront port last time XD)
[21:27] <TolBot> [Zahira's 1d10+8 spawn]: 10
[21:27] <Zahira> 1d10+8 seer and
[21:27] <TolBot> [Zahira's 1d10+8 seer and]: 9
[21:27] <Zahira> 1d6
[21:27] <TolBot> [Zahira's 1d6]: 2
[21:27] <Zahira> <11 seer>
[21:27] <DM_Tol> The Foulspawn beside Shalanda gets hit for the first time and roars.
[21:27] <Shalanda> "Quit your whining."
[21:28] <Shalanda> "I'll kill you soon enough too."
[21:28] <DM_Tol> Athas acts.
[21:30] <DM_Tol> (moving out of your flanking position?)
[21:30] * Athas steps up and swings as hard as he can -- cleaving from cultist to leader in one red stroke.
[21:30] <Athas> (cleave)
[21:30] <Athas> (cultist first, then Voy)
[21:30] <Athas> 1d20+13
[21:30] <TolBot> [Athas's 1d20+13]: 26
[21:31] <DM_Tol> (hit)
[21:31] <Athas> 1d12+8
[21:31] <TolBot> [Athas's 1d12+8]: 9
[21:31] <Athas> (now Voy)

[21:31] <Athas> 1d20+11
[21:31] <TolBot> [Athas's 1d20+11]: 22
[21:31] <DM_Tol> (hit)
[21:31] <Athas> 1d12+8
[21:31] <TolBot> [Athas's 1d12+8]: 18
[21:32] <DM_Tol> Athas destroys the final cultist and lays a hit on Vothnyr that sends him reeling.
[21:32] <DM_Tol> Blake acts.
[21:32] <Athas> "OLD MAN IRON WILL DRINK FROM YOUR DYING HEART, HERETIC!"
[21:33] * Blake` calls out to inspire Berrian in his battle (Minor: Inspiring Word - can use a healing surge + 1d6+3 hps) Blake then shifts up to G3 and attacks the leader with Warlord's Strike (vs AC)
[21:33] <Blake` > 1d20+9
[21:33] <TolBot> [Blake`s 1d20+9]: 12
[21:33] <Blake` > (omg)
[21:33] <Ryu> (dammit, messed up my plan now that I'm flanking lol)
[21:33] <Berrian> 1d6+14
[21:33] <TolBot> [Berrian's 1d6+14]: 18
[21:33] <DM_Tol> (blake, that would invoke an opprotunity attack. why don't you stay down and miss the foulspawn)
[21:34] <DM_Tol> (nm, 1 sq only)
[21:34] <Blake` > (i thought you could shift?)
[21:34] <DM_Tol> (my bad)
[21:34] <Blake` > (also blame Athas, he took the spot i was going to go)
[21:34] <Berrian> (ty, blake!)
[21:34] <Athas> (sorry -- play through...)
[21:34] <Blake` > (also berrian can use a healing surge +1d6+3 if her wants)
[21:34] <DM_Tol> Blake inspires Berrian as Ryu acts.
[21:34] <Berrian> (I rolled, got 18 total)
[21:34] <Blake` > (nevermind i see you useed it 😊)
[21:35] * Ryu attacks Voth once again
[21:35] <Ryu> 1d20+13
[21:35] <TolBot> [Ryu's 1d20+13]: 21
[21:35] <DM_Tol> (included flanking combat advantag in that?)
[21:35] <DM_Tol> Ryu misses Vothnyr.
[21:35] <Ryu> (Yes, +10 native +1 bless +2 CA)
[21:35] <DM_Tol> Berrian ats.
[21:35] <Ryu> (growl lol)
[21:35] * Berrian , not bloodied any more, uses his Shadow Wasp Strike to attack the seer once more.
[21:35] <Berrian> 1d20+11
[21:35] <TolBot> [Berrian's 1d20+11]: 30
[21:35] <DM_Tol> (hit)
[21:35] <Berrian> 2d10+6 and
[21:35] <TolBot> [Berrian's 2d10+6 and]: 10
[21:35] <Berrian> 1d8
[21:35] <TolBot> [Berrian's 1d8]: 5
[21:36] <Athas> (nice)
[21:36] <DM_Tol> Berrian tries to shake off the daze.
[21:36] <Berrian> 1d20
[21:36] <TolBot> [Berrian's 1d20]: 7
[21:36] <DM_Tol> and fails

[21:36] <DM_Tol> The Foulspawn charges.
 [21:37] <DM_Tol> 1d2
 [21:37] <TolBot> [DM_Tol's 1d2]: 1
 [21:37] <DM_Tol> and swings at Athas.
 [21:37] <DM_Tol> 1d20+12
 [21:37] <TolBot> [DM_Tol's 1d20+12]: 19
 [21:37] <DM_Tol> (vs ac)
 [21:37] <DM_Tol> Another Foulspawn swings at Shalanda.
 [21:37] <DM_Tol> 1d20+12 vs aC
 [21:37] <TolBot> [DM_Tol's 1d20+12 vs aC]: 22
 [21:37] <Shalanda> (hit)
 [21:38] <DM_Tol> 1d10+4
 [21:38] <TolBot> [DM_Tol's 1d10+4]: 10
 [21:38] <DM_Tol> (Athas, did the 19 hit your AC?)
 [21:38] <Athas> (my AC is 19 -- what's the damage?)
 [21:38] <DM_Tol> 1d10+8 damage on Athas
 [21:38] <TolBot> [DM_Tol's 1d10+8 damage on Athas]: 12
 [21:38] <DM_Tol> A Seer's orb flies at Reede.
 [21:39] <DM_Tol> 1d20+12 vs Refl
 [21:39] <TolBot> [DM_Tol's 1d20+12 vs Refl]: 14
 [21:39] <DM_Tol> And at Berrian
 [21:39] <Reede> (not a chance)
 [21:39] <DM_Tol> 1d20+12 vs Refl
 [21:39] <TolBot> [DM_Tol's 1d20+12 vs Refl]: 13 (Sorry.)
 [21:39] <Berrian> (lol)
 [21:39] <DM_Tol> Both deftly avoid the attacks as Vothnyr growls in frustration.
 [21:39] * Athas staggers back under hte last blow -- the combat taking its toll on him
 [21:40] <DM_Tol> He sends a vicious blow at Ryu.
 [21:40] <DM_Tol> 1d20+13 vs. Fort Ryu
 [21:40] <TolBot> [DM_Tol's 1d20+13 vs. Fort Ryu]: 25
 [21:40] <Ryu> (hit)
 [21:41] <DM_Tol> 2d6+6 and pushed 2 Squares.
 [21:41] <TolBot> [DM_Tol's 2d6+6 and pushed 2 Squares.]: 10
 [21:41] <DM_Tol> The previously flanked Vothnyr clears a path.
 [21:41] <DM_Tol> Shalanda acts.
 [21:41] * Shalanda starting to feel the effects of the fight, fey steps to a position atop the platform and takes another Righteous swing at Voth.
 [21:41] <Shalanda> 1d20+10
 [21:41] <TolBot> [Shalanda's 1d20+10]: 26
 [21:41] <DM_Tol> _+2 combat advantage
 [21:41] <Shalanda> 2d4+4
 [21:41] <TolBot> [Shalanda's 2d4+4]: 9
 [21:42] <Shalanda> "Where do you think you're going!"
 [21:42] <Shalanda> (+3 power bonus to hit for Athas until the end of my next turn)
 [21:42] <DM_Tol> Reede acts.
 [21:42] * Reede loads another bolt and focuses upon the bloodied Foulspawn.
 [21:43] <Reede> 1d20+10
 [21:43] <TolBot> [Reede's 1d20+10]: 29
 [21:43] <DM_Tol> (hit)
 [21:43] <Reede> 1d6+
 [21:43] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract

modifier]

[21:43] <Reede> 1d6+8

[21:43] <TolBot> [Reede's 1d6+8]: 14

[21:43] <Reede> "Would you just die already please?"

[21:43] <DM_Tol> Reede hits the Foulspawn who takes it on the chin.

[21:43] <DM_Tol> *** Next Round ***

[21:44] <DM_Tol> Zahira acts.

[21:44] * Zahira unleashes another carefully plced arrow in the direction of the seer. <cs, hq>

[21:44] <Zahira> 1d20+12

[21:44] <TolBot> [Zahira's 1d20+12]: 23

[21:44] <DM_Tol> (hit)

[21:44] <Berrian> (Tol, has the seer been taking the 5/round from my splintering shot 2 rnds ago?)

[21:44] <Berrian> (or rolled to save from it?)

[21:45] <DM_Tol> (1 round of effect so far)

[21:45] <Berrian> (ok, just checking)

[21:45] <Zahira> 1d10+8

[21:45] <TolBot> [Zahira's 1d10+8]: 13

[21:45] <DM_Tol> 1d20 to save

[21:45] <TolBot> [DM_Tol's 1d20 to save]: 16

[21:45] <DM_Tol> (took 5 HPs and saved)

[21:45] <Berrian> (and just got hit by Zahira's arrow for 13 dmg, it seems)

[21:46] <DM_Tol> With berrian's shot, the Seer falls beside the mummified corpse of the Fiend.

[21:46] <DM_Tol> Athas acts.

[21:46] <Berrian> (zahira's)

[21:47] <DM_Tol> (yes)

[21:47] <Berrian> (back in 3)

[21:48] <Athas> (can I spend a surge to heal?)

[21:48] <DM_Tol> (You get one "Second Wind")

[21:48] <Athas> (consider it spent)

[21:49] <DM_Tol> (Spending a standard action to heal)

[21:50] * Athas moves by the Foulspawn to get a better shot at carving out his kidneys.

[21:50] <Athas> (can I attack as well?)

[21:50] <DM_Tol> (can't attack and use second wind in this round)

[21:51] <DM_Tol> (unless you spend your aciton point)

[21:51] <Athas> (OK -- I ma spending an action point)

[21:51] <DM_Tol> (attack, then)

[21:51] <Shalanda> (Don't forget your +3 hit bonus)

[21:51] <Blake` > (you also heal 5 hps for using an action point)

[21:51] <Athas> 1d20+13

[21:51] <TolBot> [Athas's 1d20+13]: 19

[21:52] <DM_Tol> (Blake, I thought thtat was just if used for an attack, not a second wind)

[21:52] <Athas> (did I hit?)

[21:52] <Blake` > (just says for an extra action)

[21:52] <DM_Tol> (ok)

[21:52] <Blake` > (thought he was using it to attack)

[21:52] <DM_Tol> (Athas, if you had flanked, you would've hit)

[21:53] <DM_Tol> Blake acts.

[21:53] <Athas> (dang)

[21:54] * Blake` continues to struggle in battle he brings down his sword in a Furious Smash at the Foulspawn (vs Fort)

[21:54] <Blake` > 1d20+9

[21:54] <TolBot> [Blake`s 1d20+9]: 26
[21:54] <DM_Tol> (hit. AC 21)
[21:55] <Blake` > (Takes 2 damage and Athas gets to attack it as a bonus attack with +3 power bonus of attack and damage, this doesnt stack with Shalanda's bonus)
[21:55] <DM_Tol> (k)
[21:55] <Blake` > (not sure if Shal's was both dmg and hit)
[21:55] <Shalanda> (Just hit)
[21:55] <Blake` > (if not he gets +3 to damage then)
[21:56] <Blake` > (crap, wait, its for his next attack()
[21:56] <Blake` > (not a free one, sorry)
[21:56] <DM_Tol> (ok. And your attack does just 2 HPs?)
[21:56] <Blake` > (yes)
[21:56] <DM_Tol> Ryu acts.
[21:56] <Athas> (so, my next attack gets a +3 to damage if it connects?)
[21:57] <DM_Tol> (go Ryu)
[21:57] <Blake` > (on that target)
[21:58] <Blake` > (the foulspawn)
[21:58] * Ryu teleports go G2, and renews his attack.
[21:58] <Ryu> 1d20+13
[21:58] <TolBot> [Ryu's 1d20+13]: 17
[21:58] <Ryu> (grr v.v)
[21:58] * Berrian targets the foul spawn he hasn't attacked before (I4), and sends two arrows flying in it's direction. (am I flanking it right now?)
[21:59] <DM_Tol> Ryu misses as Berrian acts.
[21:59] <DM_Tol> (no flank with missiel attack I think)
[21:59] <Berrian> 2#1d20+10
[21:59] <TolBot> [Berrian's 2#1d20+10]: 15, 22 (Sum:37)
[21:59] <Berrian> 1d10+1 and
[21:59] <TolBot> [Berrian's 1d10+1 and]: 9
[21:59] <Berrian> 1d8
[21:59] <TolBot> [Berrian's 1d8]: 4
[22:00] <Berrian> (13 for the one that hit)
[22:00] <DM_Tol> Berrian hits the FS as it turns and charges him.
[22:00] <DM_Tol> 1d20+12
[22:00] <TolBot> [DM_Tol's 1d20+12]: 20
[22:00] <DM_Tol> (vs aC)
[22:00] <Berrian> (hit)
[22:00] <DM_Tol> 1d10+4
[22:00] <TolBot> [DM_Tol's 1d10+4]: 14
[22:01] <DM_Tol> The greatsword impales you, Berrian, with the force of his charge.
[22:01] <DM_Tol> 1d2
[22:01] <TolBot> [DM_Tol's 1d2]: 1
[22:01] * Berrian staggers, bloodied
[22:01] <DM_Tol> The other FS attacks Blake. with his sword.
[22:01] <DM_Tol> (Berrian, another 4 HPs from the charge)
[22:02] <DM_Tol> 1d20+12 vs Blakes AC
[22:02] <TolBot> [DM_Tol's 1d20+12 vs Blakes AC]: 13 (Better luck next time.)
[22:02] <Blake` > (miss)
[22:02] <DM_Tol> The Fouslpawn Seer sends and orb at Reede.
[22:02] <DM_Tol> (thanks for that, blake)
[22:02] <Berrian> (crud... taken into account)

[22:02] <Blake` > (hehe)
[22:02] <DM_Tol> 1d20+12 vs Reed's Refl
[22:02] <TolBot> [DM_Tol's 1d20+12 vs Reed's Refl]: 19
[22:03] <Reede> (just hits)
[22:03] <DM_Tol> 1d8+6 and dazed.
[22:03] <TolBot> [DM_Tol's 1d8+6 and dazed.]: 11
[22:03] <DM_Tol> Vothnyr turns on Shalanda.
[22:03] <Berrian> 1d20 (save attempt for daze)
[22:03] <TolBot> [Berrian's 1d20 (save attempt for daze)]: 2
[22:03] <Reede> (bloodied again)
[22:03] <DM_Tol> (since you taunted him)
[22:04] <DM_Tol> He sends a similar shot at her, as blood drips from his eyes.
[22:04] <DM_Tol> 1d20+10 vs Fort
[22:04] <TolBot> [DM_Tol's 1d20+10 vs Fort]: 29
[22:04] <DM_Tol> 2d6+6 and push 2 Squars
[22:04] <TolBot> [DM_Tol's 2d6+6 and push 2 Squars]: 17
[22:05] <DM_Tol> Shalanda, forced back, attempts to retaliate.
[22:05] * Shalanda hits the back wall with a heavy CRUNCH and lands face first into the ground and doesn't move.
[22:05] <Zahira> <poor yoyo>
[22:06] <Shalanda> 1d20
[22:06] <TolBot> [Shalanda's 1d20]: 8
[22:06] <DM_Tol> Reede, dazed as he is, acts.
[22:07] * Reede refocuses his aim on the spawn near Berrian and fires.
[22:08] <Reede> 1d20+10
[22:08] <TolBot> [Reede's 1d20+10]: 23
[22:08] <Reede> 2d6+6 (Blinding Barrage, spawn is blinded)
[22:08] <TolBot> [Reede's 2d6+6 (Blinding Barrage, spawn is blinded)]: 15
[22:10] <Reede> (ends at the end of my next turn)
[22:10] <DM_Tol> (k)
[22:10] <Ryu> (*unfs tolbot for some good roll luck*)
[22:10] <DM_Tol> *** Next Round ***
[22:10] <DM_Tol> Zahiras action take the forefront.
[22:10] <Reede> (do I get a save roll or is that on my next)
[22:11] * Zahira grins as the seer falls but quickly turns her attention to the spawn attacking Berr.
She moves for a clear shot at the vile demon. <HQ, CS>
[22:11] <Zahira> 1d20+10
[22:11] <TolBot> [Zahira's 1d20+10]: 21
[22:11] <DM_Tol> (hit)
[22:11] <Zahira> 1d10+9 and
[22:11] <TolBot> [Zahira's 1d10+9 and]: 19
[22:12] <Zahira> 1d6
[22:12] <TolBot> [Zahira's 1d6]: 6
[22:12] <Zahira> <dang>
[22:13] <Blake` > (nice)
[22:13] <DM_Tol> Zahira damages the blind Foulspawn. as Athas acts, buffed by Blake's last attack.
[22:14] <Blake` > (does he still get the +3 from shall?)
[22:14] <Blake` > (for hit)
[22:15] <Shalanda> (My turn came and went. My bonus is gone, but bless is still active until the end of the encounter.)
[22:15] * Athas rushes to Voy -- no battle cry, but murder on his eyes.

[22:15] <Athas> (brash strike)
[22:15] <Blake` > (ok so he has +3 to hit and dmg then if its just my buff)
[22:15] <Athas> 1d20+13
[22:15] <TolBot> [Athas's 1d20+13]: 14 (Not good.)
[22:15] <Blake` > (only on the foulspawn though)
[22:15] <Athas> (bleep)
[22:16] * Shalanda gasps for breath and begins to stir.
[22:16] <DM_Tol> The Foulspawn gets an attack on Athas as he flees.
[22:16] <DM_Tol> 1d20+12
[22:16] <TolBot> [DM_Tol's 1d20+12]: 13 (That stinks.)
[22:16] <Blake` > (lol)
[22:17] <Zahira> <not for us>
[22:17] <Berrian> (2 1's in a row...)
[22:17] <DM_Tol> You all see Shalanda amazingly stand up from a slam against the wall that you assumed must have killed her dead instantly.
[22:17] <DM_Tol> Blake acts.
[22:17] * Blake` uses his Longswords Daily power and brings it down on the Foulspawn with a basic attack vs AC
[22:17] <Blake` > 1d20+9
[22:17] <TolBot> [Blake`s 1d20+9]: 11
[22:17] <DM_Tol> (miss)
[22:18] * Ryu teleports to E2 and attacks Voth again, "Today you join your master in Death!"
[22:19] <DM_Tol> (+2 adv)
[22:19] <Ryu> 1d20+13
[22:19] <TolBot> [Ryu's 1d20+13]: 31
[22:19] <Ryu> 1d10+7
[22:19] <TolBot> [Ryu's 1d10+7]: 16
[22:19] <DM_Tol> Ryu hits Vothnyr
[22:19] <DM_Tol> He cries out in pain.
[22:19] <DM_Tol> As Berrian acts.
[22:19] * Berrian takes a step back, trying to clear his head.
[22:19] <Berrian> 1d20 save
[22:19] <TolBot> [Berrian's 1d20 save]: 13
[22:20] <DM_Tol> The Foulspawn sees the opening as he creates space and charges.
[22:20] <DM_Tol> 1d20+12 vs AC
[22:20] <TolBot> [DM_Tol's 1d20+12 vs AC]: 14
[22:20] <DM_Tol> The creature bumps into the statue instead.
[22:21] <DM_Tol> Another attacks Blake.
[22:21] <Ryu> (The corpse moves...)
[22:21] <DM_Tol> 1d20+12 vs AC
[22:21] <TolBot> [DM_Tol's 1d20+12 vs AC]: 15
[22:21] <Blake` > (miss)
[22:21] <DM_Tol> The Seer shoots at Reede
[22:21] <DM_Tol> 1d20+12 vs Refl
[22:21] <TolBot> [DM_Tol's 1d20+12 vs Refl]: 17
[22:21] <Zahira> <statue wobbles then falls on the creature, squishing it like a bug>
[22:22] <DM_Tol> Vothnyr attacks Ryu.
[22:22] <Athas> (d'oh!)
[22:22] <Reede> (miss)
[22:22] <DM_Tol> 1d20+13 vs Fort
[22:22] <TolBot> [DM_Tol's 1d20+13 vs Fort]: 32

[22:23] <DM_Tol> 2d6+6 and push 2 Squares
[22:23] <TolBot> [DM_Tol's 2d6+6 and push 2 Squares]: 15
[22:23] <DM_Tol> Shalanda, miraculously still standing, moves.
[22:23] * Shalanda weakly gets to her feet and holds her holy symbol aloft over her head with purpose and devote fury. "Feel the power of the Raven Queen wash over you disgusting creature and know you shall personally meet with her soon in DEATH!" (Command, Wis vs Will against Voth)
[22:24] <Shalanda> 1d20+9
[22:24] <TolBot> [Shalanda's 1d20+9]: 13
[22:24] <Shalanda> (Bah)
[22:24] <DM_Tol> Shalanda hollers and nothing happens as Reede, dazed, acts.
[22:24] <Athas> (and if that doesn't work... plan B -- beat him until he's marmalede)
[22:25] * Reede shakes his head out and aims a bolt at the blooded Foulspawn, hoping to strike it down.
[22:25] <Reede> 1d20+10
[22:25] <TolBot> [Reede's 1d20+10]: 25
[22:25] <DM_Tol> (hit)
[22:25] <Reede> 1d6+8
[22:25] <TolBot> [Reede's 1d6+8]: 10
[22:25] <DM_Tol> (roll save for daze)
[22:25] <Reede> 1d20
[22:25] <TolBot> [Reede's 1d20]: 14
[22:26] <DM_Tol> Vothnyr cries, "You will die for this!"
[22:26] <DM_Tol> *** Next Round ***
[22:26] <DM_Tol> Zahira acts.
[22:26] <Reede> (that spawn is still alive...bleh)
[22:26] <DM_Tol> (yep)
[22:27] <DM_Tol> (Lightning here, in case I poof)
[22:27] <Reede> (other one is unblinded now)
[22:27] * Zahira ponders momentarily then moves back up the platform to release an arrow into Voth's backside. <HQ CS>
[22:27] <DM_Tol> (righ. He bumped into a statue)
[22:27] <Zahira> 1d20+10
[22:27] <TolBot> [Zahira's 1d20+10]: 14
[22:27] <Zahira> <fudge>
[22:27] <DM_Tol> The very wounded Vothnyr avoids the attack.
[22:28] <Zahira> <forgot +2, not that it matters>
[22:28] <DM_Tol> (nope)
[22:28] <DM_Tol> Athas acts.
[22:28] <Athas> "Not today, faithless."
[22:28] <Athas> (brash strike)
[22:28] <Athas> 1d20+13
[22:28] <TolBot> [Athas's 1d20+13]: 14 (Sorry.)
[22:28] <DM_Tol> Athas misses as Blake acts.
[22:28] * Blake` continues to struggle against his foes and attacks the foulspawn again with his sword vs AC
[22:29] <Blake`> 1d20+9
[22:29] <TolBot> [Blake`'s 1d20+9]: 16
[22:29] <DM_Tol> Blake misses as Ryu acts.
[22:29] * Ryu growls and teleports back to E2, and attacks again, fueled by his anger
[22:29] <Ryu> 1d20+13
[22:29] <TolBot> [Ryu's 1d20+13]: 33 (Way to go!)

[22:29] <Ryu> (SWEET!)
[22:30] <Ryu> (1d10+7, so 17 damage)
[22:30] <Athas> (damn...)
[22:30] <Zahira> <unfs tolbot for alll of us>
[22:30] <Blake` > (nice)
[22:31] <DM_Tol> Ryu ☐obliterates☐ Vothnyr, who through the accumulation of attacks, falls dead.
[22:31] <Ryu> "I told you, today you join your master!"
[22:31] <DM_Tol> Berrian acts.
[22:31] * Berrian takes another step back, and fires another two arrows at the foul spawn that keeps following him
[22:32] <Berrian> 2#1d20+11
[22:32] <TolBot> [Berrian's 2#1d20+11]: 28, 28 (Sum:56)
[22:32] <Berrian> 2#1d10+1
[22:32] <TolBot> [Berrian's 2#1d10+1]: 11, 7 (Sum:18)
[22:32] <DM_Tol> (hits)
[22:32] <Berrian> 1d8
[22:32] <TolBot> [Berrian's 1d8]: 5
[22:32] <Berrian> (23 dmg total)
[22:33] <DM_Tol> The Foulspawn takes the hits, snarling, now able to see.
[22:33] <DM_Tol> He charges.
[22:33] <DM_Tol> 1d20+12
[22:33] <TolBot> [DM_Tol's 1d20+12]: 23
[22:33] <DM_Tol> 1d10+8 damage to Berrian.
[22:33] <TolBot> [DM_Tol's 1d10+8 damage to Berrian.]: 15
[22:33] * Berrian staggers, falling to the ground, unmoving.
[22:34] <DM_Tol> Another hacks at Blake.
[22:34] <DM_Tol> 1d20+12 v AC
[22:34] <TolBot> [DM_Tol's 1d20+12 v AC]: 19
[22:34] <Blake` > (hit)
[22:34] <DM_Tol> 1d10+4 damage to Blake.
[22:34] <TolBot> [DM_Tol's 1d10+4 damage to Blake.]: 5
[22:34] <DM_Tol> A Seer sends an Orb at Reede.
[22:34] <DM_Tol> 1d20+12 v Refl.
[22:34] <TolBot> [DM_Tol's 1d20+12 v Refl.]: 21
[22:35] <DM_Tol> 18+6 on Reede and dazed
[22:35] <DM_Tol> 1d8+6 on Reede and dazed
[22:35] <TolBot> [DM_Tol's 1d8+6 on Reede and dazed]: 13
[22:35] * Reede reels in pain.
[22:36] <DM_Tol> Shalanda acts.
[22:37] * Shalanda heads towards Voth, ready to disfigure his body until she sees Berrian go down, she advances towards him close enough to use a healing word on him.
[22:37] <Shalanda> 1d6+3 (and use a surge)
[22:37] <TolBot> [Shalanda's 1d6+3 (and use a surge)]: 8
[22:38] * Shalanda yells at him "Get up Eladrin brother, our foes aren't all dead yet!"
[22:38] <DM_Tol> Reede acts.
[22:40] <DM_Tol> Shalanda, as you run towards Berrian, he rises again, mysteriously before you make your healing word.
[22:40] <Shalanda> (Still use the healing word on him, knowing what happened to him anyway.)
[22:41] * Reede hobbles away to take cover behind the altar for a moment.
[22:41] <DM_Tol> (Reede)
[22:41] <DM_Tol> *** Next round ***

[22:41] <DM_Tol> Zahira acts.
[22:42] * Zahira pales seeing Ber go down and yells at the foul spawn, taking a vengeful shot at its head. "Die you Bastard" <CS HQ>
[22:42] <Zahira> 1d20+13
[22:42] <TolBot> [Zahira's 1d20+13]: 19
[22:42] <DM_Tol> (miss)
[22:42] <DM_Tol> Athas attacks.
[22:43] * Athas rushes to the Foulspawn he was working on earlier.
[22:43] <Athas> 1d20+13
[22:43] <TolBot> [Athas's 1d20+13]: 32
[22:43] <DM_Tol> (dam)
[22:43] <Athas> 1d12+9
[22:44] <TolBot> [Athas's 1d12+9]: 13
[22:44] <DM_Tol> The creature grunts as Blake acts.
[22:44] * Blake` calls out a Commander's Strike "Athas, hit him again! now!" (free basic melee attack, +2 dmg bonus) and slides back a square
[22:45] * Athas swings again
[22:45] <Athas> 1d20+13
[22:45] <TolBot> [Athas's 1d20+13]: 16
[22:45] <DM_Tol> (miss)
[22:46] <DM_Tol> Ryu acts
[22:46] * Ryu rests (Second Wind)
[22:46] <DM_Tol> Berrian recovers.
[22:46] * Berrian stands, feeling refreshed and ready to kill more foes. He takes a step back and fires two more arrows at the foul spawn in front of him.
[22:47] <Ryu> (Still bloodied, 25HP == bloodied, and I'm at 25HP lol)
[22:47] <Berrian> 2#1d20+11
[22:47] <TolBot> [Berrian's 2#1d20+11]: 19, 18 (Sum:37)
[22:47] <Berrian> (unless I get advantage for where I stand)
[22:47] <DM_Tol> Berrian shoots the statue as the spawn runs off, assuming him dead.
[22:48] <DM_Tol> It charges Reede
[22:48] <DM_Tol> 1d20+12 vs AC
[22:48] <TolBot> [DM_Tol's 1d20+12 vs AC]: 32 (Yahoo!)
[22:49] * Reede falls to the ground.
[22:49] <DM_Tol> (14 damage on Reede)
[22:49] <DM_Tol> 1d20+16 vs AC for Blake
[22:49] <TolBot> [DM_Tol's 1d20+16 vs AC for Blake]: 34
[22:49] <Blake` > (hit)
[22:50] <DM_Tol> 1d10+6 HP damage as the creature is berserking.
[22:50] <TolBot> [DM_Tol's 1d10+6 HP damage as the creature is berserking.]: 7
[22:50] <Blake` > (who attacked me?)
[22:50] <DM_Tol> The FS
[22:50] <Reede> (okay, I'm at -8, freaking a little)
[22:50] <Blake` > (the one on reede?)
[22:50] <DM_Tol> (ack, on Athas, not Blake)
[22:50] <DM_Tol> (7 HPs to Athas)
[22:50] <DM_Tol> The seer moves and attacks.
[22:51] <DM_Tol> A blast comes forth.
[22:52] <DM_Tol> 1d20+12 vs. Fort
[22:52] <TolBot> [DM_Tol's 1d20+12 vs. Fort]: 26
[22:52] <Blake` > (hit if its on me)

[22:53] <DM_Tol> (ok, finished deciding where he moved)
[22:54] <DM_Tol> The distortion field blasts forth for 5 squares (Athas, Blak and shal and Reedl)
[22:54] <Shalanda> (Uh oh)
[22:54] <DM_Tol> (No, he wants Ryu)
[22:54] <Zahira> <plays taps>
[22:55] <DM_Tol> (Reede, you're lucky. OUt of range)
[22:55] <Ryu> (did it hit me?)
[22:55] <DM_Tol> The distortion field damages the body of Ryu, Shal, Athas and Blake.
[22:55] <DM_Tol> 2d8+6
[22:55] <TolBot> [DM_Tol's 2d8+6]: 17
[22:55] <Athas> (o0)
[22:56] <Shalanda> (Oh sweet Yoyo is down again.)
[22:56] <Blake` > (bloodied)
[22:56] * Athas shakes and groans as the power rips though him
[22:56] <Zahira> <remind me to buy you a new string if we get out of this>
[22:56] <Ryu> (Down to 8HP)
[22:56] <DM_Tol> Reede acts.
[22:57] <DM_Tol> (dying, reede?)
[22:57] <Reede> (yes)
[22:57] * Shalanda collapses to the ground convulsing blood.
[22:57] <Reede> 1d20
[22:57] <TolBot> [Reede's 1d20]: 9
[22:57] <DM_Tol> Reede slips closer towards death.
[22:57] <DM_Tol> Zahira acts in this new round.
[22:58] <Shalanda> 1d20
[22:58] <TolBot> [Shalanda's 1d20]: 10
[22:58] <Reede> (need...healing...badly...)
[22:58] <TolBot> Athas acts
[22:58] * Zahira mutters to herself as she sees her companions going up and down and up again. She locks onto the spawn and unleashes an arrow.
[22:58] <Zahira> 1d20+13
[22:58] <TolBot> [Zahira's 1d20+13]: 15
[22:58] <TolBot> (miss)
[22:58] * Athas falls to his knees, trying to brace himself with his axe... slowly he stands and strides to the foul creature.
[22:58] <TolBot> Athas acts.
[22:58] * Athas swings
[22:58] <Athas> 1d20+13
[22:58] <TolBot> [Athas's 1d20+13]: 20
[22:59] <TolBot> (Miss)
[22:59] <TolBot> Blake acts.
[22:59] <Blake` > (Reede, want me to just end the suffering for you, im right there, ill make it quick)
[22:59] <Ryu> (*unfs TolBot again for good measure*)
[22:59] <Zahira> <note to self: need more arrows next time>
[22:59] <Blake` > (can i try first aid in combat to help reede?)
[22:59] <TolBot> (sure, standard action)
[23:00] * Blake` tries to help Reede with some quick First Aid
[23:00] <Blake` > 1d20+3
[23:00] <TolBot> [Blake`'s 1d20+3]: 9
[23:00] <Blake` > (oh yeah forgot I can't roll double digits)
[23:00] <TolBot> Blake fails to stabilize Reede.

[23:00] <TolBot> Ryu acts.
[23:00] * Ryu growls and throws his blade at the Seer (Whirling Blade, Ranged 5, Int vs AC, Miss Effect:Repeat the attack against a 2nd target within 5 squares of the first, if miss, repeat again on a third thats within 5 squares of the 2nd, if miss repeat again for a 4th thats within 5 squares of the 3rd, then the weapon returns to my hand)
[23:01] <Ryu> (Combat advantage still or not?)
[23:01] <TolBot> (not on Seer, yes on others)
[23:01] <Ryu> 1d20+11
[23:01] <TolBot> [Ryu's 1d20+11]: 19
[23:01] <TolBot> (miss)
[23:01] <Ryu> (Spawn F5)
[23:01] <Ryu> 1d20+13
[23:01] <TolBot> [Ryu's 1d20+13]: 22
[23:02] <TolBot> Ryu misses the Seer with his blade which then whirls around the statue (somehow) and hits the foulspawn.
[23:02] <Ryu> 2d10+7
[23:02] <TolBot> [Ryu's 2d10+7]: 15
[23:02] <TolBot> The spawned creature falls dead.
[23:02] <Blake` > (Its called magic tol 😊)
[23:02] * Berrian fires another two arrows at the foul spawn. "Zahira, if you need more arrows, come get some!"
[23:02] <TolBot> Berrian acts.
[23:02] <Berrian> 2#1d20+11
[23:02] <TolBot> [Berrian's 2#1d20+11]: 23, 12 (Sum:35)
[23:02] <TolBot> (on ehit)
[23:02] <Berrian> 1d10+1 and
[23:02] <TolBot> [Berrian's 1d10+1 and]: 3
[23:03] <Berrian> 1d8
[23:03] <TolBot> [Berrian's 1d8]: 1
[23:03] <Berrian> (4? only 4?)
[23:04] <DM_Tol> (press on or quit for the night?)
[23:04] <Berrian> (press on! it's my birthday now)
[23:04] <DM_Tol> (hehe)
[23:04] <Zahira> <doo eet!>
[23:04] <Zahira> <happy bday!>
[23:04] <DM_Tol> (we quite if anyone says quit)
[23:04] <Shalanda> (Yeah I can survive a little longer... I think I'll be ok tomorrow.)
[23:04] <Blake` > (quilt)
[23:04] <Athas> (quit)
[23:04] <DM_Tol> (k, we quit)
[23:04] <Ryu> (quit it is I guess?)
[23:04] <Blake` > (im game for sure)
[23:05] <Zahira> <awwr>
[23:05] <DM_Tol> (Harl, need to go?)
[23:05] <Berrian> (frowny face)
[23:05] <Athas> (gotta go to work in morning... unless they fired me and never said anything...)
[23:05] <Ryu> (Happy b-day Berr)
[23:05] <Blake` > (happy bday)
[23:05] <Athas> (happy birthday... night all.)
[23:05] <DM_Tol> The Foul spawn seeks out a new target.

[23:05] * Athas ([harlequin @34aa832c.dhcp.a3d59c23.com.hmsk](mailto:harlequin@34aa832c.dhcp.a3d59c23.com.hmsk)) Quit

[23:05] <DM_Tol> *** as this session of Könnan Land comes to a close ***

4-10-2011: CONCLUSIONS OF THE TEMPLE

[19:55] <DM_Tol> *** Game Recap ***
[19:56] * Harlequin_J_Goat is now known as Athas
[19:57] <DM_Tol> The band of adventurers, who finally made it to the inner sanctum of the underground Chamber of Dreams, arrived just in time to attempt to thwart the ceremony over century old remains that the evil cult was conducting to raise the horned Fiend who sleeps.
[19:57] <DM_Tol> After much travail, the group has fought through wounds to destroy the Cult leader... but at a cost.
[19:58] <DM_Tol> Two of the parties own are fallen, while the rest remain fast against a Foulspawn Berserker and a Foulspawn Seer that remain.
[19:58] <DM_Tol> Those in the group who have tasted the strength of their might, know that the battle is not yet won.
[19:59] <DM_Tol> *** Thus begins this session of Können Land ***
[19:59] * Athas brings up his axe.
[19:59] <Blake` > (if we roll init, remember if you can see or hear me add +2 to the roll)
[20:00] <DM_Tol> (we
[20:00] <Athas> "Step forward so your blood can rust my axe."
[20:00] <DM_Tol> (we will roll new init)
[20:00] <Shalanda> (Group (except Reede) is also under the affects of Bless, +1 power bonus to hit.)
[20:00] <DM_Tol> `init rolls for everyone
[20:00] <TolBot> Please make an initiative roll (1d20+modifier).
[20:00] <Athas> roll 1d20+8
[20:00] <Zahira> 1d20+9
[20:00] <TolBot> [Zahira's 1d20+9]: 25
[20:00] <Shalanda> 1d20+5
[20:00] <TolBot> [Shalanda's 1d20+5]: 23
[20:00] <Berrian> 1d20+9
[20:00] <TolBot> [Berrian's 1d20+9]: 22
[20:00] <Athas> 1d20+8
[20:00] <TolBot> [Athas's 1d20+8]: 28 (Perfect!)
[20:00] <Blake` > 1d20+4
[20:00] <TolBot> [Blake`s 1d20+4]: 17
[20:01] <Reede> 1d20+11
[20:01] <TolBot> [Reede's 1d20+11]: 14
[20:01] <Athas> (that's going to be the only 20 I get tonight)
[20:01] <Zahira> <yerp>
[20:01] <DM_Tol> 1d20+7 for Berskerker
[20:01] <TolBot> [DM_Tol's 1d20+7 for Berskerker]: 26
[20:02] <DM_Tol> 1d20+7 for Seer
[20:02] <TolBot> [DM_Tol's 1d20+7 for Seer]: 10
[20:02] <DM_Tol> 1d20 for Ryu
[20:02] <TolBot> [DM_Tol's 1d20 for Ryu]: 7
[20:02] <DM_Tol> `init report
[20:02] <TolBot> Initiative Order: Athas, 28, Berskerker, 26, Zahira, 25, Shalanda, 23, Berrian, 22, Blake`, 17, Reede, 14, Seer, 10, Ryu, 7
[20:02] <Athas> (could have the map please?)
[20:02] <Shalanda> <http://spreadsheets.google.com/ccc?key=...zGA#gid=33>
[20:03] <DM_Tol> (<http://tiny.cc/battlegrid>)

[20:03] <DM_Tol> Athas sees two of his comrades fallen as he responds to the threat.
[20:03] * Athas bellows out a war cry and rushes to the Foul Spawn
[20:04] <Athas> (brash strike)
[20:05] <Athas> 1d20+13
[20:05] <TolBot> [Athas's 1d20+13]: 28
[20:05] <DM_Tol> (move yourself on Map. Hit)
[20:06] <Athas> 1d12+10
[20:06] <TolBot> [Athas's 1d12+10]: 13
[20:07] <Athas> "YOUR GODS WILL CHOKE ON YOUR BLOOD, FAITHLESS SCUM!"
[20:07] <DM_Tol> Athas strikes the foulspawn brashly as it retaliates.
[20:08] <DM_Tol> 1d20+14 vs AC
[20:08] <TolBot> [DM_Tol's 1d20+14 vs AC]: 17
[20:08] <DM_Tol> (Athas)
[20:08] <Athas> (AC 19)
[20:09] <Athas> (cue Nelson Mumford's laugh)
[20:09] <DM_Tol> The Berserker strikes with a vicious blow at the brink of death, as the glancing attack comes close to your neck, certain pain averted.
[20:09] <DM_Tol> Zahira acts.
[20:09] * Zahira cries out seeing Reed fall and sets another arrow to let loose at the daemon spawn. "Die already damn you!" She lets loose a well aimed shot. <HQ, CS>
[20:10] <Zahira> 1d20+10
[20:10] <TolBot> [Zahira's 1d20+10]: 13
[20:10] <Athas> (I'm gonna beat this thing so hard, they're gonna call it Tina.)
[20:10] <Zahira> <and fails miserably>
[20:10] <Shalanda> 1d20 (saving throw)
[20:10] <TolBot> [Shalanda's 1d20 (saving throw)]: 16
[20:10] <DM_Tol> Zahira misses with a shot Shalanda stabilizes and Berrian reacts.
[20:10] * Berrian continues the attack on the foul spawn, sending out another two arrows.
[20:10] <Berrian> 2#1d20+11
[20:10] <TolBot> [Berrian's 2#1d20+11]: 22, 28 (Sum:50)
[20:11] <Berrian> 2#1d10+1
[20:11] <TolBot> [Berrian's 2#1d10+1]: 5, 8 (Sum:13)
[20:11] <Berrian> 1d8
[20:11] <TolBot> [Berrian's 1d8]: 5
[20:11] <Berrian> (18 total after quarry)
[20:11] <Berrian> "Die!"
[20:12] <DM_Tol> Berrian sends missiles into the beast who starts to stumble, staying up barely.
[20:12] <DM_Tol> Blake acts.
[20:13] * Blake` charges at the Foulseer (C4) and attacks with his Longsword (vs AC)
[20:13] <Blake` > (do i lose any to my attack cause he is in the grey?)
[20:14] <DM_Tol> (no)
[20:14] <Blake` > (do i get my +1 for charge?)
[20:14] <DM_Tol> (He's just 5' above you. No charge though)
[20:14] <Blake` > 1d20+9
[20:14] <TolBot> [Blake`'s 1d20+9]: 17
[20:14] <DM_Tol> Blake swings and misses as Reede act.
[20:14] <DM_Tol> (s)
[20:15] <Reede> 1d20
[20:15] <TolBot> [Reede's 1d20]: 12
[20:15] <DM_Tol> Reede fights of the dying effects for the moment, despite that no one has yet aided him, nor his comrade Shalanda.

[20:16] <Athas> (I'm a fighter, not a lover)
[20:16] <Shalanda> (Liar!)
[20:16] <Blake` > (i tried to first aid him last round)
[20:16] <Zahira> <*unfs them back to life*>
[20:16] <DM_Tol> 1d20+14 vs. Refl Blake.
[20:16] <TolBot> [DM_Tol's 1d20+14 vs. Refl Blake.]: 25
[20:16] <DM_Tol> The Seer sends an orb flying at Blake.
[20:16] <Shalanda> (Oh Shal, are you ok? I find your rippling muscles and blood stained physique sexy, yet dominating on my heart.)
[20:16] <Reede> (o.O)
[20:17] <DM_Tol> 1d8+6
[20:17] <TolBot> [DM_Tol's 1d8+6]: 7
[20:17] <DM_Tol> (Blake is dazed)
[20:17] <Athas> (I love the way you gasp for your dying breaths...)
[20:17] <DM_Tol> 1s20
[20:17] <DM_Tol> 1d20
[20:17] <TolBot> [DM_Tol's 1d20]: 15
[20:17] <DM_Tol> Ryu takes a defensive posture, attempting to tend his wounds.
[20:18] <DM_Tol> Athas acts.
[20:18] * Athas swings again with grim purpose.
[20:18] <Athas> 1d20+13
[20:18] <TolBot> [Athas's 1d20+13]: 24
[20:18] <DM_Tol> hit
[20:19] <Athas> 1d12+8
[20:19] <TolBot> [Athas's 1d12+8]: 12
[20:19] <Athas> ("Get up, Tina...")
[20:20] <DM_Tol> Athas fells the beast.
[20:21] <DM_Tol> Zahira acts.
[20:21] <Athas> "SPEAKER OF WORDS! YOUR END COMES!"
[20:21] <Athas> (Is the greyed sections higher?)
[20:21] <DM_Tol> (now will you get off Reede's head?)
[20:22] <DM_Tol> (yes, 5' up)
[20:22] * Zahira sees the beast fall and rushes over to Shals seeing if she can help her regain conciousness.
[20:22] <DM_Tol> (healing check)
[20:22] <Zahira> 1d20+4
[20:22] <TolBot> [Zahira's 1d20+4]: 23
[20:22] <Athas> (oh, sorry...)
[20:22] <Shalanda> (Stable)
[20:23] <Athas> (Are there stairs nearby?)
[20:23] <Zahira> <tosses yo-yo in the stables>
[20:23] * Berrian targets the remaining enemy, fixing it in his sights, then lets two more arrows fly. "For the Raven Queen!"
[20:23] <Zahira> <yea...below the raining blood in the middle of the room>
[20:23] <DM_Tol> (I don't understand Athas)
[20:23] <Athas> (No one, does, really.)
[20:23] <DM_Tol> Zahira stabilizes Shalanda as Berrian acts.
[20:23] <Berrian> 2#1d20+11
[20:23] <TolBot> [Berrian's 2#1d20+11]: 23, 29 (Sum:52)
[20:24] <Berrian> 2#1d10+1
[20:24] <TolBot> [Berrian's 2#1d10+1]: 3, 8 (Sum:11)

[20:24] <Reede> (it's 5 feet, climb)
[20:24] <Berrian> 1d8 quarry
[20:24] <TolBot> [Berrian's 1d8 quarry]: 3
[20:24] <Athas> (The greyed areas -- I can run up them or are they more like balconies?)
[20:24] <Berrian> (14 dmg)
[20:24] <DM_Tol> Berrian hits the Seer, who seems not yet even bloodied yet.
[20:24] <DM_Tol> (5' high, with a step in front. Can run up)
[20:24] <DM_Tol> Blake acts.
[20:24] <Athas> (oh -- cool)
[20:25] * Blake` changes to his hand crossbow and gets ready to shoot it (is that all I can do being Dazed?)
[20:26] <DM_Tol> (roll save, blake)
[20:26] <Blake`> 1d20
[20:26] <TolBot> [Blake`s 1d20]: 10
[20:26] <DM_Tol> Reede fights off death.
[20:26] <DM_Tol> Blake shakes off the dazing effects.
[20:26] <DM_Tol> The Seer sees Blakes crossbow and fires again.
[20:27] <DM_Tol> 1d20+14 vs Blake Refl.
[20:27] <TolBot> [DM_Tol's 1d20+14 vs Blake Refl.]: 34 (Perfect!)
[20:27] <DM_Tol> (Reede, death save plz)
[20:27] <Reede> 1d20
[20:27] <TolBot> [Reede's 1d20]: 2
[20:27] <Blake`> (how much dmg is that?)
[20:27] <DM_Tol> Blake, an orb smashes your face (14 HPs) as Reede slips closer to death.
[20:28] * Blake` falls down (0 hps)
[20:28] <DM_Tol> Blake goes unconscious.
[20:28] <DM_Tol> 1d20
[20:28] <TolBot> [DM_Tol's 1d20]: 8
[20:28] <DM_Tol> Ryu rushes to to Reede but fails to stabilize him.
[20:29] <DM_Tol> Athas acts.
[20:29] <Athas> ("Gimmie Shelter" is playing on my player)
[20:29] * Athas rushes to the seer, axe leaving a bloody dripping trail before him.
[20:30] <Athas> 1d20+8
[20:30] <TolBot> [Athas's 1d20+8]: 14
[20:32] <DM_Tol> (Athas, I don't think you can make it there into Melee.)
[20:32] <DM_Tol> (He's also one square up.)
[20:32] <Athas> (how many squares away from him would I be?)
[20:32] <DM_Tol> (It'd be a miss anyway, but what's your speed?)
[20:32] <Berrian> (he missed anyway...)
[20:33] <Athas> (speed is 5)
[20:33] <DM_Tol> There's your options
[20:33] <DM_Tol> Athas charges and misses the Seer who steps back as Zahria acts.
[20:34] * Zahira sighs in reliefe seeing Yo-yo stabalizing. She moves down to Reed and attempts to provide him some aid as well. <Heal Check>
[20:34] <Zahira> 1d20+4
[20:34] <TolBot> [Zahira's 1d20+4]: 24 (You da man.)
[20:34] <Zahira> <da wo-man>
[20:34] <DM_Tol> Reede stabilizes.
[20:35] * Berrian fires two more shots, worried for his fallen comrades. "You will pay for this! Die!"
[20:35] <Zahira> <i duck>
[20:35] <Berrian> (I'm thinking Shal is still out of the order?)

[20:35] <DM_Tol> (yes)
[20:35] <Berrian> 2#1d20+11
[20:35] <TolBot> [Berrian's 2#1d20+11]: 19, 29 (Sum:48)
[20:35] <DM_Tol> (Stabilized doesn't gain any HPs, only stops losing them)
[20:35] <DM_Tol> (one hit)
[20:35] <Berrian> 1d10+1
[20:35] <TolBot> [Berrian's 1d10+1]: 11
[20:36] <Berrian> 1d8
[20:36] <Shalanda> (Yep, I'm going to lie here and not bleed all over the place.)
[20:36] <TolBot> [Berrian's 1d8]: 5
[20:36] <DM_Tol> (lol)
[20:36] <Berrian> (16 more. slow, but steady)
[20:36] <DM_Tol> Berrian wounds the Seer as Blake fights off the effects of death.
[20:36] <DM_Tol> 1d20
[20:36] <TolBot> [DM_Tol's 1d20]: 11
[20:37] <DM_Tol> 1d20+14 vs Athas Refl
[20:37] <TolBot> [DM_Tol's 1d20+14 vs Athas Refl]: 27
[20:37] <DM_Tol> The Seer hits Athas with a dazing Orb.
[20:37] <Athas> (ouch)
[20:37] <DM_Tol> 1d6+8
[20:37] <TolBot> [DM_Tol's 1d6+8]: 12
[20:38] * Athas staggers backward and hits the ground as a crumpled heap.
[20:38] <DM_Tol> The Seer appears bloodied.
[20:38] <DM_Tol> 1d20
[20:38] <TolBot> [DM_Tol's 1d20]: 3
[20:38] <DM_Tol> Ryu fails to stabilize Blake.
[20:39] <DM_Tol> Athas, dazed as he is, acts.
[20:39] <DM_Tol> (afk)
[20:39] <Zahira> <kk>
[20:39] <Shalanda> (I think Athas is dying?)
[20:39] <Berrian> (Why am I the only one still fighting?)
[20:39] <Shalanda> (You're ranged and stay away from the fights?)
[20:41] <Athas> (You said 'Let the big guys take the damage first.')[20:41] <Athas> (and I am beginning to think that's rather impolite of you.)
[20:42] <DM_Tol> (Athas, you're dying?)
[20:42] <Berrian> (I nearly died already. I've taken my share of damage already)
[20:42] <Shalanda> (I think it's impolite of you to keep us waiting on your turn to tell us if you are dying or not.)
[20:42] <DM_Tol> (He is... sorry I missed the post upstream)
[20:42] <DM_Tol> (he told us)
[20:42] <DM_Tol> Athas attempts to fight off death.
[20:43] <Athas> (I'm down by quite a bit)
[20:43] <DM_Tol> Zahira acts.
[20:43] <Athas> "I... still have gods to feed... you fatherless worms..."
[20:44] * Zahira blinks as everyone is dropping and mutters to herself as she moves to help athas.
[20:44] <Zahira> 1d20+4
[20:44] <TolBot> [Zahira's 1d20+4]: 10
[20:44] <DM_Tol> Zahira ignores the threat as Berrian acts.
[20:44] * Berrian is very worried for his allies, as he continues to fire another volley at the seer.
[20:44] <Berrian> 2#1d20+11
[20:44] <TolBot> [Berrian's 2#1d20+11]: 24, 12 (Sum:36)

[20:45] <Berrian> 1d10+1
[20:45] <TolBot> [Berrian's 1d10+1]: 8
[20:45] <Berrian> 1d8
[20:45] <TolBot> [Berrian's 1d8]: 2
[20:45] <DM_Tol> Berrian hits the Seer, who in turn fires at Ryu.
[20:46] <DM_Tol> 1d20+14
[20:46] <TolBot> [DM_Tol's 1d20+14]: 29
[20:46] <DM_Tol> 1d6+8
[20:46] <TolBot> [DM_Tol's 1d6+8]: 11
[20:46] <DM_Tol> Ryu falls unconscious.
[20:47] <Zahira> <they are dropping like daisies in a hard frost>
[20:47] <DM_Tol> Zahira acts.
[20:48] * Zahira watches as Ryu falls and realizes the threat needs to be taken care of before anyone will be able to survive. She take her bow back up and launches an arrow into the spawn. <CS, HQ>
[20:48] <Zahira> 1d20+9
[20:48] <TolBot> [Zahira's 1d20+9]: 16
[20:48] <Berrian> "You will not be victorious! No matter the cost!"
[20:48] <Zahira> <would help if i actually put the right bonus in...oh well still woulda missed>
[20:48] <DM_Tol> Zahira wisely turns to attack the Seer but misses as Berrian acts.
[20:48] <Berrian> 2#1d20+11
[20:48] <TolBot> [Berrian's 2#1d20+11]: 29, 31 (Sum:60)
[20:48] <DM_Tol> (2 hits)
[20:49] <Berrian> (1 was critical)
[20:49] <Berrian> 1d10+1
[20:49] <TolBot> [Berrian's 1d10+1]: 2
[20:49] <Berrian> 1d8
[20:49] <TolBot> [Berrian's 1d8]: 7
[20:49] <Berrian> (20 dmg total)
[20:49] <DM_Tol> (k, 9 + 11?)
[20:49] <Berrian> (y)
[20:49] <DM_Tol> The Seer stumbles back from the attack and fires on Berrian in retaliation.
[20:51] <DM_Tol> (NM... Berrian was out of range, and he'd attack closer threat first)
[20:51] <DM_Tol> 1d20+14 vs. Zahira's Refl
[20:51] <TolBot> [DM_Tol's 1d20+14 vs. Zahira's Refl]: 31
[20:51] <DM_Tol> 1d6+8
[20:51] <TolBot> [DM_Tol's 1d6+8]: 11
[20:51] <DM_Tol> (11 HPs Zahira)
[20:51] <Zahira> <kk>
[20:51] <DM_Tol> The Seer blasts Zahira with a dazing Orb.
[20:51] <Berrian> (and I was gonna take the hit... I've done how much damage to him already?)
[20:51] <DM_Tol> Zahira acts.
[20:52] <DM_Tol> (You consious, Zahira?)
[20:52] * Zahira grunts and fires off another arrow in retribution.
[20:52] <Zahira> 1d20+11
[20:52] <TolBot> [Zahira's 1d20+11]: 19
[20:53] <DM_Tol> Zahira misses with an attack. (are you using a power? not just a basic missile attack, right?)
[20:53] <DM_Tol> Berrian acts.
[20:53] <Berrian> "BE GONE, FOUL BEAST!"
[20:53] <Berrian> 2#1d20+11
[20:53] <TolBot> [Berrian's 2#1d20+11]: 26, 31 (Sum:57)

[20:53] <Zahira> <CS>
[20:53] <DM_Tol> (2 hits)
[20:53] <Berrian> 1d10+1
[20:53] <TolBot> [Berrian's 1d10+1]: 10
[20:53] <DM_Tol> (k)
[20:53] <Berrian> 1d8
[20:53] <TolBot> [Berrian's 1d8]: 5
[20:53] <Berrian> (26 dmg total)
[20:54] <DM_Tol> Berrian distributes a second critical hit, blasting the Foulspawn Seer into oblivion.
[20:54] * Berrian rushes to stabilize his fallen friends
[20:54] <DM_Tol> Silence falls in the chamber, only the quiet trickle of blood to be heard.
[20:55] * Berrian tries to help Zahira patch the others up
[20:55] <DM_Tol> (Each of you roll a Healing check)
[20:55] <Berrian> 1d20+5
[20:55] <TolBot> [Berrian's 1d20+5]: 22
[20:55] * Zahira relaxes now that the threat is gone and takes time to help the downed friends
[20:56] <Zahira> 1d20+4
[20:56] <TolBot> [Zahira's 1d20+4]: 17
[20:56] <Berrian> "Raven Queen, we have done this for you, heal our allies for us!"
[20:56] <DM_Tol> Each of you stabilize all the fallen. It is a sad scene, your friends all so close to death.
[20:57] * Berrian leans back and looks at Zahira, relieved.
[20:57] <Berrian> "I will guard the stairs."
[20:57] * Zahira wipes off some sweat and blood. "Looks like the archers are the only ones standing...Ill keep an eye on them till they wake"
[20:58] <DM_Tol> After a short rest, Berrian, the blood begins to slow on the steps. After a few minutes, it stops all together.
[20:59] <DM_Tol> (If Berrian and Zahira have no 'healing' powers, then all that can bring them to consciousness is an extended rest)
[21:00] <DM_Tol> (Is this the plan then? take turns guarding the stairs until they've rested 8 hours?)
[21:00] <Berrian> "Zahira, if you need to rest as well, I will keep guard. Only time will heal them, I am afraid."
[21:00] <Berrian> "I will wake you if I need help"
[21:01] <Berrian> (I'm only 5hp from full, from all the heals when I fell. I can handle a long guard-duty)
[21:01] <Zahira> <im at half>
[21:02] <DM_Tol> Berrian takes up a position at the steps, with watchful eyes, as the rest of the party lies motionless on the cold, stone floor, fighting off the sting of death.
[21:02] <DM_Tol> ((2 min break))
[21:02] <Reede> ((kk))
[21:02] <Zahira> <kk...ill brb as well...need to find my phone>
[21:02] <Reede> ((yeah, I was at -10, lucky they changed death rules in 4e))
[21:03] <Berrian> (ouch!)
[21:03] <Blake` > (crazy fight)
[21:03] <Shalanda> Had I lived long enough after my first knock down I would have gotten Reede back to his feet.
[21:04] <Shalanda> But alais, such is not the fate of a Yo Yo.
[21:04] <Reede> if I'd sworn an oath I'd have been up again, lol
[21:05] <DM_Tol> (possibly, Reede)

[21:05] <DM_Tol> (resuming)

[21:06] <DM_Tol> Time passes. Berrian, you hear nothing during your watch. The quiet of the tunnel below is stark.

[21:08] <DM_Tol> Blake awakes first, then Shalanda, then Reede and Athas and Ryu.

[21:08] <DM_Tol> One by one, you regain consciousness and see the quiet room around you and Berrian sitting on the steps.

[21:08] <Berrian> "Welcome back to the land of the living, friends. I believe we were victorious."

[21:09] <DM_Tol> (Logistics... you regain all your Healing Surges, but spend one surge to get to 1 HP. You may then spend your remaining surges if you like, each gaining 1/4 max as usual)

[21:09] * Blake` seems pleased, "I didnt expect the ever regain conciousness" he says quietly "very well done"

[21:09] * Shalanda awakens with a painful moan, and stares at the floor, as her blurred vision focuses on the pool of dry crusty blood that pooled up near her face.

[21:10] * Zahira grins. "Welcome back everyone."

[21:10] <Shalanda> "Please don't be so cheery, it makes my head throbbing."

[21:10] <Blake` > "Its going to be difficult to make it out of here"

[21:11] * Berrian finally leaves his spot, guarding the stairs, and looks at all the slain enemies.

[21:11] * Blake` looks over a deep wound on his leg

[21:12] <Berrian> "We made it here, and defeated the enemy. We will return without much trouble."

[21:12] * Zahira looks around to see if any of her spent arrows are recoverable.

[21:12] <DM_Tol> Zahira recovers 12 arrows.

[21:13] <Zahira> <prais jebus!>

[21:13] * Berrian pats his quivers. "Zahira, if you ever need more arrows, just ask. I like to have extra, for such situations."

[21:13] * Athas stirs and sits upright slowly.

[21:13] <DM_Tol> As you survey the room, the mummified small figure, with the severed vestigial twin-beast lies motionless on the floor.

[21:14] * Zahira nods. "I usually carry plenty of extras...I used a few more down here than i ever thought i would use, but thank you for the offer."

[21:15] <DM_Tol> On the altar, you see the small remains of Sir Nagalm, as well as the horn of the Fiend. A sack that once contained the remains is on the floor beside the altar podium.

[21:15] <Athas> "Another day to sate our gods, eh?"

[21:15] <Berrian> "Shalanda, do we need to do anything, to make sure they never plague the world again?"

[21:16] * Shalanda leans against the wall, attempting to slowly close her wounds.

[21:16] <Shalanda> "The horn and the remains were needed for the ritual. I would collect all of them.:

[21:17] <Athas> "This place must be cleaned by blood and fire -- and we got a good start on one of them."

[21:17] * Shalanda coughs up a little blood as she looks over at Athas.

[21:17] <Shalanda> "How do you propose we burn stone?"

[21:18] <Berrian> "Are we staying here much longer? I have not rested since before the battle."

[21:18] <Athas> "With fire? What else?"

[21:18] * Shalanda lets out a very long sigh.

[21:18] * Zahira looks around. "Stone does not burn without something to aid it."

[21:19] <Athas> "Wood."

[21:19] * Berrian goes to rest, even if not a full 4 hours.

[21:20] * Zahira takes a look at the statues idly. "Too bad these arent wood..."

[21:20] <DM_Tol> The reapers statues look upon you menacingly with their stoney gaze.

[21:20] * Shalanda gets painfully to her feet and goes over to the remains of Sir Nagalm.

[21:20] <Athas> "We have enough corpses."

[21:21] <Blake` > "We should let the Raven Queen woman who sent us destroy them, lets collect it and move on, we should leave here"

[21:21] * Berrian stretches a bit (since I guess I did meditate 😊)

[21:21] * Blake` slowly staggers up and searches around for any items they may need to collect (search the monsters and stuff)

[21:21] <DM_Tol> (Picking up the sack, Shalanda?)

[21:22] * Zahira helps to gather the relics. "Did she want the body back too?"

[21:22] <Shalanda> (Not yet)

[21:22] <DM_Tol> (LOL... "Not when you ask it like that, no." hehe)

[21:22] * Athas slowly rises to his feet.

[21:22] * Shalanda produces a small pouch from her gear.

[21:23] <Athas> (anyone handing out the healing?)

[21:23] <Shalanda> "How long are we staying here?"

[21:23] <DM_Tol> Berrian looks rested after all.

[21:23] * Shalanda decides against her pouch returning it and collecting Nagalm's remains.

[21:23] <Blake` > "As soon as we can I suppose"

[21:23] <Berrian> (I was stiff from 8 hours of guard duty.)

[21:25] <Shalanda> (So yes, I guess I'm picking up the sack also.)

[21:25] * Berrian watches as the others gather anything of value.

[21:25] <DM_Tol> Shalanda, the bag feels empty, but is very substantial, and weighs a bit more than you'd think it should empty.

[21:26] * Shalanda looks in the bag.

[21:26] * Reede pokes around looking for shiny things.

[21:26] <Zahira> <a hand reaches out and slaps a pie in shals face>

[21:26] <DM_Tol> The bag is empty, but looks surprisingly roomy inside.

[21:27] * Reede has a look at the bag.

[21:27] <Reede> "That what I think it is?"

[21:27] * Athas looks around, spies the mummied child-thing he knocked away.

[21:28] <Shalanda> 1d20+10 Arcana check to determine if this is some sort of bag of holding.

[21:28] <TolBot> [Shalanda's 1d20+10 Arcana check to determine if this is some sort of bag of holding.]: 29

[21:28] * Zahira scans the room and corpses for anything that might be of interest.

[21:29] <Berrian> "Shalanda, is that magical?"

[21:29] <Athas> "Where are your gods, now?"

[21:29] * Athas gives it a kick in the head.

[21:29] * Berrian looks for other magical items as well.

[21:30] <DM_Tol> Athas, as you look around, you see the two Greatswords the Berserkers used. They look ordinary. The sword that the Cult leader Vothnyr used catches your eye.

[21:30] <Shalanda> (Waiting on the DM to say for sure.)

[21:30] <DM_Tol> Shalanda, the bag appears to be a Bag of Holding.

[21:30] * Athas walks over to Vothnyr's blade and picks it up.

[21:30] <Athas> (... and now the curse activates...)

[21:31] <Shalanda> "It appears to be a bag with an interdimension pocket dimension, used to hold more than the bag itself would let on. I think humans call them Bags of Holding for short."

[21:31] <Berrian> "Intriguing."

[21:31] * Athas swings it about

[21:32] <DM_Tol> Athas, sword appears magical of some sort.

[21:32] <Blake` > "That sounds like a great item"

[21:32] <Athas> (what kind of sword was it?)

[21:32] * Shalanda pauses and attempts to sense the presence of magic in the area using her

knowledge of the arcana.

[21:32] <Shalanda> 1d20+10

[21:32] <TolBot> [Shalanda's 1d20+10]: 13

[21:32] <Athas> "You will rest in better hands now, sword."

[21:32] <Shalanda> (And falls short)

[21:32] <Shalanda> "If you want the bag, you are welcome to it.

[21:33] <Blake` > "I only meant it as, it will be nice for carrying our load"

[21:33] <DM_Tol> You detect nothing else magical.

[21:33] <Blake` > "If it is what you believe it to be"

[21:34] <Shalanda> "I'm fairly certain of it, but I've never owned one."

[21:35] <Berrian> "Did anyone else find anything of interest?"

[21:35] * Zahira is still sifting through bloody bodies.

[21:36] * Athas holds up his new blade

[21:36] * Berrian walks around to each of the bodies, to check as well.

[21:36] * Shalanda continues to collect the remains of Sir Nagalm, leaving the others to their looting.

[21:37] <DM_Tol> You collecte the remains into the bag, and see also that the armor Vothnyr is wearing is the cermonial armor that was once with the remains of Sir Nagalam.

[21:37] * Blake` helps collect the remains trying to ignore any pains

[21:38] <DM_Tol> You find nothing else worth looting.

[21:38] <Berrian> "We should take this armor, as well."

[21:39] <Athas> "Didn't do him much good."

[21:39] <Zahira> "Well, I dont see anything else here. Can we grab the last of the relics and try to find a way out?"

[21:39] <Shalanda> "Indeed, and the horn should be carried separate from Nagalam's remains, in case we are attacked on our way out."

[21:39] <Berrian> "Agreed."

[21:40] <Blake` > "Collect it up then Berrian, its no use down here either"

[21:40] <Berrian> "I will help, but I do not understand all of the buckles. Help would be appreciated."

[21:41] * Berrian goes over to the remains and begins to remove the armor.

[21:41] <Shalanda> "Just put it in this bag, I'll carry the armor."

[21:41] <DM_Tol> You gather the items and move to the steps.

[21:41] <DM_Tol> Shalanda, the armor fits easily into your bag.

[21:42] <Shalanda> (What kind of armor is the armor?)

[21:42] <Blake` > (plate, scale, chain, leather?)

[21:43] <DM_Tol> (Scale, no magic aura)

[21:43] <DM_Tol> (no, chain, sorry)

[21:45] <Shalanda> (Thanks)

[21:45] <DM_Tol> (Heading out down stairs?)

[21:45] * Berrian begins the journey down, taking the lead.

[21:45] <Shalanda> "Ok, everybody got everything they want, if so let's get out of here."

[21:46] <DM_Tol> Berrian leads the way down the stairs wich begin to spiral down.

[21:46] <DM_Tol> At the bottom, you meet the long, winding tunnel, with glowing streaks in the walls.

[21:46] <DM_Tol> It again winds seemingly without purpose, up and down, left and right for quite some time.

[21:46] <DM_Tol> Eventually you find a ladder to climb up, reaching the room with the large stone eye.

[21:47] <DM_Tol> You exit the room and move down the hallway out onto the landing where the large blade bridge is.

[21:47] <Reede> "It will be good to be out of here."

[21:47] <DM_Tol> Crossing the bridge is easier from this direction, and after a slow process, you each make it across.

[21:48] <Zahira> "Agreed....this place gives me the jitters..."

[21:48] <DM_Tol> You move down the hall and come to a "T". Ahead, to the north is the small prison and torture room, while to the west is the hall leading to the stairs that head up and out of this basement temple.

[21:49] <Athas> "But our gods are full bellied this day."

[21:49] <Berrian> "Their thirst for blood was definitely quenched."

[21:49] <Zahira> "Praise Sehanine for giving me another breathing day..."

[21:50] * Athas grins at Berrian.

[21:50] <Athas> (this online character tool is a pain in the rear)

[21:51] <DM_Tol> (West to the exit?)

[21:51] <Shalanda> (Exit)

[21:51] <Reede> (yes)

[21:51] <Zahira> <gtfo of here is my vote>

[21:51] <DM_Tol> You move west. Down the hallway, it turns to the right where the stairs lead up.

[21:51] * Berrian hesitates at the intersection, then turns to the exit.

[21:51] <DM_Tol> Before the turn, however, you notice once more a very special looking door up ahead.

[21:52] <Athas> (well -- we've killed worth killing... hope you do the same!)

[21:52] * Athas smiles.

[21:52] * Reede tilts his head.

[21:52] <Reede> "Wonder what's in there..."

[21:52] * Zahira glances at the pretty door. "Have we been through there yet?"

[21:53] <DM_Tol> On the door, you see carved images of the sleeper, one with him holding a sword, another dangling an amulet, another stomping with boots, another donning armor.

[21:53] <Shalanda> "I'm interested in getting this back to the priestesses."

[21:53] <Blake` > "I suppose we should investigate it, no sense leaving a stone unturned in this evil place"

[21:53] * Shalanda sighs.

[21:54] <Blake` > "We don't want to have to return, it will take only a moment"

[21:54] <Zahira> "Aye, I think we have been through the worst of it...lets take a peek..."

[21:54] <Berrian> "I hate to admit it, but between curiosity and fear of more evil behind us, I think we should search that room."

[21:54] <Reede> "Right. There could be something shiny in there."

[21:55] <Shalanda> "Let's make it quick then, I'll wait out here."

[21:55] <DM_Tol> You move ahead 10' and inspect the door. It is locked.

[21:55] <DM_Tol> (Roll any thievery checks to unlock.)

[21:55] * Blake` stays towards the back

[21:56] <Berrian> 1d20+12

[21:56] <TolBot> [Berrian's 1d20+12]: 17

[21:56] <Zahira> 1d20+7

[21:56] <TolBot> [Zahira's 1d20+7]: 8 (Yikes!)

[21:56] <Zahira> <fail>

[21:56] <Reede> 1d20+14

[21:56] <TolBot> [Reede's 1d20+14]: 21

[21:56] <Athas> (spending a healing surge)

[21:56] <Blake` > (Zahira locks the door even further)

[21:56] <DM_Tol> Reede, you seem to have made progress on one inner lock.

[21:57] <Zahira> <last time i rolled a 1 trying to unloch a door, i got y finger stuck in the lock>

[21:57] <DM_Tol> (Another check from all)

[21:57] <Reede> (actually, I have thieves tools too, let me look those up again)
[21:57] <Zahira> 1d20+7
[21:57] <Berrian> 1d20+12
[21:57] <TolBot> [Zahira's 1d20+7]: 21
[21:57] <DM_Tol> (gives +2)
[21:57] <TolBot> [Berrian's 1d20+12]: 19
[21:57] <Reede> 1d20+16
[21:57] <TolBot> [Reede's 1d20+16]: 21
[21:57] <Berrian> (hey, then I have +2 also)
[21:58] <DM_Tol> The locks first seem to budge, but then fall back into place.
[21:58] <DM_Tol> (Hold... you have a +2 as well, Berrian?)
[21:58] <Berrian> (yes, I have picks too)
[21:58] <Berrian> (and I didn't realize it had a bonus.)
[21:59] <DM_Tol> Each in turn work together on 3 mechanisms as the door pops open.
[21:59] <Zahira> <yay!>
[21:59] <DM_Tol> (The locks required three 20's concurrently)
[21:59] <Reede> (score)
[21:59] <Berrian> (yay!)
[21:59] <DM_Tol> Stale air hits you, as if it's been decades since this door was opened. A couple cobwebs pull aside as well.
[22:00] <Athas> "Guh."
[22:00] * Zahira coughs. "Soeone should call for room service." She steps in and looks around.
[22:00] * Berrian takes a step inside, testing the light levels.
[22:00] <DM_Tol> The door is unlatched but VERY heavy and may take quite and effort to move it into the room.
[22:01] * Berrian tries to push the door
[22:01] <DM_Tol> You are unable to move it alone, Berrian.
[22:01] * Zahira helps attempt to move the door.
[22:02] <DM_Tol> Still unsuccessful.
[22:02] <Berrian> "I need a bit of help. Athas?"
[22:02] <Zahira> <has a hernia trying toopen it>
[22:02] * Athas strides forward, flexing his limbs.
[22:02] <Athas> "Let's put our limbs to purpose."
[22:02] <DM_Tol> (STR check from you 4)
[22:03] <Berrian> "Agreed."
[22:03] <Zahira> 1d20
[22:03] <TolBot> [Zahira's 1d20]: 2
[22:03] <Zahira> <Imao...imm so useful...>
[22:03] * Athas grabs onto the door latch and pulls.
[22:03] <DM_Tol> (Pushes, goof)
[22:04] <Athas> (add strength bonus or athletics?)
[22:04] <Shalanda> (Athas isn't the brightest bulb in the party.)
[22:04] <Zahira> <he was just making sure we werent doing it wrong...>
[22:04] <DM_Tol> (Str)
[22:04] <Berrian> (no mods, abil mod, mod +1/2?)
[22:04] <DM_Tol> (Roll STR all who will help. And would you all help so this doesn't take forever????!?!?!?)
[22:04] <Athas> 1d20+7
[22:04] <TolBot> [Athas's 1d20+7]: 23
[22:04] <Berrian> 1d20+3
[22:04] <TolBot> [Berrian's 1d20+3]: 8

[22:05] <DM_Tol> The door does not yet budge.
[22:05] * Shalanda looks at the kids playing with the door and shakes her head in disappointment.
[22:05] <Berrian> "Whatever is in this room, is either very valuable, or very dangerous."
[22:05] <Reede> (what's the mod on str?)
[22:05] <DM_Tol> (Your STR bonus)
[22:05] <Reede> 1d20+1
[22:05] <TolBot> [Reede's 1d20+1]: 14
[22:05] * Blake` joins in
[22:05] * Shalanda steps up to the door and gives it a pull.
[22:05] <Blake` > 1d20+2 Str
[22:05] <TolBot> [Blake`s 1d20+2 Str]: 18
[22:06] <Zahira> <push!!!>
[22:06] <Shalanda> 1d20+3 (excludes 1/2 level bonus)
[22:06] <TolBot> [Shalanda's 1d20+3 (excludes 1/2 level bonus)]: 18
[22:06] <DM_Tol> As all of you join in, it moves.
[22:06] <DM_Tol> As you each join in, you finally push the door into the room, as light slips in from the hall.
[22:06] <Shalanda> (I'm helping Athas.)
[22:06] * Blake` prepares for the worst as the door moves
[22:07] <DM_Tol> A glint of coin sparkles on the floor of a room before you.
[22:07] * Zahira oogles the shineys
[22:07] * Athas grins wider.
[22:07] <DM_Tol> In the center of the room, you see a chest overflowing with gems and coins.
[22:07] * Reede licks his lips.
[22:07] <Shalanda> "A room that protected, surely must be laden with traps."
[22:07] <Berrian> "Shiny"
[22:07] <DM_Tol> Spotted around the room are small statues and pedestals each hold an item or weapon of various sorts.
[22:07] * Zahira glances around for not so shiney valuables.
[22:08] <Blake` > "Agreed, lets approach carefully"
[22:08] <Reede> "Most likely. We should be cautious."
[22:08] <Athas> "Pity we have no enemies to shove them through."
[22:08] * Shalanda steps back into the hall.
[22:08] * Berrian slowly enters, searching for traps along the way.
[22:08] <DM_Tol> (Roll Percept, berrian)
[22:08] <Zahira> <grabs a yoyo and does some tricks to clear the traps>
[22:08] <Berrian> 1d20+8
[22:08] <TolBot> [Berrian's 1d20+8]: 10
[22:08] <DM_Tol> You detect no traps.
[22:09] * Reede follows behind Berrian, checking as well.
[22:09] <Reede> 1d20+7
[22:09] <TolBot> [Reede's 1d20+7]: 18
[22:09] <DM_Tol> You detect no traps.
[22:09] * Zahira enters and looks around for anything dangerous to her health
[22:09] <Zahira> 1d20+12
[22:09] <TolBot> [Zahira's 1d20+12]: 21
[22:09] <DM_Tol> You detect no traps.
[22:09] <DM_Tol> After a collective search, you find no traps.
[22:10] <DM_Tol> You do, each, however, find items of interest.
[22:10] * Berrian looks around at the wealth in front of him, glancing back and forth between all of the interesting items.

[22:10] <Reede> "That's almost disappointing. You'd expect them to invest a little of this into their security."

[22:10] <Zahira> "Looks safe to me...Now what have we here on these pedestals..."

[22:10] <Berrian> "It did take all of us to enter. That may have been enough, for them."

[22:10] <Shalanda> "They probably couldn't get into this room, and knew not of its contents."

[22:10] <Zahira> "By the looks of it they haven't been in here..."

[22:11] <DM_Tol> Ryu picks up an odd looking basket, examining it.

[22:11] <Reede> "Wonder who had this place before the cult moved in."

[22:11] <DM_Tol> Zahira, you find a pair of bracers you pull off a statue's arms.

[22:11] <Blake` > "I can research that at some point" Blake makes a mental note

[22:11] <DM_Tol> Berrian, you find an interesting pair of gloves you pull off a statue's hands.

[22:11] * Athas looks for some better armor

[22:12] <Zahira> "Whatcha got there Ryu? Going to pick some flowers when we get out?" She grins and takes a look at the bracers with a grin.

[22:12] <DM_Tol> Reede, you discover a pair of boots off of a pedestal.

[22:12] * Reede grins.

[22:12] <DM_Tol> Ryu opens the basket and food pours out. "Cool."

[22:12] <Reede> "Been meaning to get some new boots."

[22:12] <Zahira> <i so want to make a fat kid joke....but ryu isn't actually here...>

[22:12] <DM_Tol> Blake, you pull a belt off of a statue's torso.

[22:13] <DM_Tol> Athas, you find a pair of boots on a pedestal.

[22:13] * Athas grabs boots, continues to look for armor.

[22:13] * Reede chuckles. "Don't give them to any seers now."

[22:13] <DM_Tol> Shalanda, if you enter in, you pull a belt off the torso of another statue.

[22:14] * Shalanda continues to wait out in the hall, watching for trouble.

[22:14] <DM_Tol> Ryu smiles at his basket of Everlasting Provisions.

[22:14] <Zahira> <lol forced movement of shals>

[22:14] <DM_Tol> Zahira, you try on some Bracers of Perfect Shot.

[22:14] <DM_Tol> Berrian, you find that the Gloves of Piercing fit you well.

[22:14] <Zahira> "These feel nice"

[22:14] <DM_Tol> Reede, you feel very dextrous trying on these Catstep Boots.

[22:15] * Reede dances around. "Oh these are nice!"

[22:15] * Berrian puts the gloves on, taking in every detail.

[22:15] <DM_Tol> Athas, the boots you hold seem to be, with the help of others' inspection, Wavestrider Boots.

[22:15] <DM_Tol> Blake, the Ironskin Belt fits well around your waist.

[22:16] <DM_Tol> As you continue to look around, you also each find a [weapon/armor/cloak/amulet/implement of level 7 or less]

[22:17] <Athas> (armor, please)

[22:17] <DM_Tol> (You choose and tell me next week)

[22:17] <Reede> (wicked)

[22:17] <Berrian> (nice!)

[22:17] <Zahira> <sweet...>

[22:18] <Athas> 😊

[22:19] <DM_Tol> You clear the room, collecting the gadgets.

[22:19] <Zahira> "Well...i think this was worth it. That mean door was a bit of a challenge though."

[22:19] <Athas> "But worth it."

[22:20] <Blake` > "agreed"

[22:20] <Shalanda> "I see you all found something nice."

[22:20] <Berrian> "Agreed. Now that we have been funded, bestowed new gifts, and have the

remains to return to the priestesses, we may have a chance to rest."

[22:20] <Reede> "Very worth it. I'm looking forward to counting my coin over a stiff drink."

[22:21] * Shalanda will take a moment to poke her head in the room.

[22:21] <Zahira> "Aye. I normally dont drink...but after this...im up for whatever i can get a hold of..."

[22:22] <DM_Tol> Shalanda, you see one statue untouched/unlooted.

[22:22] * Shalanda collects a belt, and a cloak from it.

[22:22] <Zahira> "I suppose we should return the body to your priestess friend Shalandra as soon as we gather what we can here.."

[22:23] <DM_Tol> You fill the bag with the chest of coin and gem and exit the room, dressed quite differently than before.

[22:23] <DM_Tol> You move down the hall and up the steps.

[22:24] <DM_Tol> The stairs lead you up one flight to the dark tunnel that leads into the back of the war machine room.

[22:24] <DM_Tol> Through that room, you make your way into the central chamber. The eye and its spikes is still in the center of the room. The dim sky is high above through the opening.

[22:25] <DM_Tol> One rope still hangs from the ledge high above. Another grappling hook and rope remain in Blake's pack.

[22:27] * Zahira glances up. "Hi ho....out we go..."

[22:27] * Reede tests the rope.

[22:27] <DM_Tol> The rope tests well.

[22:27] * Reede starts to climb.

[22:29] <DM_Tol> After some effort, you all make it out of the chamber.

[22:30] <DM_Tol> In the sky, you can see that morning is about to break.

[22:31] <DM_Tol> In the twinkling dawn, you begin to move down the hill. Some of you first spy movement in the eyesocket of the face on the hill.

[22:31] <Zahira> "Oh shnit..."

[22:32] <DM_Tol> Ryu looks over at the carved face on the hill top.

[22:32] * Athas looks back.

[22:32] <DM_Tol> A head pops out of the recessed eye socket. The hood has fallen off the cloaked figure.

[22:32] <DM_Tol> You see the Dunne daughter peering at you.

[22:33] <DM_Tol> DunneDaughter: "□Where□ have you □been□?"

[22:33] <Berrian> "Are you going to stay there, or come with us?"

[22:33] <DM_Tol> She stands up, shivering.

[22:34] <DM_Tol> Ryu walks closer and looks are her and then back at the group, "I told her to stay put."

[22:34] * Zahira blinks. "Is that who i think it is? Lets get out of here before i give myself a stroke..."

[22:34] <Reede> "Sorry about that, ran into a spot of trouble, but we're ready to go now."

[22:34] <DM_Tol> She scrambles out of her hiding place.

[22:35] <DM_Tol> DunneDaughter: "I thought you m-must be dead. I think I fell asleep."

[22:35] <DM_Tol> She looks at Reede and nods.

[22:35] <Athas> "Idiot child! You could have been killed."

[22:36] <Berrian> "Athas, that is no way to talk to a lady."

[22:36] * Berrian whispers to Athas "no matter how true it may be."

[22:37] <Athas> "My tribe would have broken a finger to cure you of your disobedience."

[22:37] * Shalanda mutters to herself about needing a bath, ignoring the banter of the others.

[22:37] <Reede> "Let her alone. We've all had a rough night."

[22:37] <Berrian> "Let us depart. We still have some distance to cover before we may rest."

[22:38] * Athas gives her one more scathing look and mutters something under his breath about learning how to hold a stick without using all the fingers.

[22:39] <DM_Tol> As the new day is dawning, you turn your gaze to the bottom of the hill and the path ahead, eager to reach the ceremonial mount where Priestess Narnia should be waiting.

[22:39] <DM_Tol> *** As this session of Können Land comes to a close ***

4-17-2011: CONCLUSIONS (LAST SESSION PRIOR TO BREAK #2)

[19:49] <DM_Tol> *** Game Recap ***
[19:49] * Harlequin_J_Goat has issues 1-250 on disks.
[19:49] * Harlequin_J_Goat is now known as Athas
[19:50] <DM_Tol> Blake, Zahira, Reede, Athas, Berrian, Shalanda and Ryu defeated the cult of the Sleeper.
[19:51] <DM_Tol> After a vicious battle in the depths of the underground temple tomb, they destroyed the cult leader, his spawns and the rest.
[19:52] <DM_Tol> Looting the Fiend's treasure room which hadn't been opened in over half a century, all the adventurers found much booty, and weapons and armor that delighted the fiber of their adventures spirit.
[19:53] <DM_Tol> After resting from wounds that left all but two of them at the brink of death, the party exits the top of the temple, finding Aubrey Dunne still waiting atop the hill.
[19:53] <DM_Tol> The morning light is just now visible in the sky.
[19:53] <DM_Tol> *** Thus begins this session of Können land ***
[19:54] <Zahira> "It sure is nice to be out in the open again."
[19:54] * Reed nods. "It's good to see the sun again."
[19:55] <DM_Tol> The Dunne young lady moves into you group as you stand on the hilltop looking at the trail that leads down.
[19:55] <Blake` > "I couldn't agree more"
[19:55] * Shalanda looks at the Dunne woman, recalling quietly to herself that they left her tied up.
[19:56] <Ryu> "I think we are all becoming moles friends, we seem to be spending more than our share of time in the underground."
[19:56] * Shalanda dismisses it, expecting somebody in the group of being a softy.
[19:57] <Reed> "The only place I want to spend any time presently is a tavern."
[19:57] <Blake` > "That isn't a bad idea, a nice chair, some good food and a drink"
[19:58] <Zahira> "Aye, I could use a bit of tea...and perhaps something a bit stronger as well...
[19:58] <Berrian> "And enough arrows to fill my new pockets."
[19:58] <Berrian> "After a nice glass of wine, or maybe a bottle."
[19:58] <Shalanda> "I want a bath, and not a blood bath."
[19:59] <Blake` > "Another great idea"
[19:59] <Ryu> "A bath, I couldn't agree more, I think I have spiders nesting in my hair."
[19:59] <Reed> "I wouldn't say no to either of those."
[19:59] <Ryu> (to a bath)
[20:00] * Berrian looks around. "But, we still need to make it to the town."
[20:00] * Reed nods. "Then we best be off."
[20:00] <Blake` > "At least the horses do, and with our findings, I should be able to purchase my own"
[20:01] * Shalanda hopes that her horse is where they left the horses.
[20:01] <DM_Tol> (at least someone remember the last part of the quest still remaining?)
[20:02] <DM_Tol> You make your way down the hill following the path.
[20:02] <Berrian> (bring the remains to the remaining priestesses, and return the girl to her home?)
[20:03] * Berrian looks for Tasso, missing him after being underground.
[20:03] <DM_Tol> (before the creek bed battle, you passed the hilltop, the site of the Paladin's death, where the priestess is to await you and the remains)
[20:03] <DM_Tol> (Horses were left at the creek bed, weren't they?)
[20:03] <Reed> (think so)
[20:05] <Zahira> <yep>
[20:05] <DM_Tol> You follow the path for two hours and reach the Dry Creek bed where you fought a

battle what seems now forever ago. Your horses are tied up and look in very bad shape. One of them is lying on the ground.

[20:05] * Ryu makes way to the horses, concerned about Rhakir (his horse)

[20:06] * Berrian goes to Tasso, to check him over.

[20:06] * Zahira rushes to the horses to check on Elaine.

[20:06] * Shalanda looks at the horses

[20:06] <Shalanda> "Disappointing."

[20:06] * Reed rushes over to Biscuit's side.

[20:06] * Athas looks at his horse and nods approvingly.

[20:06] <DM_Tol> (well, they were tied up over 48 hours with no nourishment, in the desert)

[20:06] <Blake` > "They need water"

[20:06] <Athas> "You've lived."

[20:07] <Reed> "I'm so sorry girl, we didn't mean to be gone so long..."

[20:07] <DM_Tol> One of your horses does not move.

[20:07] * Ryu gives Rhakir some of his Journey bread, and the water from his waterskin

[20:07] * Shalanda looks at her horse.

[20:07] <DM_Tol> 1d7

[20:07] <TolBot> [DM_Tol's 1d7]: 2

[20:07] * Shalanda then looks down at the horse on the ground (unless it's already her horse, then that's pointless).

[20:07] <DM_Tol> (Shal?)

[20:08] <DM_Tol> (Your horse is on the ground unmoving)

[20:08] <DM_Tol> Shalanda, you see flies buzzing nonstop hording around your fallen steed.

[20:08] <Shalanda> "Such is the Queen's desire for my own personal failures I suppose."

[20:09] * Shalanda starts walking.

[20:09] * Athas whistles at Shalanda

[20:09] <DM_Tol> The rest of the horses look awful, and can barely walk. You dare not attempt to ride.

[20:09] * Ryu walks over to Shalanda's mount, "Farewell friend, may your days last for eternity in the everlasting fields of Mielikki's gardens."

[20:09] <Athas> "Take my horse. We know it won't die immediately."

[20:10] * Berrian looks saddened at the loss, and checks Tasso to see if he can do anything to help.

[20:10] * Ryu returns to his horse and tends to him, "I'm sorry friend, I should have left you food."

[20:10] <Shalanda> "I will walk, and Jean belongs to the Raven Queen now, not Mielikki."

[20:10] <DM_Tol> Some of the other horses refuse to walk, or seem unable without something to revive them, nourish them.

[20:10] * Zahira pulls out her spare waterskin and carefully pours it into her stead's mouth.

[20:10] <Ryu> "Will you come with me Rhakir?" he pats him gently on the head

[20:10] * Berrian gives his horse half the water he has, and also two trail rations.

[20:11] <Athas> (how about threaten? can we threaten teh horses?_

[20:11] <DM_Tol> The horses take the rations, but turn their nose up at dried rations.

[20:11] <Ryu> (what about the Journey Bread?)

[20:11] * Athas feeds his horse and looks around for a body of water.

[20:12] <Zahira> "Hey Ryu. Didnt that basket of yours produce water?"

[20:12] <Ryu> "Ah!" he sets the basket he found down and opens it.

[20:12] <DM_Tol> Rhakir seems to nearly stumble.

[20:12] <DM_Tol> Mielikki tries to open her mouth but is unable.

[20:12] * Reed looks over at Ryu. "Yeah, what do you have in that basket?"

[20:13] <DM_Tol> Tasso won't open his eyes.

[20:13] <Blake` > "Perhaps it would be wise to end their misery, a great loss, but they seem to be suffereing terribly"

[20:13] <Berrian> "No."
[20:13] * Ryu starts to pull out the food that the basket presents, along with the water.
[20:13] * Ryu gives Rhakir some apples and more water (I'm thinking there will be some apples in it)
[20:14] <DM_Tol> Ryu produces a basket and starts pulling apples out and filling waterskins.
[20:14] <DM_Tol> After such treatment to each remaining steed, in time they look more perky, awake, and ready to at least walk, if not be ridden.
[20:14] * Berrian washes Tasso's eyes with a bit of water, trying to help him. Once done, he also begins to brush the sides, removing any loose hair.
[20:14] * Ryu brushes Rhakir as his loyal steed eats its fill
[20:15] <Berrian> "Very nice find, Ryu. We may have rations, but the horses can still have food as well."
[20:15] <Ryu> "Now, let us walk friend," he feeds Rhakir another apple.
[20:15] <Blake` > "Excellent thinking Ryu"
[20:15] * Zahira lightens Elaine's load and grooms her gently humming softly to her.
[20:16] <Ryu> "Let us walk the horses."
[20:16] * Berrian goes to the pile of goods he left with the horses, and packs it all into his cloak.
[20:16] * Athas guides his horse along patiently.
[20:17] * Reed walks along with Biscuit.
[20:17] * Berrian walks his horse as well, patting his sides every now and then, for support.
[20:17] <Zahira> "Agreed." She loads as much of the gear as she can into her bag to carry herself, leaving only the saddle on the horse as she leads Elaine forward
[20:18] <DM_Tol> You move forward along the trail, Biscuit, Rhakir, Mielikki, Elaine and Tasso all led by their owners.
[20:19] <DM_Tol> As you pass the area, the trail lessons as you are left to head in a general direction, out of the Warsands and back to the docks. After a couple hours, you pass around a dune and can see in the distance the ceremonial hill.
[20:20] <DM_Tol> The stone bema is seen again atop the hill, and you see also now two figures standing near it.
[20:20] <Berrian> "Almost there, Tasso. Just a bit further, and I will buy you a whole cart full of hay."
[20:20] <Reed> "Our quest has nearly reached it's end."
[20:20] * Shalanda is please to see something familiar in the distance, as she walks alone in the front of the group some paces off.
[20:21] <Athas> ("Move you lazy horse! Thankless beast!")
[20:22] <DM_Tol> You reach the base of the hill and begin to ascend.
[20:23] <DM_Tol> (leaving the horses at the bottom, I presume)
[20:23] * Berrian stays with the horses, at the bottom of the hill, still feeling guilty about earlier.
[20:23] <DM_Tol> As you move up, you see Priestess Narnia peering down. She grins and holds her cheeks, exasperated with joy and disbelief.
[20:24] <DM_Tol> Narnia: "You made it!?!"
[20:24] * Shalanda nods
[20:24] <DM_Tol> She rushes down, but then slows to a stop as she looks at you with concern.
[20:24] <Shalanda> "We also have the remains.
[20:24] <DM_Tol> SisterNarnia: "But you do not have..."
[20:24] <DM_Tol> She looks at Shalanda, "But where, I do not see how."
[20:25] <Shalanda> "They are safe, do not worry, we have them."
[20:25] <Reed> (unless that was actually a bag of devouring, then they've been eaten)
[20:26] <DM_Tol> SisterNarnia smiles, "I... I don't believe it. I prayed to the Queen, but do not see how you could have gotten them back. Oh, joy."
[20:26] <Shalanda> (Hush you.)
[20:26] <Zahira> <Imao>

[20:26] <DM_Tol> SisterNarnia: "Come then, all of you, to the top of the hill and let this be done with no delay."
[20:26] * Ryu stands quietly nearby
[20:27] * Zahira would follow after the others quietly as they headed to the top of the hill.
[20:27] * Athas shrugs his shoulders and follows along.
[20:28] * Reed follows along, curious to see what will be happening next.
[20:28] <DM_Tol> You follow Narnia the 70 feet to the top of the hill.
[20:28] * Blake` puts down his packs near the horses to lighten the load and heads up the hill
[20:29] <DM_Tol> You reach the top with a cloaked acolyte waiting as well. The stand beside a crude, stone table.
[20:30] <Athas> (I hope she's not going to think about sacrificing the horses)
[20:30] <DM_Tol> Sister Narnia: "This is the site where Sir Nagalam and the Fiend destroyed one another. Here in the midst of the battlefield that became the Warsands."
[20:31] <DM_Tol> SisterNarnia: "I have been preparing for this ceremony for the last decade. Sir Nagalam will have rest, and this despicable land will be healed again, in time."
[20:31] * Shalanda nods
[20:31] * Blake` listens, seeming interested in the lore.
[20:32] <DM_Tol> Narnia: "I have so many questions... where did you find the cult? Was it there temple tomb in the Warsands itself? Who did you find there? But, perhaps we should first proceed."
[20:32] <DM_Tol> She gestures to the table.
[20:33] * Shalanda starts to empty the contents of the bag of holding of Nagalam's body.
[20:35] * Athas looks around...
[20:35] * Berrian looks to see if there is any grass nearby, for the horses.
[20:35] <Athas> "Zahira... a word with me."
[20:35] <Shalanda> "Do you require Nagalam's mask as well?"
[20:35] <DM_Tol> Berrian, you see only a couple scraggly bushes.
[20:36] <Zahira> "Aye?" She turns and goes with Athas.
[20:36] * Athas moves away from the group and whispers...
[20:36] <DM_Tol> Narnia: "I do not know, place it on the bema as well."
[20:36] <Athas> "This doesn't sit well with me."
[20:37] * Shalanda places the ornamental mask of Nagalam upon the fallen paladin's skull.
[20:37] <DM_Tol> Shalanda lays out the remains of the fallen Paladin.
[20:38] <DM_Tol> Sister Narnia takes a jar from the acolyte and sprinkles the remains on the table. She carefully scoots the Fiend's horn to the other end of the surface.
[20:38] * Zahira nods thinking about it. "Aye...honestly I am not fond of any of these religious ceremonies that can produce some large effect on the world...'
[20:38] <Shalanda> (I never gave her the fiend's horn.)
[20:39] <Shalanda> (As I do not have it, somebody else in the group was tasked with its care.)
[20:39] <DM_Tol> (oops, sorry, you said all the contents, and forgot you put it elsewhere. no hold on to it)
[20:39] <Zahira> <i have it XD muahaha>
[20:39] <DM_Tol> She begins chanting, raising her arms to the sky.
[20:39] <Berrian> (that way nothing could be done with all at once, yup)
[20:40] <DM_Tol> After a few minutes, the sands stop blowing and all goes deathly still. You hear her invoke the Raven Queen, and the bones atop the table begin to move.
[20:40] <Athas> "If things turn bad, are you with me to strike down the priestess?"
[20:40] * Shalanda silently watches, her body dry and sticky from her and her enemies blood.
[20:40] <Berrian> 1d20+6 rel
[20:40] <TolBot> [Berrian's 1d20+6 rel]: 19
[20:40] * Shalanda raises a brow at the movement.
[20:41] <DM_Tol> The odd words speak about, "Take this your servant. Glorify him for his deeds."

blah blah"

[20:41] <Zahira> "Aye..."

[20:41] <DM_Tol> The bones of Lord Nagalam seem to assemble atop the table.

[20:42] <DM_Tol> The skeleton, armored as it is, then begins to dissipate.

[20:42] <DM_Tol> They burn into a beam of light and reassemble, hovering beside the table.

[20:42] * Shalanda tenses.

[20:43] <DM_Tol> You see a ghostly visage of a Paladin, large and powerful looking. It looks into the sky, and then at Priestess Narnia. It reaches out for her... she smiles and quivers.

[20:43] <DM_Tol> The visage reaches out again with a gesture.

[20:43] <Ryu> (Now you all die!)

[20:43] <DM_Tol> Narnia yelps, "The horn! The fiend's horn. He needs the horn!"

[20:43] <DM_Tol> Narnia: "Give me the horn... do you have it?"

[20:44] <Blake` > "I don't know?"

[20:44] <Blake` > "Who has it?"

[20:44] * Reed looks around. "Somebody has it..."

[20:44] * Shalanda stares at the spirit.

[20:45] * Zahira rests a hand on her pouch where it rests looking to Athas.

[20:45] <DM_Tol> Sister Narnia looks frantic, "Did you not find it?"

[20:45] * Ryu stays a respectable distance behind Shalanda looking at the spirit

[20:46] * Athas frowns

[20:46] * Reed scratches his head. "I remember a horn. I just don't remember who picked it up."

[20:46] * Berrian continues to watch the horses, making sure they don't drop dead.

[20:46] <Shalanda> 1d20+9 religion

[20:46] <TolBot> [Shalanda's 1d20+9 religion]: 29 (Wow)

[20:46] * Blake` looks concerend

[20:46] <Ryu> (nice, nat20)

[20:46] <Blake` > "Who has it?!"

[20:46] <Shalanda> "It's ok Zahira, give her the horn."

[20:46] * Shalanda says as she stares at the spirit.

[20:46] * Zahira pulls it out and brings it over, handing it to her.

[20:47] <DM_Tol> SisterNarnia, seeing the horn, rushes to you and frantically grabs it from your hand.

[20:47] * Shalanda loosens her tension, understanding what the spirit wants.

[20:47] <DM_Tol> Narnia lets out a yelp and drops the horn as she accidentally stabs her hand with the pointed end.

[20:47] * Athas steps forward to grab the horn.

[20:47] <Shalanda> (Oh crap)

[20:48] <DM_Tol> She looks at Athas, the horn, give him the horn.

[20:48] * Zahira blinks and mutters something that would probably not be best to be heard by others.

[20:48] * Athas looks to Shalanda

[20:48] * Shalanda nods

[20:48] <DM_Tol> The visage reaches out once more, its light beginning to fade.

[20:48] <Blake` > "Give her the horn!"

[20:48] * Athas hands the horn to Narnia

[20:49] <DM_Tol> Narnia takes the horn and holds it out for the Paladin.

[20:49] * Shalanda turns her attention to Narnia, tensing again.

[20:50] <DM_Tol> Lord Nagalam takes the horn, holds it out, as he and the symbol then dissipate into a beam of light, bright enough to shine in the desert sun. It streaks into the sky, and as it reaches the sky above, thunder strikes.

[20:50] <DM_Tol> Sister Narnia looks up, takes a step back, holding her hand, and smiles.

[20:50] * Reed looks to the sky."
[20:50] <DM_Tol> The young acolyte smile under her hood.
[20:50] <DM_Tol> Sister Narnia: "Thank the Queen, it is done."
[20:50] * Athas looks to the priestesses
[20:51] * Shalanda continues to watch Narnia, and waits.
[20:51] <DM_Tol> She sighs and smiles, and looks quite beautiful as peace flows over her countenance.
[20:51] <Athas> (pre-emptive strike -- kill 'em all)
[20:51] * Zahira backs over near athas still not feeling quite comfortable.
[20:52] <DM_Tol> Sister Narnia looks at each of you, "I can not express with words, the thanks I hold in my heart for your helping rid the world of the potential abominatin that would have come."
[20:53] * Ryu stretches
[20:53] <DM_Tol> Naria's feet seem to shift a little bit as the sand below her moves slightly.
[20:53] <DM_Tol> As you look down at the motion, you see blood dripping from her hand onto the sand.
[20:53] <DM_Tol> Narnia suddenly becomes stiff.
[20:53] * Reed curses in Dwarven.
[20:54] * Ryu slides into an offensive stance, and prepares to draw his blade
[20:54] <Reed> "Not again..."
[20:54] <DM_Tol> Her head falls back.
[20:54] * Athas raises his axe.
[20:54] <Reed> "If everybody could not bleed on the sand, that would be great..."
[20:54] <DM_Tol> You see now a thick entity rising from the sands below her, where he bloodied hand dribbled.
[20:55] * Zahira pulls up her new toy frowning. "Blood on the sands...wait..." She thinks back to the last battle.
[20:55] <Ryu> "Move woman!" rushes forward to knock her away from the entity
[20:55] <DM_Tol> As the skeletal Naga issues forth into the air, the priestess is ripped in two.
[20:55] * Shalanda approaches Narnia, her scythe no longer resting against her shoulder.
[20:55] * Reed blinks.
[20:55] <Berrian> (someone yell or something. I still don't know a fight is up top...)
[20:55] <Shalanda> (Knew it... knew the whole blood prick thing would end badly.)
[20:55] <Athas> "Not the only one that thirsts, I see."
[20:55] <Zahira> "Well...too late for that...BERRIAN< GET YOUR ARSE UP HERE!"
[20:56] * Ryu skids to a stop, and draws his blade
[20:56] * Berrian hears the shouting and begins to run up the hill.
[20:56] <Reed> "Well, I suppose that drink will have to wait."
[20:56] <DM_Tol> Before you a large skeletal Naga coils where the Priestess once stood.
[20:56] * Athas interposes himself between the thing and Shalanda.
[20:56] * Reed pulls out his crossbow and prepares for violence.
[20:56] <DM_Tol> `init rolls for all
[20:56] <TolBot> Please make an initiative roll (1d20+modifier).
[20:57] <Blake` > 1d20+4
[20:57] <TolBot> [Blake`s 1d20+4]: 21
[20:57] <Berrian> 1d20+7
[20:57] <TolBot> [Berrian's 1d20+7]: 10
[20:57] <Athas> "Old Man Iron Will Drink Again From His Favored Vessel!"
[20:57] <Blake` > (add your +2)
[20:57] <Shalanda> 1d20+6 (includes Blake bonus)
[20:57] <TolBot> [Shalanda's 1d20+6 (includes Blake bonus)]: 17
[20:57] <Athas> 1d20+6

[20:57] <Ryu> 1d20+2
[20:57] <TolBot> [Athas's 1d20+6]: 12
[20:57] <TolBot> [Ryu's 1d20+2]: 7
[20:57] <DM_Tol> 1d20+8 for UndeadNaga
[20:57] <TolBot> [DM_Tol's 1d20+8 for UndeadNaga]: 13
[20:57] <Reed> 1d20+13
[20:57] <TolBot> [Reed's 1d20+13]: 16
[20:57] <Zahira> 1d20+9
[20:57] <TolBot> [Zahira's 1d20+9]: 25
[20:57] <Athas> 1d20+8
[20:57] <TolBot> [Athas's 1d20+8]: 23
[20:57] <Athas> (got 23)
[20:57] <DM_Tol> `init report
[20:57] <TolBot> Initiative Order: Zahira, 25, Athas, 23, Blake`, 21, Shalanda, 17, Reed, 16, UndeadNaga, 13, Berrian, 10, Ryu, 7
[20:57] <Shalanda> (We haven't had an extended rest since the temple correct?)
[20:57] <DM_Tol> Zahira is quick to act.
[20:57] <DM_Tol> (Incorrect)
[20:58] <Shalanda> (I like good news 😊)
[20:58] <Reed> (we had extended rest in the temple)
[20:58] <Ryu> (if we got one after we got the items, I have bonded with my new sword)
[20:58] <DM_Tol> (You had an extended rest as you recouped from death)
[20:58] <Berrian> (surges are just low, for all but Zahira and me.)
[20:58] <DM_Tol> (now, you spent 5 HS's to heal up, though)
[20:58] * Zahira curses loudly as she holds up her bow and draws back the string launching her new toy for the first time. (CS HQ)
[20:59] <Zahira> 1d20+11
[20:59] <TolBot> [Zahira's 1d20+11]: 29
[20:59] <Athas> (have had enough time to regain any daily powers?)
[21:00] <DM_Tol> (yep)
[21:00] <DM_Tol> (hit)
[21:00] <Zahira> 1d10+9 and
[21:00] <TolBot> [Zahira's 1d10+9 and]: 12
[21:00] <Zahira> 1d6
[21:00] <TolBot> [Zahira's 1d6]: 6
[21:00] <Zahira> <18>
[21:01] <Zahira> <yay squirtgun>
[21:01] <DM_Tol> (Athas)
[21:01] <DM_Tol> Zahira sends a bolt of liquid at the naga.
[21:02] * Athas winds up and swings at the naga
[21:02] <Athas> 1d20+11
[21:02] <TolBot> [Athas's 1d20+11]: 16
[21:03] <DM_Tol> Athas misses as Blake acts.
[21:03] * Blake` thrusts with his blade trying to find a weakness in its scales (warlord's strike vs AC)
[21:03] <Blake` > 1d20+8 vs AC
[21:03] <TolBot> [Blake`s 1d20+8 vs AC]: 18
[21:03] <DM_Tol> Blake misses as Shalanda acts.
[21:03] * Shalanda presents her holy symbol, channeling the power of the Raven Queen through it to turn the undead naga. (Wis vs will, 1/2 damage on fail)
[21:03] <Shalanda> 1d20+7

[21:03] <TolBot> [Shalanda's 1d20+7]: 27 (That's awesome.)
[21:04] <DM_Tol> (dam?)
[21:04] <Shalanda> 1d6+30 (immobilized and Push 4)
[21:04] <TolBot> [Shalanda's 1d6+30 (immobilized and Push 4)]: 36
[21:05] <DM_Tol> Shalanda wreaks havoc on the undead Naga.
[21:05] <Shalanda> "DIE FOUL CREATURE IN THE NAME OF THE RAVEN QUEEN!"
[21:06] <DM_Tol> (Pushing 4 spaces?)
[21:06] <DM_Tol> (I'm not using a grid, cause doesn't really add anything.)
[21:06] <Shalanda> (Push enough so it can't immediately attack unless somebody closes to melee)
[21:06] <DM_Tol> reede acts.
[21:07] * Reed loads his crossbow and takes careful aim at the beast, firing a bolt at its face.
(Blinding Barrage, 1/2 on fail. Combat advantage+sneak attack on this)
[21:07] <DM_Tol> (k)
[21:07] <Reed> 1d20+12
[21:07] <TolBot> [Reed's 1d20+12]: 13 (Yikes!)
[21:07] <DM_Tol> Reede misses the Naga.
[21:07] <Reed> (it's a daily, so half)
[21:07] <Shalanda> (Now I know where I am syphoning my new found dicebot power from.)
[21:07] <DM_Tol> (K)
[21:07] <Reed> 2d6+6
[21:07] <TolBot> [Reed's 2d6+6]: 12
[21:08] <Reed> (so 6, plus sneak attack)
[21:08] <Reed> 2d6
[21:08] <TolBot> [Reed's 2d6]: 8
[21:08] <Reed> (14 total)
[21:09] <DM_Tol> The Naga is grazed by Reede's attack and then shrieks as lightning sparks from its scales bouncing through all on the hill.
[21:09] <DM_Tol> 1d20+11 vs. Refl on Ryu
[21:09] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Ryu]: 23
[21:10] <Ryu> (Ref is 18)
[21:10] <DM_Tol> 2d8+4 lightning damage for Ryu
[21:10] <TolBot> [DM_Tol's 2d8+4 lightning damage for Ryu]: 15
[21:10] <DM_Tol> 1d20+11 vs. Refl on Shalanda
[21:10] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Shalanda]: 30
[21:10] <DM_Tol> 2d8+4 lightning damage for Shalanda
[21:10] <TolBot> [DM_Tol's 2d8+4 lightning damage for Shalanda]: 7
[21:10] <DM_Tol> 1d20+11 vs. Refl on Athas
[21:10] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Athas]: 21
[21:10] <DM_Tol> 2d8+4 lightning damage for Athas
[21:10] <TolBot> [DM_Tol's 2d8+4 lightning damage for Athas]: 18
[21:10] <DM_Tol> 1d20+11 vs. Refl on Berrian
[21:10] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Berrian]: 17
[21:10] <DM_Tol> (hit or miss?)
[21:11] <Berrian> (miss, and I'm pretty far away still)
[21:11] <DM_Tol> (Range is 20)
[21:11] <DM_Tol> 1d20+11 vs. Refl on Blake
[21:11] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Blake]: 21
[21:11] <DM_Tol> 2d8+4 lightning damage for Blake
[21:11] <TolBot> [DM_Tol's 2d8+4 lightning damage for Blake]: 16
[21:11] <DM_Tol> 1d20+11 vs. Refl on Reede
[21:11] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Reede]: 26

[21:11] <DM_Tol> 2d8+4 lightning damage for Reede
[21:11] <TolBot> [DM_Tol's 2d8+4 lightning damage for Reede]: 19
[21:11] <Reed> (miss)
[21:11] <DM_Tol> 1d20+11 vs. Refl on Zahira
[21:11] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Zahira]: 12 (Not good.)
[21:12] <DM_Tol> 1d20+11 vs. Refl on Acolyte
[21:12] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Acolyte]: 24
[21:12] <DM_Tol> The Acolyte is burned and falls down dead as the lightning sparks through each party member.
[21:12] <Shalanda> (Damn, there goes our minion)
[21:13] <DM_Tol> (Reede, That was a REflex attack and it hit you for 26 HPs)
[21:13] <DM_Tol> Berrian retaliates.
[21:13] <Athas> (minons are a dime a dozen)
[21:13] * Berrian runs into range, finds his target, (activates his gloves) and sends out a shadow-wasp strike on the naga.
[21:13] <Berrian> 1d20+10
[21:13] <TolBot> [Berrian's 1d20+10]: 28
[21:13] <Shalanda> (Don't you mean 19 hps? It rolled a 26 to hit him)
[21:13] <Berrian> 2d10+6
[21:13] <TolBot> [Berrian's 2d10+6]: 19
[21:13] <DM_Tol> (yes, sorry)
[21:14] <DM_Tol> Berrian hits with an attack.
[21:14] <Reed> (oh, I read the wrong number. halfling agility and second chance. reroll the hit with a -2)
[21:14] <DM_Tol> 1d20+11 vs. Refl on Reede second chance
[21:14] <TolBot> [DM_Tol's 1d20+11 vs. Refl on Reede second chance]: 25
[21:15] <DM_Tol> (19 HPs, Reede)
[21:15] <DM_Tol> Ryu acts.
[21:15] <Reed> (and the -2 makes it 23 so still, blah)
[21:15] <DM_Tol> (hehe, sorry I forgot the -2)
[21:16] <DM_Tol> (Ryu?)
[21:16] <Ryu> (sorry was reading up on ranged weapons)
[21:17] * Ryu grips his new blade, and attacks
[21:17] <Ryu> 1d20+12
[21:17] <TolBot> [Ryu's 1d20+12]: 13 (Uh oh.)
[21:17] <Ryu> (rofl)
[21:17] <Ryu> (*unfs tolbot for luck*)
[21:17] <DM_Tol> Ryu, still trying to figure out the balance of his new blade, nearly drops it.
[21:17] <Zahira> <lol no stealing my good luck methods>
[21:17] <DM_Tol> Zahira's actions come to bear.
[21:18] <DM_Tol> (er... bare?)
[21:18] * Zahira smiles seeing her new tool in action and unleashes another shot, this time pulling the string a bit harder (HQ Splintering Shot)
[21:18] <Zahira> 1d20+9
[21:18] <TolBot> [Zahira's 1d20+9]: 17
[21:19] <DM_Tol> Zahira misses (AC 19)
[21:19] <DM_Tol> Athas attacks.
[21:19] <Zahira> <half dam and =1 to attack till end of encounter still>
[21:19] <DM_Tol> (ok)
[21:19] <Zahira> 3d10+7
[21:19] <TolBot> [Zahira's 3d10+7]: 25

[21:20] <Zahira> <12)
[21:20] <DM_Tol> (Athas)
[21:20] * Athas swings again, putting all his efforts into it. (crushing blow)
[21:20] <Athas> 1d20+11
[21:20] <DM_Tol> The Naga skeleton looks bloodied.
[21:20] <TolBot> [Athas's 1d20+11]: 25
[21:20] <DM_Tol> Athas hits the beast.
[21:21] <Athas> 2d12+9
[21:21] <TolBot> [Athas's 2d12+9]: 23
[21:21] <DM_Tol> The Naga, being hit with Athas's swing reacts by shifting 1 sq away from him and attempting to sting him with its tail.
[21:22] <DM_Tol> 1d20+10 vs Athas AC
[21:22] <TolBot> [DM_Tol's 1d20+10 vs Athas AC]: 12
[21:22] <Athas> (nope)
[21:22] * Berrian sets the beast as his quarry and fires a two-fanged strike.
[21:22] <Berrian> 2#1d20+10
[21:22] <TolBot> [Berrian's 2#1d20+10]: 30, 16 (Sum:46)
[21:22] <Berrian> 1d8+16 (crit + quarry)
[21:22] <TolBot> [Berrian's 1d8+16 (crit + quarry)]: 21
[21:23] <DM_Tol> (21 total?)
[21:23] <Berrian> (yes)
[21:24] <Shalanda> (Um... Berrian is acting out of turn?)
[21:24] <DM_Tol> (Why did Berrian attack?)
[21:24] <Shalanda> (Because he goes after the Naga)
[21:24] <Berrian> (sorry, saw the naga fighting athas...)
[21:24] <DM_Tol> (ah... That naga attack was an immediate reaction, not his turn, Berrian... ignore your attack.)
[21:25] <Berrian> (fine... sorry all)
[21:25] <DM_Tol> Blake acts with a Commander's Strike for Athas to get a free melee basic attack.
[21:25] <Shalanda> (Athas is in range, the creature shifted?)
[21:25] <Zahira> <gj ber...you wasted the crit 😞 >
[21:25] <Athas> 1d20+11
[21:25] <TolBot> [Athas's 1d20+11]: 21
[21:25] <Athas> (hit?)
[21:26] <DM_Tol> (True, Shal. My goof. I'll allow.)
[21:26] <DM_Tol> Athas hits.
[21:26] <DM_Tol> (+2 to dmg)
[21:26] <Athas> 1d12+7
[21:26] <TolBot> [Athas's 1d12+7]: 18
[21:26] <Athas> (that would be 20 total)
[21:26] <DM_Tol> Shalanda acts.
[21:26] * Shalanda rushes forward into a flanking position opposite Athas, igniting her sycthe in the flames of her rage as she swings. (Avenging Flame: Str vs AC, 1/2 damage on miss)
[21:26] <Shalanda> 1d20+10
[21:26] <TolBot> [Shalanda's 1d20+10]: 30 (Wow)
[21:27] <DM_Tol> Shalanda pounces on the Naga.
[21:27] <Shalanda> 20 damage + 5 on going fire, no save if it attacks.
[21:28] <DM_Tol> 1d20+10 vs AC Shal
[21:28] <TolBot> [DM_Tol's 1d20+10 vs AC Shal]: 26
[21:28] <Shalanda> (hit)

[21:28] <DM_Tol> The beast retaliates by stinging Shalanda.
[21:28] <DM_Tol> 2d6+6 damage.
[21:28] <TolBot> [DM_Tol's 2d6+6 damage.]: 14
[21:28] <DM_Tol> 1d6 lightning damage
[21:28] <TolBot> [DM_Tol's 1d6 lightning damage]: 4
[21:28] <DM_Tol> 1d6 poison damage
[21:28] <TolBot> [DM_Tol's 1d6 poison damage]: 3
[21:28] <Shalanda> (Bloodied)
[21:29] <DM_Tol> (ongoing lightning and poison damage until save)
[21:29] <DM_Tol> Reede acts
[21:29] * Reed aims another bolt at the beast, hoping to take it down quickly. (Trickster's Blade)
[21:29] <Reed> 1d20+10
[21:29] <TolBot> [Reed's 1d20+10]: 11 (Uh oh.)
[21:29] <DM_Tol> Reede misses the beast.
[21:30] * Reed fumbles his crossbow.
[21:30] <DM_Tol> The creature raises its head as bursts of sparking lightning shoots throughout the party once more.
[21:31] <DM_Tol> 1d20+10 vs Refl on Ryu
[21:31] <TolBot> [DM_Tol's 1d20+10 vs Refl on Ryu]: 28
[21:31] <Ryu> (hit)
[21:31] <DM_Tol> 2d8+4 lightning damage on Ryu
[21:31] <TolBot> [DM_Tol's 2d8+4 lightning damage on Ryu]: 8
[21:31] <DM_Tol> 1d20+10 vs Refl on Shalanda
[21:31] <TolBot> [DM_Tol's 1d20+10 vs Refl on Shalanda]: 12
[21:31] <Shalanda> (Miss)
[21:31] <DM_Tol> 1d20+10 vs Refl on Athas
[21:31] <TolBot> [DM_Tol's 1d20+10 vs Refl on Athas]: 16
[21:32] <DM_Tol> (Athas?
[21:32] <Athas> (ref: 14)
[21:32] <DM_Tol> 2d8+4 lightning damage on Athas
[21:32] <TolBot> [DM_Tol's 2d8+4 lightning damage on Athas]: 17
[21:32] <DM_Tol> 1d20+10 vs Refl on Berrian
[21:32] <TolBot> [DM_Tol's 1d20+10 vs Refl on Berrian]: 23
[21:32] <Athas> (ouch)
[21:32] <DM_Tol> 2d8+4 lightning damage on Berrian
[21:32] <TolBot> [DM_Tol's 2d8+4 lightning damage on Berrian]: 9
[21:32] <DM_Tol> 1d20+10 vs Refl on Blake
[21:32] <TolBot> [DM_Tol's 1d20+10 vs Refl on Blake]: 11 (Not good.)
[21:33] <DM_Tol> 1d20+10 vs Refl on Reede
[21:33] <TolBot> [DM_Tol's 1d20+10 vs Refl on Reede]: 13
[21:33] <DM_Tol> 1d20+10 vs Refl on Zahira
[21:33] <TolBot> [DM_Tol's 1d20+10 vs Refl on Zahira]: 17
[21:33] <Zahira> <miss>
[21:33] * Berrian grits his teeth as the lightning courses through him
[21:33] <DM_Tol> The lightning peters out halfway around the party.
[21:33] <DM_Tol> (Does hte ongoing fire damage start now?)
[21:33] <Shalanda> (Yes)
[21:34] <DM_Tol> As it sends out the lightning, the Naga skeleton is engulfed in flames and burns to ash into the sands below.
[21:34] <DM_Tol> Shalanda, your sting mark on the shoulder bleeds a little bit.
[21:34] <Shalanda> 1d20 save vs Lightning

[21:34] <TolBot> [Shalanda's 1d20 save vs Lightning]: 16
[21:34] <Shalanda> 1d20 save vs Poison
[21:34] <TolBot> [Shalanda's 1d20 save vs Poison]: 17
[21:34] <DM_Tol> Shalanda shakes off the effects of the poison.
[21:35] <Berrian> "Ouch. Let us get back to the other side of the river, before more monsters arrive."□□01
[21:35] * Zahira sighs and looks around. "Alright...new rule...dont bleed on the sand...."
[21:35] <Blake` > (just brush the blood onto the ground)
[21:35] <Ryu> "Agreed."
[21:35] * Shalanda stops the bleeding before it drips to the ground.
[21:35] <DM_Tol> All is quiet suddenly.
[21:35] * Reed nods. "What do we do about..."
[21:35] * Athas looks around
[21:36] <Ryu> "Shouldn't the ritual have ended this?"
[21:36] * Blake` looks around also
[21:36] <Reed> "Maybe it takes a bit."
[21:36] <Berrian> "Shall we return to town, now?"
[21:36] <Zahira> "Well, she got what she wanted at least. May hr master guide her soul onward into the next life."
[21:36] <DM_Tol> Shalanda, you bandage up the wound, but not before a couple drops fall to the sands below.
[21:36] <DM_Tol> Beneath your feet, you see...
[21:36] <DM_Tol> ...nothing but sand.
[21:37] * Reed blinks.
[21:37] <Zahira> <running now...o wait...>
[21:37] <Reed> "No death monsters?"
[21:37] <DM_Tol> 2d6 ongong damage
[21:37] <TolBot> [DM_Tol's 2d6 ongong damage]: 4
[21:37] <Zahira> <cuts yo-yo again to test?>
[21:37] * Berrian sighs. "I will meet you at the crossing, with the horses.
[21:37] * Berrian walks down the hill, shaking his head.
[21:38] <Shalanda> "Blake, will you take the acloyte's body please?"
[21:38] * Shalanda turns to collect what remains of Narina.
[21:38] * Zahira nods to berrian and looks to see how the others are holding up.
[21:38] <Athas> "Burn everything."
[21:38] * Ryu shakes off his tingles, and looks around
[21:38] * Reed rubs his arm.
[21:39] * Blake` takes the body
[21:39] <Ryu> "What would you like for me to do Shalanda?"
[21:39] <Shalanda> "Whatever you feel appropriate."
[21:40] <Athas> "Burn."
[21:40] <Reed> "We should get the girl home."
[21:40] * Ryu sighs
[21:40] <DM_Tol> The Dunne Girl remains on the other side of the horses shivering.
[21:40] * Ryu walks over to the horses and the girl, "Lady Dunne, are you alright?"
[21:40] * Zahira offers a silent prayer to the remains of the fallen before heading towards the horses with Berr.
[21:40] * Reed makes his way down to the horses.
[21:41] <DM_Tol> She is speechless.
[21:41] * Berrian reaches the horses and begins to guide them to the river.
[21:41] * Shalanda collects the remains of Narina and solemnly starts to carry them towards

civilization.

[21:41] <DM_Tol> After collecting yourselves, you head out again towards the river.

[21:41] <Reed> "It's okay. It's over now."

[21:42] <DM_Tol> After time, darkness falls as you make camp. In the morning, you resume your travels and reach the river. After an hour's hike along the bank, you reach the familiar docks. You see two acolytes camped out nearby the docks.

[21:42] <Berrian> "Make that two bottles."

[21:42] <Ryu> (We got our extended rest?)

[21:42] <DM_Tol> (yes)

[21:43] <DM_Tol> (Sorry, should I RP out the watches? 😊)

[21:43] <Zahira> "Bottles? I thing im going to need an entire barrel after this."

[21:43] <Ryu> (OK, bonding with my blade too)

[21:43] <DM_Tol> (done)

[21:43] <Berrian> "We could go in on a barrel, and share, I suppose."

[21:43] <Zahira> </me watches ryu make sweet love to his long blade>

[21:44] <Reed> "That image is never leaving my head."

[21:44] <DM_Tol> You reach the dock, as the two priestess acolytes stand and watch you approaching, confused looks on their faces.

[21:44] * Ryu cracks his neck as they walk

[21:45] <Ryu> (bonding is meditation you slacker)

[21:45] <Zahira> "Ill go in on it with you. We have a little splurging money now."

[21:45] <Zahira> <mhmm...suuuure>

[21:45] * Shalanda approaches the two acolytes.

[21:45] <DM_Tol> She looks at Shalanda.

[21:45] <Shalanda> "Narina's duty is fulfilled, and she is with the Raven Queen now."

[21:45] <Athas> "Good -- I feel no need with sharing a barrel with either of you."

[21:45] * Athas grins

[21:46] <DM_Tol> AcolyteA: "The ritual is complete? Lord Nagalam is at rest and the Fiend with it?"

[21:46] * Reed nods. "We'll get to town and we'll drink it dry."

[21:46] * Blake` nods

[21:46] <Shalanda> "Nagalam's spirit took the horn with it to the heavens, and the sky split with radiance and thunder."

[21:46] <DM_Tol> AcolyteB: "Then it is done."

[21:46] <Zahira> "Aye, and maybe a small cask for the road as well."

[21:46] <Shalanda> (So sayth the Shal, amen)

[21:47] <DM_Tol> She rolls up her blanket and stows it on the mule they have.

[21:47] * Reed chuckles. "Perhaps just a hogshead or two."

[21:47] <Shalanda> "I would perform the burial ceremonies for Narina, unless there is objection?"

[21:47] <Zahira> <And the Yo-yo did once again rise to its height, not realizing yet that it was a yo-yo and was bound to hit the bottm again...>

[21:48] <DM_Tol> The two young ladies pack up and begin to head over to the dock.

[21:48] <DM_Tol> An acolyte pauses, "Do as you wish."

[21:48] <Shalanda> (Careful or I shall suck the luck from your rolls with my new vampiric luck draining ability)

[21:49] * Shalanda turns to her party and asks one of them to borrow a shovel from the Dunne family.

[21:49] <DM_Tol> AcolyteB: "She was hardy and true. But I do not begrudge her leaving this world to the domain of the Queen."

[21:49] <Athas> "Gods drank deep today."

[21:49] <DM_Tol> They make it to the dock and the boat.

[21:49] <Athas> "We will drink deeper."
[21:49] * Blake` heads off for a shovel
[21:49] <DM_Tol> (The party is crossing the river, too?)
[21:49] <Reed> "Shame we don't have a couple of bottles right now."
[21:49] <Berrian> (yes!)
[21:50] <Berrian> "I plan on remedying that, once we are in town."
[21:50] * Reed looks over at Ryu.
[21:50] <Zahira> "Aye, lets drop ff the young one so we can be off."
[21:50] * Shalanda finds a quiet peaceful looking place to bury the acolyte and Narina.
[21:50] * Ryu looks at Reed, "Yes?"
[21:50] <Reed> "Don't suppose that basket could conjure us some ale could it?"
[21:51] <Ryu> "I do not think it works that way my friend."
[21:51] <DM_Tol> (This side of the River, Shal? The Dunne farm is an hour from the other side/west side of the river)
[21:51] * Reed shrugs. "Was worth a try."
[21:51] <Zahira> "Perhaps we can conjure up a bottomless mug from the alcheists shop?"
[21:51] <Shalanda> (This side if I can borrow a shovel, otherwise the other side.)
[21:51] * Berrian crosses with the first group, while the others are still figuring out stuff.
[21:52] <DM_Tol> (I'm certain you can have a shovel when you get there.)
[21:52] <Shalanda> (Ok, then there it is.)
[21:52] * Zahira crosses too!
[21:52] <DM_Tol> You cross the river and after an hour's walk, you reach the Dunne farm.
[21:52] * Ryu crosses as well
[21:52] <DM_Tol> As you reach the farmhouse, the Dunne boy hollers when he sees you coming.
[21:53] <DM_Tol> Aubrey Dunne races ahead, "They told me they found you!"
[21:53] * Berrian is surprised at how vocal the boy is, and smiles
[21:53] * Shalanda stays far back from the others, so as not to alarm the family.
[21:53] * Athas watches with dispassion.
[21:53] <DM_Tol> DunneBoy: "I coulda got free me'self, really. Bad creatures in the hills down south by the sea, oh Aubrey, it was horrible."
[21:54] <DM_Tol> The mother emerges from the doorstep, and embraces her daughter with a hug, speechless.
[21:54] * Zahira snickers hearing the boy speack and watches as h family is finally reunited.
[21:54] * Reed smiles tiredly. "Glad we got this all sorted."
[21:54] <Berrian> "aye."
[21:54] * Shalanda lets Blake know she'll be by a nearby tree preparing the bodies.
[21:55] <DM_Tol> They offer you food, provisions and a shovel.
[21:55] * Blake` wait for things to calm down before asking about a shovel for Shalanda
[21:55] <Ryu> (do they have a stable?)
[21:55] * Berrian thanks them, and makes Tasso happy, temporarily.
[21:55] <DM_Tol> Shalanda and Blake make off toward the river with the shovel to bury the bodies, while the others enjoy a stew and the stable to nurse their steeds.
[21:56] <DM_Tol> The horses apprecite the grazing in the green wheat field.
[21:56] <Athas> (forget hte stew -- I want beer)
[21:56] * Ryu eats quietly, and thanks them. then heads out to tend to Rhakir, still feeling bad for leaving him unattended for two days.
[21:56] <DM_Tol> Once Shalanda and Blake return nearly three hours later, they offer you to stay the night in the barn.
[21:56] * Zahira eats gladly and watches after the horses.
[21:57] <DM_Tol> MotherDunne: "If you need to make for a town, Scythopis is not two hours north from here, up the North road."

[21:58] * Shalanda performs the Gentle Repose ritual for the two bodies, covering them in special ointments, silver dust, and ritualistic symbols before laying them to rest. She then goes to the river to clean up and change clothes.

[21:58] <Berrian> "Thank you for your hospitality. I think we should stay the night, and make for the town in the morning."

[21:59] * Ryu brushes Rhakir as he grazes

[21:59] <Zahira> "Aye, the drink can wait for a good nights rest."

[21:59] <Reed> "Yes, you have been most kind."

[21:59] <Blake` > "I could use the rest"

[21:59] <Reed> "As could our horses."

[21:59] <DM_Tol> After a second supper of breads and jams and cheese, and three caskets of wine, the Dunne mother and the other daughter show you to the barn.

[21:59] <Berrian> "Then it is settled. A night in the barn, followed by a day of celebration."

[22:00] <Berrian> (back in 5)

[22:00] <DM_Tol> MotherDunne: "You look wounded. Were the Warsands dangerous?"

[22:00] <DM_Tol> She has a look of innocent naivety to her.

[22:00] <Reed> "Just a bit. We came out alive though."

[22:00] <Ryu> "Yes, they where. Honestly, it nearly killed us, but it was well worth the experience."

[22:00] <DM_Tol> MotherDunne nods, "That's nice."

[22:01] <DM_Tol> She hands you a lantern and closes the door.

[22:01] * Shalanda sits in silence outside of the barn, staring out onto the horizon like the last time she was here.

[22:01] <Zahira> <Imao...we nearly died..."thats nice">

[22:01] <Reed> "Wasn't so much the sands as it was the cultists there."

[22:02] * Blake` organizes his things in the barn, repacking his back and cleaning off his items

[22:02] <Reed> "Anyhow."

[22:02] * Zahira flomps down on pile of straw/hay/whatever is soft and laying aroun and passes out.

[22:02] <Athas> "Their god is dead -- slaking the thirst of Old Man Iron"

[22:03] * Reed curls up and soon falls asleep.

[22:03] * Ryu goes about inspecting his new blade before resting for the night

[22:04] * Zahira cuddles p with her bow like a teddy bear

[22:04] <Zahira> <wakes up wet >, >

[22:04] <DM_Tol> Night comes and goes. The hay beneath you feels like golden fleece and you sleep or meditate with an ease that you've not know in quite some time.

[22:04] * Athas sits with his back to teh wall cradling his sword

[22:05] * Shalanda sits in silence and stares at a pair of holy symbols, one her own, one not, and wonders how her path brought her here. She then meditates outside, still staring off in search of answers.

[22:05] <DM_Tol> Before any of you awake or stir, the doors to the barn open wide.

[22:05] <Zahira> <again?>

[22:05] <DM_Tol> A tall, wide man stands in the doorway. The dim morning light illuminating his shadow.

[22:05] * Athas stands up, axe in hand

[22:05] <Berrian> (It is Dunne!)

[22:05] <Reed> (I think you're still asleep)

[22:05] <Ryu> (Wake check?)

[22:06] <DM_Tol> He walks towards you Athas, "My son..."

[22:06] <DM_Tol> He reaches out to embrace your shoulders.

[22:06] <Athas> (like hell)

[22:06] <DM_Tol> "You saved my son, and then my daughter."

[22:06] <Zahira> <luke...i am your father...>

[22:06] <Shalanda> (Athas I am your father, <deep ventilator breathing>)
[22:06] <Reed> (ohhhh, that makes more sense now)
[22:06] <Athas> (then I want a pony, dad)
[22:06] <DM_Tol> FatherDunne: "you bring a tear to my eyes."
[22:06] <Berrian> (you can't have a pony)
[22:07] * Athas stiffens -- gratitude is unknow in the cold North.
[22:07] <Athas> (then I was adopted, old man)
[22:07] * Ryu lies there quietly, feigning sleep, his hand gripping the hilt of his blade
[22:07] <Reed> (your ass would break a pony)
[22:07] <DM_Tol> He moves to each of you in turn, patting on the head or offering a huge bear hug.
[22:07] <Athas> (does he grope Shalanda? Come on...)
[22:07] * Berrian stands and shakes hands, before moving off to Tasso, to check on him
[22:07] * Zahira grins and squeaks at the bear hug.
[22:07] <DM_Tol> The man's strength must be immense, the hard muscle of his arms almost not believable.
[22:08] * Blake` greets the man and accepts his thanks with a hand shake.
[22:08] <DM_Tol> DunneFather: "I arrived late last night from town, and Esmerla told me you had returned. I am sorry for your losses."
[22:08] <DM_Tol> "You must have breakfast before you leave."
[22:09] <DM_Tol> As you are ushered into the kitchen of the farmhouse, you enjoy pancakes and molasses.
[22:09] * Ryu sits up "That is kind of you to offer, but I will have to decline"
[22:09] <Athas> "I won't."
[22:09] <Athas> "I'll eat his share, then."
[22:10] <DM_Tol> The man chuckles and walks with Athas.
[22:10] * Zahira drools and eats theirs. "Thank you kindly!"
[22:10] <DM_Tol> FatherDunne: "I'll bet you're good with that axe."
[22:10] * Shalanda joins the others for food.
[22:10] * Athas nods.
[22:10] * Berrian enjoys the meal, waiting to make the trip into town.
[22:10] * Blake` also joins in
[22:10] * Reed laughs a little.
[22:10] <Athas> "I serve Old Man Iron and Old Woman Wood to slake their thirst with this."
[22:11] * Athas holds up his axe.
[22:11] * Ryu eats some of his journey bread and tends to Rhakir
[22:11] <DM_Tol> After eating the quite good meal, the light of the rising sun peaks in through a window off to the east, from over the river and the Warsands.
[22:11] <Shalanda> (Jimmy peaks his head through the window?)
[22:11] * Zahira glances out to the rising sun.
[22:12] <Athas> "Do you ask a favor, wise man?"
[22:12] * Shalanda looks towards the window, and wonders.
[22:12] <DM_Tol> The father shakes his head and smiles, "You have done enough already."
[22:13] <DM_Tol> After the meals, and the table is cleared.
[22:13] <DM_Tol> You are each brought fresh water for the journey.
[22:13] <DM_Tol> MotherDunne: "We spent all we have on our search, and have nothing left to give you for our thanks."
[22:14] <Ryu> "That is more than enough for me."
[22:14] <Zahira> "The pancakes and a nice nights rest are enough."
[22:14] <Athas> "Food and water -- that is all I ask."
[22:14] <Athas> (brb)
[22:14] <DM_Tol> MotherDunne: "But I stayed up all night making these for you. They are

embarrassing to offer to ones of such power as I can see you have."

[22:14] <Ryu> "Actually, I am thankful, Rhakir, needed the rest as it was."

[22:15] <Athas> (brb)

[22:15] <Ryu> (brb as well, Jade is screaming, gonna go check up on her)

[22:15] <Zahira> <uh oh>

[22:15] <Shalanda> "There are two things that I ask."

[22:15] * Blake` welcomes the gift

[22:16] * Zahira takes a look at what the mother had spent her time on creating.

[22:17] <Shalanda> "Our names were tarnished in the disappearance of your son Jimmy, please do what you can to clear them. The second is do not allow your daughter Aubrey to join any more cults."

[22:17] <DM_Tol> She walks to each of you, placing in your hand a small woven purse, of fine silky cotton, with a unique drawstring for each of you.

[22:17] * Reed admires the purse.

[22:17] <Reed> "It is beautiful. I thank you."

[22:17] <DM_Tol> The little sack is of great quality, suitable for small items or coins. It has a loop for attaching to a belt.

[22:18] * Ryu looks over the pouch, "Its a very fine, thank you."

[22:18] <DM_Tol> Esmerla looks at Shalanda, and nods, smiling. "As you wish."

[22:18] * Zahira smiles warmly and admires the handywork. "This is beautiful. Thank you very much."

[22:18] * Berrian thanks her for the purse, and places it on his belt.

[22:19] <DM_Tol> The father walks you out the door towards your horses.

[22:19] <Zahira> <a tarnished yo-yo still works just fine 😊 >

[22:19] <DM_Tol> Esmerla tells me you're wanting to head to town?

[22:19] <DM_Tol> ""

[22:19] <Berrian> "Yes, we seek provisions."

[22:19] * Athas wanders to his horse and stands on the other side of it, so that the father can not see him.

[22:19] <Zahira> "Aye, we are needing to resupply before heading out."

[22:20] * Athas reaches into his purse and drops several silver and gold coins.

[22:20] <DM_Tol> "Well, half an hour west to the North road, and then not two hours to Scythopolis."

[22:20] <Berrian> "Thank you, again."

[22:21] <DM_Tol> FatherDunne: "But it is a small town. You have all day, and if your needs are much, you should head another half day up to the big city. Have you been to Tibris before? Grand city it is... a rival to Yerush I'd say."

[22:22] <Blake` > "He makes a good point"

[22:22] <DM_Tol> FatherDunne: "But my wits tell me, do not stay there long. Trouble about."

[22:22] <Berrian> "If Scythopolis does not have what we need, we can always head to Tibris."

[22:22] <Zahira> "Trouble you say?"

[22:22] <Reed> "Well, trouble does seem to be our business."

[22:22] <Shalanda> "What sort of trouble Horress?"

[22:22] <DM_Tol> FatherDunne: "When I was in town, I heard some say the central courts in Tibris were haunted. And worse..."

[22:23] * Ryu looks to the others and smiles, "Sounds like our next job just presented itself."

[22:23] * Shalanda sighs

[22:23] <DM_Tol> FatherDunne: "The magic spire... why, it's magic was gone."

[22:23] <DM_Tol> FatherDunne: "Gone, as if something had drained the magic right out of it."

[22:23] <DM_Tol> He sighs.

[22:23] <DM_Tol> *** As this session of Können Land comes to a close ***

PRE-RESUME UPDATE ((1/8/2012))

RP: FatherDunne: "Head north if you must, but first I insist you stay with us for a few days. You look like you could use some good meals, and our kitchen is full of them. Plus, your horses look like could use some care before hitting the road once more."

== Technical ==

[21:26:51pm] <Tolman> At the Dunne families insistance, you have stayed in their barn for two weeks.

[21:28:09pm] <Tolman> Only now are you heading north to Scythoplis and then possibly up to the city of Tibris

[19:51] <DM_Tolman> *** Game Recap ***

[19:52] <DM_Tolman> Blake, Zahira, Reede, Athas, Berrian, Shalanda and Ryu defeated the cult of the Sleeper in the Temple of Dreams deep inside the Warsands on the fringe of the great desert.

[19:52] <DM_Tolman> Looting the Fiend's treasure room which hadn't been opened in over half a century, all the adventurers found much booty, and weapons and armor that delighted the fiber of their adventurous spirit. After resting from wounds that left all but two of them at the brink of death, [19:53] <DM_Tolman> the group rescued Aubrey Dunne, and made it through the Warsands desert fringe terrain and to the ceremonial mount putting Lord Nagalam and the dreaded Fiend to rest. Then, returning Aubrey to her farm home, there they found a thankful family.

[19:53] <DM_Tolman> Two weeks have passed as you tarried on the farm, at the Dunne family's insistence. You've seen the adult daughter Aubrey begin to regain herself, and you've seen strength grow in the boy, whom you rescued from slavery.

[19:54] <DM_Tolman> The barn and various hay bays proved quite comfortable. You spent the days nursing injuries, training skills, and even lending a hand with the farm work. Mother Dunne's meals and the peace of the farm have made the stay a time of refreshment and renewal. You have only just begun to feel restless, drawn especially by the father's words about the northern city.

[19:55] <DM_Tolman> FatherDunne: "Well, half an hour west to the North road, and then not two hours to Scythoplis. But it is a small town. You have all day, and if your needs are much, you should head another half day up to the big city. Have you been to Tibris before? Grand city it is... a rival to Yerush I'd say.

[19:55] <DM_Tolman> FatherDunne: "But my wits tell me, do not stay there long. Trouble about. When I was in town, I heard some say the central courts in Tibris were haunted. And worse... The magic spire... why, it's magic was gone. Gone, as if something had drained the magic right out of it."

[19:56] <DM_Tolman> Now rested and a bit restless, you are ready to head north to Scythopis and then possibly up to the city of Tibris.

[19:57] <DM_Tolman> *** Thus begins this new chapter of the Können Land campaign ***

[19:57] * Shalanda sits against the tree near where Sister Narina was put to rest, staring at the grave like she has done a lot during the past two weeks, while she waits for the group to say their goodbyes to the Family Dunne.

[19:58] <DM_Tolman> The mid-morning sun peers into the valley.

[19:58] * Ryu spends time training, and getting to know his blade

[19:58] <Berrian> "Thank you for the hospitality you have shown us. We will remember it for many years."

[19:59] <DM_Tolman> Aubrey and her mother lean against the fence post and smile at you.

[19:59] <DM_Tolman> Aubrey: "We remain so grateful."

[19:59] * Ryu heads toward Shalanda after a saying his good-byes

[19:59] <Blake` > "You have my thanks as well" Blakes heads out after hugs and hand shakes

[20:00] * Athas works on his axe... his gods still thirst.

[20:00] <DM_Tolman> The Dunne boy stands in back. You see a tear well in his eye.

[20:00] <Berrian> "If we travel this way once more, we will stop and greet you."

[20:00] <Berrian> "Until that time, take care."

[20:01] * Athas nods his appreciation.

[20:02] <DM_Tolman> (who has a horse?)

[20:02] <Shalanda> (I think everybody but me does)

[20:02] <Athas> (I have a horse, of course, of course)

[20:03] <Ryu> (Me! I got a Familiar too!)

[20:03] <Blake` > "His comments about the city Tibris were interesting, I don't suppose it would hurt to see what all the rumours are about"

[20:03] * Berrian takes Tasso's reins and leads him towards Shalanda.
[20:03] <Blake` > (i don't)
[20:03] * Shalanda rises and lets out one last sigh.
[20:03] <Shalanda> "Good bye Narina".
[20:04] * Shalanda faces the others, ready to travel.
[20:04] <Athas> "We must go now."
[20:04] <DM_Tolman> Shalanda joins the others towards the road, leaving behind a unique and precious encounter with the history of her mythos.
[20:04] * Ryu stretches ready to go too
[20:05] <DM_Tolman> You make your way west away from the Dunne family farm, in search of the great north road.
[20:06] <Athas> (Shall I turn on the looting music?)
[20:06] <Shalanda> (Looting music comes after Battle and Victory music)
[20:07] * Shalanda falls into step along side Blake's horse.
[20:07] <Blake` > (i dont have a horse, i dont remember having one anyway)
[20:07] <Blake` > (pretty sure i was on whoever's horse died in the desert)
[20:07] <Athas> (Sorry if I want to get to the good stuff, first)
[20:08] <DM_Tolman> (Map of Können Land region at <http://tiny.cc/konnenmaps>)
[20:09] <DM_Tolman> (Better map on the site: [http://konnen.wg2140.com/index.php?opti ... p;Itemid=5](http://konnen.wg2140.com/index.php?opti...p;Itemid=5))
[20:09] <Shalanda> (Where are we again on the map?)
[20:10] <DM_Tolman> You move forward at a slow pace along the dirt path. After nearly an hour, you reach the great north road.)
[20:10] <DM_Tolman> (You are on the north road, one hex south of Scythopis)
[20:10] <Shalanda> (Thanks)
[20:11] <Athas> (we can just follow the river, then?)
[20:11] * Blake` adjusts his gear..."well, kind of feels like the start of a new chapter, who knows what this road will bring"
[20:12] <Athas> "Ways to slake the thirst of my gods."
[20:12] <Berrian> "I am certain I will have plenty of opportunity to practice my archery skills."
[20:12] <Shalanda> "It will bring us whatever fate decides we must be brought to."
[20:15] <Berrian> "When we get to the town, I would like to purchase any arrows I find. This new cloak gives me much freedom in what I may carry."
[20:15] <Blake` > "Well I didnt mention this yet, but it seems we are learning a lot about each other in encounters, I noticed we were flowing better, especially in combat"
[20:16] <DM_Tolman> (short descriptions would be in order, like Shal did earlier)
[20:16] <Blake` > "Sounds good Berrian, that bow of yours has seem a lot of action"
[20:17] * Blake` continues to walk, carrying his gear and armor over his back, with a longsword at his side wearing adventuring clothes with a hand crossbow and a few bolts on his belt (still a half elf)
[20:18] * Ryu rides quietly, his hood down revealing his handsome face, but awkward Blue hair, on his shoulder sits his Familiar, Kiira, a (very) small dragon. Strapped by his left side is his newly acquired Magical Blade, which he recently bonded himself to.
[20:20] * Berrian rides atop his horse Tasso, wearing his new cloak over his simple clothing and leather armor. His bow slung over his shoulder and a quiver of arrows at his side, slowly bobbing to the movement of his horse.
[20:21] * Berrian looks around, his Eladrin senses taking in the surroundings.
[20:22] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
[20:22] <Shalanda> (Uh oh)
[20:24] <Ryu> (Oh, my horses name is Aerion lol, had to dig out some notes)
[20:24] <Ryu> (From my notes: Ryu Xenos - Human Swordmage - Vagrant Wanderer who seeks cheap thrills and bloody combat. He stands 5'11" and wears black leather armor. He's often seen with

a small dragonling perched on his shoulder.)

[20:26] * Blake` continues to put one food in front of the other down the road

[20:29] <DM_Tolman> `help dice

[20:30] <DM_Tolman> `help dice

[20:30] <DM_Tolman> You head up the road for an hour, nibbling on the sweet bread Mother Dunne handed you on your way out the gate.

[20:32] <DM_Tolman> (perception check, all)

[20:32] <Athas> 1d20+2

[20:32] <TolBot> [Athas's 1d20+2]: 6

[20:32] <Shalanda> 1d20+6

[20:32] <TolBot> [Shalanda's 1d20+6]: 16

[20:32] <Blake` > 1d20+3

[20:32] <TolBot> [Blake`s 1d20+3]: 18

[20:32] <Shalanda> "I can't help but wonder if I will finally have my revenge against that son of a bitch that kidnapped me and set me on this journey."

[20:33] <Blake` > "Revenge will come"

[20:33] <Athas> "No blood is sweeter to the gods than that split for the sake of revenge."

[20:34] <Blake` > "Yeah, for sure" Blake says with some sarcasm

[20:34] * Shalanda looks over at Blake questionably.

[20:34] <Berrian> 1d20+8

[20:34] <TolBot> [Berrian's 1d20+8]: 21

[20:34] <Berrian> (sorry about being afk for a moment there)

[20:35] <DM_Tolman> The road surface continues to be the best you've encountered in all of Können, something true of the great north road every time you've been on it.

[20:35] <Blake` > (I have to afk for a few, dog is up and wants out, sorry)

[20:35] <Ryu> 1d20+2

[20:35] <TolBot> [Ryu's 1d20+2]: 11

[20:36] <DM_Tolman> After 3 hours, the traffic has picked up a bit on the road.

[20:36] * Athas doesn't seem to mind the sarcasm... or he's biding his time...

[20:37] <DM_Tolman> To your right (east), the valley drifts off out of sight... the vast great desert probably somewhere in the distant expanse.

[20:37] <DM_Tolman> To your left (west), you can see the terrain rise up as the range of hills moves alongside, at times parallel to the great north road.

[20:37] <DM_Tolman> Up ahead, you see the road wind close to a town.

[20:43] * Shalanda gazes around at the traffic and hills.

[20:44] <DM_Tolman> A man nods at you as he pulls his ass south past your group.

[20:45] <Shalanda> "Excuse me. I heard rumors of hauntings and magic being drained from the towns ahead. Have you heard any stories like that?"

[20:45] <Athas> (taking the high road as far as jokes go)

[20:46] <DM_Tolman> The man pauses, looking back, "Eh?"

[20:46] <Blake` > (back)

[20:47] <Ryu> (Think I ate too much Pizza)

[20:47] <Shalanda> "Yeah, some folks we met said there was a haunted building, the courts I think it was.

[20:48] <Shalanda> "And some spire had the magic drained from it. I was wondering if it was true or if you have heard other stories?"

[20:48] <DM_Tolman> Traveler: "In Scythopis? What are you talking about?"

[20:49] <DM_Tolman> Traveler: "The Spire is in Tibris."

[20:49] <Shalanda> "Are the stories true, the spire got all the magic sucked out of it?"

[20:49] <DM_Tolman> Traveler: "I don't mind the big city, lady. If you'll excuse me."

[20:49] * DM_Tolman man turns and urges his donkey onward.

[20:49] <Shalanda> "Yes certainly. Sorry to bother you."
[20:50] * Athas shrugs his shoulders
[20:50] <Blake` > "Let's just go and see for ourselves"
[20:51] <Shalanda> "Just seeing if I could get anything else out of the rumors, before we jumped head long into the beast."
[20:52] <Blake` > "well, we don't need to do anything about the haunting, just see if its true, then find some old tower to explore"
[20:53] * Berrian looks to the town. "Are you sure we can't find adventure out in the wild?"
[20:53] <Ryu> "Haunting sounds fun, as does the now magicless spires..."
[20:53] <Ryu> "Maybe they're even related"
[20:53] <Shalanda> "Quit being a baby, the town and city won't kill you?"
[20:53] <Blake` > "Oh we can Berrian, but we do need to get to town also, the city will allow us to stock up at least"
[20:55] <DM_Tolman> You move onward, approaching the town of Scythopis
[20:56] <DM_Tolman> The road moves alongside the town, and a side road heads down to this river town.
[20:56] <DM_Tolman> You can see that another part of the town is across the river.
[20:56] <Blake` > (afk again sorry dog is being a nightmare)
[20:57] <Shalanda> "If I'm reading my map right, we want to be on this side of the river to reach Tiberis.
[20:58] <Berrian> "I understand the necessity, I just prefer to stay out of the troubles of city life, when possible."
[20:59] <Ryu> "Trouble is where the fun is at," he grins at Berrian, "just look at the goodies our previous troubles have netted us thus far."
[20:59] <DM_Tolman> Moving into town, you dismount and pull your steeds, those who have them.
[20:59] <DM_Tolman> There is a central road in the town, with columns and shops lining both sides of the columns.
[21:00] <DM_Tolman> Dwellings and other buildings are on the outskirts.
[21:01] * Athas looks around with some mistrust and suspicion
[21:01] * Berrian frowns. "It was not the city where we found the 'goodies', but out in the desert. However, I do want more arrows. I will attempt another excursion amongst the people for them."
[21:01] <DM_Tolman> A boy comes, selling apples. "Apple mister?"
[21:02] <Shalanda> "We should probably find lodgings for the evening. I don't think we'll make Tiberis by night fall.
[21:02] <DM_Tolman> He looks at Athas.
[21:02] * Berrian looks to the boy. "How much?"
[21:02] <DM_Tolman> Nightfall looks to come in an hour or so.
[21:03] <DM_Tolman> It takes a bit of asking, but you find a hostel house not far off the main road.
[21:03] <Shalanda> (FYI: You missed Berrian's apple question)
[21:04] * Athas hands the boy a silver and takes the apple.
[21:04] <DM_Tolman> The boy turns to Berrian, "a copper for two, sir"
[21:04] <DM_Tolman> The boy gets wide-eyed at the silver.
[21:04] <Athas> "Go, and the gods keep you strong."
[21:04] <DM_Tolman> "Here, an apple for each of ya, then."
[21:05] <DM_Tolman> AppleBoy: "Anything else I can a do for ya?"
[21:05] * Berrian thanks the boy as he takes the apple.
[21:05] <Blake` > (back)
[21:06] * Ryu looks at the sky, "Should we find ourselves a inn for the night?"
[21:06] <Blake` > "Sounds like a plan"
[21:06] * Shalanda looks at Ryu.
[21:06] <DM_Tolman> The boy points you towards the traveler's hostel right off the main road.

[21:06] <Shalanda> "Yes I do believe I made that suggestion."
[21:06] * Berrian pockets the apple, and listens to the others as they plan lodgings.
[21:07] <Ryu> (Sorry, not giving this 100% of my attention)
[21:07] <DM_Tolman> (uh, why not? 😊)
[21:08] <Ryu> (Daughter is stealing it)
[21:08] <DM_Tolman> The boy hears no further response, so smiles and walks away.
[21:08] <Shalanda> "Thanks kid."
[21:08] <Athas> (See, I'm not that bad... I didn't eat him.)
[21:09] <DM_Tolman> You approach the Blue Hostel.
[21:09] <Shalanda> (The night is still young)
[21:09] * Ryu follows the group
[21:09] <DM_Tolman> A dark blue cornerstone decorates each corner of the otherwise white building.
[21:10] <Athas> (a UK fan?)
[21:10] <DM_Tolman> A man at the door points you to the stable next door and then welcomes you in.
[21:10] * Athas stables his horse and gives the man a nod.
[21:10] * Ryu stables his horse as well, after feeding him the apple and giving him a lovingly pat
[21:11] * Berrian goes to the stable to make sure Tasso is comfortable, then cuts the apple into quarters, palming a piece at a time to his horse.
[21:11] * Shalanda finds a comfortable looking spot in the hostel and settles her body down for a rest.
[21:11] * Athas looks for the bar.
[21:12] * Ryu joins Shal
[21:12] <DM_Tolman> Inside the one-story building, you see a small hospitality bar, where an ale can be served, but it is small offerings.
[21:14] <Athas> "Hmmm..."
[21:15] * S711 (711@14055b32.167.191.90.dyn.dd47b2e9.ee.hmsk) Quit (Quit: For England, James?)
[21:15] <Shalanda> "What do you have for beverage offerings?"
[21:16] <DM_Tolman> The man sets you up with room at standard rate, and a complimentary mug of ale from the hospitality bar.
[21:16] * Athas takes the ale and finds a seat
[21:16] <DM_Tolman> Hosteler: "Our ale keg is it."
[21:17] <DM_Tolman> Hosteler: "You'll need to find supper in town... the River Runner would do nice. We'll have breakfast here in the morning."
[21:17] <Ryu> (whats the cost a night here anyways lol)
[21:17] * Berrian walks in from the stables and joins the others, handing over some coins and thanking the man for the ale.
[21:17] <Shalanda> "What's the rate for a room?"
[21:18] <DM_Tolman> (I'll have to look it up. one moment)
[21:19] <Ryu> (I'm looking now)
[21:19] * Blake ` prepares to pay his share
[21:19] <Ryu> (Typical Room: 5sp night, Luxury 2gp)
[21:19] <Ryu> (PHB Page 222)
[21:20] <Athas> (brb)
[21:21] <DM_Tolman> (5 sp)
[21:22] * Shalanda pays her 5 silver.
[21:22] * Ryu pays as well
[21:22] <Shalanda> "Can you give us directions to the River Runner?"
[21:22] * Blake ` pays

[21:22] * Berrian sips on the ale as the others prepare for dinner.
[21:23] <DM_Tolman> Hosteler: "Yepper, back to the street and towards the river. It's on your left."
[21:24] * Shalanda steps out to the street in search of an evening meal.
[21:25] <DM_Tolman> As light starts to fade, you make your way back to the colonnaded street. Shops look like they're closing.
[21:25] * Athas drinks the ale and calmly waits for the fist fights.
[21:26] <DM_Tolman> Towards the other side of town, you see the River Runner Restaurant.
[21:26] * Ryu follows the group
[21:26] <DM_Tolman> (everyone heading to dinner, right?)
[21:27] * Berrian finishes his ale and follows the others.
[21:28] <Athas> (yep)
[21:31] <DM_Tolman> You enter the River Runner. The smell of fish permeates. You see a dozen patrons sitting at modest tables, eating.
[21:31] * Blake` smiles "place looks good"
[21:32] <DM_Tolman> (Take 5" break)
[21:32] <Ryu> (kk)
[21:32] <Berrian> "Looks fancy. I hope the food is not too expensive."
[21:32] <Berrian> (k
[21:32] <Ryu> (Need to put the kiddo to bed anyways)
[21:33] <Blake` > (perfect, dog is being a disaster still)
[21:33] <Berrian> (I'll go fill my nalgens while I wait)
[21:41] <Athas> (getting my gym bag ready for tomorrow -- hope they fixed the door)
[21:41] <Ryu> (Gah! Gotta give the kiddo a bath... she decided to play with the soap and well, covered herself in the darnest way)
[21:41] <Berrian> (well, better soap than mud, right?)
[21:42] <Athas> (or caustic chemicals?)
[21:42] <DM_Tolman> (* Resuming *)
[21:43] <Blake` > (k)
[21:43] <DM_Tolman> The group sits down to a nice meal. The pan seared white river fish is not fancy, but quite tasty all the same. The potato slice, fried crispy, are salty but pleasing.
[21:45] <Berrian> "Satisfying. Not overly full, which is a nice change. Humans tend to make meals that are extremely filling."
[21:45] * Athas eats teh potatoes with some hesitant delicateness.
[21:46] * Shalanda eyes one of the potatoes with a discerning eye.
[21:46] <Shalanda> "Very odd."
[21:46] <Blake` > "whats odd?"
[21:47] <Shalanda> "This potato slice. I'm not sure I've ever had anything quite like it."
[21:47] <Athas> "This white thing..."
[21:47] * Athas points to the potato
[21:48] <DM_Tolman> A pitcher of ale is replenished on the table.
[21:48] * Shalanda holds the slice up to her purple pupilless eyes examining it closely.
[21:48] * Blake` is already done his food
[21:48] <Blake` > "Well try it out"
[21:49] * Shalanda takes another bite, letting it sit in her mouth for a moment, before wrinkling her nose.
[21:49] <Shalanda> "Salty!"
[21:49] <DM_Tolman> A river sailor at another table looks over at you strangely.
[21:50] <Athas> "What are these things?"
[21:50] <Athas> "they taste... different."
[21:54] * Athas watches the other people to make sure there are no... incidents.
[21:55] <Blake` > "well, they fill up your belly well"

[21:56] <DM_Tolman> Dinner finished, you sit at the table.
[21:57] <DM_Tolman> (ready to head to inn? gather info? start a brawl? what?)
[21:57] <Shalanda> (Skip to morning?)
[21:57] <Athas> (a morning brawl? Sure)
[21:58] <Blake` > "well, i'm going to turn in for the night, that was a lot of walking today"
[21:58] <Athas> "What will we do in the morning?"
[21:58] * Athas rises and throws a couple of pieces on the table
[21:59] <Shalanda> "Move on to Tibris."
[21:59] <DM_Tolman> You leave the River Runner, and head back to the Hostel. All is quiet on the street.
[22:00] <DM_Tolman> After a night's rest, in the morning, you find a humble spread of muffins, cream, and cheese at the hospitality bar in the hostel.
[22:00] <Ryu> (Ok Back, sorry about that...)
[22:02] * Shalanda eats a heavy meal, snags a couple muffins for the road, and gets ready to head out, after the rest of the late risers get their acts together.
[22:02] * Berrian takes a bit of food and nibbles, as he watches the others.
[22:02] * Ryu follows suite and eats large in preperation for the day to come
[22:03] <Berrian> "It is a wonder they get anything done, eh Shalanda? I mean, they sleep a third of their short lives away."
[22:03] <Shalanda> "Pity they are such lazy creatures at times."
[22:04] <Berrian> "I suppose they try the best they can, or at least the ones we travel with try."
[22:05] * Athas eats like he's feeding a family of tapeworms.
[22:05] <Shalanda> "I'd hate to be as defenseless as they are when they sleep, so unaware of their existence and out of touch with the world around them."
[22:06] <Ryu> "You never know, some of us wake pretty easily."
[22:06] <DM_Tolman> The hosteler thanks you for your stay and brings out a pot of coffee brew.
[22:07] * Berrian takes a mug, and cringes when he takes a sip.
[22:07] * Shalanda takes a mug as well.
[22:07] <Berrian> "People drink this? Is it a concoction of bitterroot?"
[22:08] <Shalanda> "Nonesense, it's coffee."
[22:08] * Athas sniffs it and wrinkles his nose.
[22:08] <Athas> "I wouldn't give that to my most hated foe's dog."
[22:08] * Shalanda drinks deeply of the beverage, and then takes Berrian's mug for herself too.
[22:09] <Shalanda> "Most people don't make it this strong, I like it.
[22:09] * Berrian willingly hands the mug over. "I suppose I will need to get used to that at some point."
[22:09] * Athas looks at Shalanda with suspicion.
[22:09] <Berrian> (player/character separation. I LOVE strong black coffee...)
[22:10] <Shalanda> (I dislike coffee)
[22:10] <Athas> (not I -- milk, vanilla flavoring and enough sugar to kill an elephant)
[22:10] <Ryu> (I'm fine with or without it lol)
[22:10] <DM_Tolman> (hehe)
[22:10] * Shalanda looks at Athas
[22:10] <Shalanda> "Are you going to drink that?"
[22:10] <Ryu> (But when I have it, I like it Military Strength, and black)
[22:10] <DM_Tolman> Morning sun peaks through the windows as the hour draws on.
[22:11] * Athas stands up and looks to the door.
[22:11] <Athas> "The gods thirst."
[22:11] <Shalanda> "Guess not for coffee."
[22:11] * Shalanda says kinda quietly to herself.
[22:12] * Ryu stands and pats Athas on the back, "Friend, I see alot of blood in our future, may your

gods drink their fill of our opponents!"

[22:12] <Athas> ("My gods are not slackers from Seattle.")

[22:12] <DM_Tolman> The hosteler gets a little chatty. He talks about how Scythopis is a town the watches the ford here, the main crossing of the river south of the lake. There are 9 other smaller towns on the other side of the river.

[22:12] * Athas grins wolfishly

[22:12] <Athas> "They will drink deep."

[22:12] * Berrian picks up his bow and looks to the others. "Shall we continue on our way? I can purchase more arrows as we leave the town."

[22:12] <DM_Tolman> You prepare to leave.

[22:12] * Shalanda takes a final cup of coffee to fill her for the road then fey steps out into the street, the caffination already starting to work its way through her veins.

[22:14] <Shalanda> "Come on slow pokes, the day is wasting because you sleep too late."

[22:14] * Blake` gets ready to move out

[22:14] * Ryu eyes Shalanda, as he's already ready to move out

[22:15] * Berrian follows Shalanda out of the inn, but uses the door.

[22:16] <DM_Tolman> The group settles with the Hosteler and then retrieves the steeds and head out of town, picking up what you need at the shops nearby.

[22:16] * Athas gets his horse, makes sure it wasn't injured and sets the saddle to it

[22:17] <Ryu> (is pretty much everything available non-magical of course?)

[22:19] <Berrian> (how many arrows are available to purchase? I'm buying them out.)

[22:19] * Blake` searches town for some trail ration supplies

[22:19] <Athas> ("Excuse me, I'm looking for hte wand of Orcus, maybe you've seen it? You have it? How much? Consider it sold, good sir.")

[22:20] <DM_Tolman> (read?)

[22:20] <DM_Tolman> (ready?)

[22:20] <Athas> (yes)

[22:20] <Shalanda> (ready)

[22:21] <Ryu> (Ja, Ready)

[22:21] <Blake` > (rdy)

[22:21] <DM_Tolman> The group heads down the street out of Scythopis, and back to great north road.

[22:22] <DM_Tolman> You head north up the road. You make it up the road an hour.

[22:23] <DM_Tolman> (perception checks please)

[22:23] <Athas> 1d20+2

[22:23] <TolBot> [Athas's 1d20+2]: 10

[22:23] <Berrian> 1d20+8

[22:23] <TolBot> [Berrian's 1d20+8]: 24

[22:23] <Athas> (gah!)

[22:23] <Ryu> 1d20+2

[22:23] <TolBot> [Ryu's 1d20+2]: 22 (Wow)

[22:23] <Ryu> (:3 Well, there goes all my luck for the campaign lol)

[22:23] <Shalanda> 1d20+6

[22:23] <TolBot> [Shalanda's 1d20+6]: 23

[22:24] <DM_Tolman> Berrian and Ryu and Shalanda, you hear what sounds like a shout or a cry, off in the hills to the left, west.

[22:25] * Ryu adjusts his attention to the west

[22:25] * Shalanda snaps her head to the west, her eyes wide and twitchy.

[22:25] <Shalanda> "Bandits?"

[22:25] <Berrian> "What was that?"

[22:25] * Blake` looks over also

[22:26] * Athas looks to Berrian
[22:26] * Ryu looks to Shalanda, "Lets go look?"
[22:26] <Shalanda> "If you must."
[22:27] * Ryu turns his mount and heads to the west
[22:27] <DM_Tolman> You see a humanoid running on a hilltop, screaming.
[22:27] * Berrian makes sure his bow is strung and the quiver of arrows at his side is full and ready.
[22:27] * Ryu makes a beeline for the humanoid
[22:27] * Blake` goes with Ryu
[22:27] * Berrian follows Ryu
[22:27] * Athas turns his horse in the direction of hte screaming humanoid, readying his greataxe
[22:28] <DM_Tolman> You leave the road and head up into the nearby hill.
[22:28] * Shalanda follows, not because she wants to participate, but because she knows her companions are going to get themselves into trouble.
[22:29] <Ryu> (Us... Trouble... Never!)
[22:29] <DM_Tolman> As you move closer, you see a haunched, crouched figure lunge at the humanoid as it goes down and out of sight.
[22:30] <Athas> (Can I see what sort of humanoid it is as I move closer?)
[22:30] <Athas> (works for me)
[22:30] * Athas spurs his horse on.
[22:30] <Shalanda> (Can I attempt to identify what the figure might be?)
[22:30] <DM_Tolman> (nope, was unclear, and now out of sight)
[22:31] * Ryu urges Aerion to go faster and sends Kiira to the skies
[22:31] <Athas> "My Gods Lift Their Cups and Call For Their Thirst To Be Slaked!"
[22:31] <Berrian> "I hope we are not too late."
[22:32] * Blake` continues
[22:32] <DM_Tolman> In a couple minutes, you reached a man thrusting a spear at some kind of wild beast.
[22:33] * Ryu eyes the beast then the man
[22:33] <DM_Tolman> You round the top of a hill and come down upon the action. The man falls to his knees as he misses with the spear and the beast lunges, biting and then pulling away, taking his head with it.
[22:33] * Berrian draws his bow back, an arrow at the ready.
[22:34] <Ryu> (Range?)
[22:34] * Athas pulls the reins to halt his horse and dismounts.
[22:34] * Shalanda looks at the beast, trying to figure out what it is.
[22:34] * Ryu dismounts as well
[22:36] <Athas> "Come to me, beast -- let's see if I can make you a pretty thing with my axe."
[22:37] <DM_Tolman> You come into the range of the lion-bear looking four-legged creature.
[22:37] * Ryu grins at the beast
[22:37] <Shalanda> (Can I make a skill check to identify this thing?)
[22:37] <DM_Tolman> `init please
[22:37] <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'.
[22:37] <DM_Tolman> `init rolls from everyone
[22:37] <TolBot> Please make an initiative roll (1d20+modifier).
[22:37] <Ryu> 1d20+2
[22:38] <TolBot> [Ryu's 1d20+2]: 18
[22:38] <Blake` > (add +2 if you are near me)
[22:38] <Shalanda> 1d20+4

[22:38] <TolBot> [Shalanda's 1d20+4]: 14
[22:38] <Shalanda> (add 2)
[22:38] <Athas> 1d20+8
[22:38] <TolBot> [Athas's 1d20+8]: 20
[22:38] <DM_Tolman> 1d20+6 from Beast
[22:38] <TolBot> [DM_Tolman's 1d20+6 from Beast]: 24
[22:38] <Blake` > 1d20+4
[22:38] <TolBot> [Blake`s 1d20+4]: 8
[22:38] <Berrian> 1d20+7
[22:38] <TolBot> [Berrian's 1d20+7]: 27 (You da man.)
[22:38] <DM_Tolman> `init report
[22:38] <TolBot> Initiative Order: Berrian, 27, DM_Tolman, 24, Athas, 20, Ryu, 18, Shalanda, 14, Blake`, 8
[22:39] * Berrian aims and attempts a Hunter's Bear Trap with his Gloves of Piercing activated.
[22:40] <DM_Tolman> Berrian, you see the catlike creature turn towards ya'll.
[22:40] <Berrian> 1d20+10
[22:40] <TolBot> [Berrian's 1d20+10]: 22
[22:40] <DM_Tolman> (vs what defense?)
[22:40] <Berrian> (AC)
[22:40] <DM_Tolman> (hit)
[22:40] <Berrian> 2d10+6
[22:40] <TolBot> [Berrian's 2d10+6]: 19
[22:41] <DM_Tolman> The creature lunges towards you as you nail it with your attack.
[22:42] <DM_Tolman> You all hear a scream from around the side of the hill, another human male and another creature growling.
[22:42] <DM_Tolman> The creature reaches you on the bare hilltop and bite and claws at you.
[22:43] <DM_Tolman> 1d20+8 vs AC
[22:43] <TolBot> [DM_Tolman's 1d20+8 vs AC]: 18
[22:43] <Berrian> (miss)
[22:43] * Shalanda shouts out in the direction of the man screaming "OVER HERE"
[22:43] <DM_Tolman> 2#1d20+8 vs Refl
[22:43] <TolBot> [DM_Tolman's 2#1d20+8 vs Refl]: 15, 19 (Sum:34)
[22:44] <Berrian> (miss, miss)
[22:44] <DM_Tolman> You scramble, blocking the attacks as Athas acts.
[22:44] * Athas winds up and delivers a bonesnapping attack (crushing blow)
[22:45] <Athas> 1d20+12
[22:45] <TolBot> [Athas's 1d20+12]: 27
[22:45] <Athas> (YESS!)
[22:45] <DM_Tolman> (vs AC? hit)
[22:46] <Athas> 2d12+11
[22:46] <TolBot> [Athas's 2d12+11]: 29
[22:46] <DM_Tolman> The beast roars in pain as Ryu acts.
[22:46] * Ryu pounds on the beast with his blade
[22:46] <Ryu> 1d20+12
[22:46] <TolBot> [Ryu's 1d20+12]: 26
[22:47] <Ryu> (guessing thats a hit?)
[22:48] <Berrian> (Tol, PMed you some stuff)
[22:48] <DM_Tolman> (Please state what defense you attack, guys)
[22:48] <Ryu> (Blade, so AC)
[22:49] <DM_Tolman> (hit)
[22:49] <Ryu> 1d10+7

[22:49] <TolBot> [Ryu's 1d10+7]: 9
[22:49] <DM_Tolman> Ryu teams up on the creature as Shalanda acts.
[22:49] * Shalanda sets herself to flank the creature opposite Athas (if possible, otherwise Ryu) then attacks with a Righteous Brand (Str vs AC).
[22:49] <Shalanda> 1d20+10
[22:49] <TolBot> [Shalanda's 1d20+10]: 21
[22:50] <DM_Tolman> (hit)
[22:50] <Shalanda> 2d4+4 (and Athas gets +3 to hit until the end of my next turn)
[22:50] <TolBot> [Shalanda's 2d4+4 (and Athas gets +3 to hit until the end of my next turn)]: 7
[22:50] <Athas> (who-hoo!)
[22:51] * Blake` calls out a Commander's Strike giving Athas another attack (melee basic, if you hit +2 to dmg)
[22:51] <Blake` > (if there is a beast around him)
[22:51] <DM_Tolman> Shal brands the creature which slows to nothing as Blake urges Athas to another attack.
[22:51] <Shalanda> (And he's flanking now, which is another +2 hit for combat advantage)
[22:52] * Athas swings again
[22:52] <Athas> 1d20+15
[22:52] <TolBot> [Athas's 1d20+15]: 35 (Yahoo!)
[22:52] <DM_Tolman> (crit hit)
[22:53] <DM_Tolman> (max damage)
[22:53] <Athas> 19 points
[22:53] <DM_Tolman> The creature falls dead, you see its motionless corpse drop to the ground.
[22:54] * Ryu slashes to throw the blood from his blade, "Wheres the next one?!"
[22:54] <DM_Tolman> (Berrian, you do not immediately see another creature, action?)
[22:54] * Athas raises his axe to the sky
[22:54] <Athas> "DRINK DEEP!"
[22:54] * Berrian looks for the next creature, moving towards where he heard it last.
[22:55] * Berrian draws another arrow while he moves.
[22:55] * Ryu glances around trying to spot the other running man with beast in tow
[22:56] <DM_Tolman> 1d5
[22:56] <TolBot> [DM_Tolman's 1d5]: 4
[22:56] <DM_Tolman> 1d20+10
[22:56] <TolBot> [DM_Tolman's 1d20+10]: 14
[22:56] * Shalanda heads in the direction of where she heard the man yell, hoping he heard her yell and is heading their way.
[22:56] <DM_Tolman> 2#1d20+10
[22:56] <TolBot> [DM_Tolman's 2#1d20+10]: 20, 17 (Sum:37)
[22:56] <DM_Tolman> (blake, 20 and 17 vs your Refl)
[22:57] <DM_Tolman> Another beast lunges at your back, Blake, biting and clawing.
[22:57] <Blake` > (hit)
[22:57] <DM_Tolman> (1 hit?)
[22:58] <Blake` > (both)
[22:58] <DM_Tolman> 2#1d10+5
[22:58] <TolBot> [DM_Tolman's 2#1d10+5]: 8, 7 (Sum:15)
[22:58] <DM_Tolman> (15 HP of claw damage)
[22:59] * Blake` lets out a surprised yelp
[22:59] <DM_Tolman> Athas acts
[22:59] <DM_Tolman> (Ryu too)
[23:00] * Athas rushes over and swings
[23:00] <Athas> 1d20+12

[23:00] <TolBot> [Athas's 1d20+12]: 32 (That's awesome.)
[23:00] <DM_Tolman> (crit, full dam)
[23:01] * Ryu turns towards blake , and attacks the beast with Blazing Pursuit (Int vs AC)
[23:01] <Blake` > (u r a machine tonight)
[23:01] <Athas> another 19 points
[23:01] <Ryu> 1d20+12
[23:01] <TolBot> [Ryu's 1d20+12]: 25
[23:01] <DM_Tolman> The creature clings to Blake's back.
[23:01] <DM_Tolman> (hit. damage from both)
[23:01] * Blake` flails
[23:01] <Ryu> 1d10+5 Fire Damage
[23:01] <TolBot> [Ryu's 1d10+5 Fire Damage]: 11
[23:02] <DM_Tolman> As Athas and Ryu simultaneously decimate the already damaged creature as it sizzles from fire, and drops to the ground, lifeless.
[23:02] <DM_Tolman> All goes quiet.
[23:02] * Athas looks around
[23:02] * Ryu glances at Athas, "I guess I spoke correctly earlier"
[23:03] * Shalanda heads in the direction where she heard the other man screaming.
[23:03] * Berrian continues to look for the other human (oid?) in case there were more creatures.
[23:03] * Athas pants and looks for others to feed to his gods.
[23:03] * Ryu follows after Shalanda
[23:04] <DM_Tolman> Looking around you see no other creatures, you do stumble upon the other man, now dead, though still mostly keeping his head.
[23:04] <DM_Tolman> (Intuition rolls)
[23:04] <Shalanda> (insight?)
[23:05] <Athas> 1d20+2
[23:05] <TolBot> [Athas's 1d20+2]: 18
[23:05] <Ryu> 1d20+2 If you mean Insight lol
[23:05] <TolBot> [Ryu's 1d20+2 If you mean Insight lol]: 19
[23:05] <Shalanda> 1d20+11
[23:05] <TolBot> [Shalanda's 1d20+11]: 22
[23:05] <Berrian> 1d20+5
[23:05] <TolBot> [Berrian's 1d20+5]: 24
[23:05] <Blake` > 1d20+5
[23:05] <TolBot> [Blake`s 1d20+5]: 24
[23:05] <DM_Tolman> (insight, yes. sorry)
[23:07] <DM_Tolman> Several of you inspect the two dead men, and then summize that they are hunters, by their simpleton gear.
[23:07] <DM_Tolman> With the dressing knives, you think they were after furs.
[23:07] <Athas> (and not very good ones, apparently)
[23:07] <Ryu> "Wonder where they where from... If nearby perhaps we should return their dead"
[23:07] <Berrian> "Do you think these furs are worth money?"
[23:08] <Berrian> "Or were they attacked by a creature they were not expecting?"
[23:08] <DM_Tolman> You each find 2 gold to to pocket, and wonder what might have been had you not destroyed the furs on these rare creatures.
[23:08] * Athas regards the corpses with disdain.
[23:08] <DM_Tolman> *** as this session of Können Land comes to a close ***

[19:46] <DM_Tol> *** Game Recap ***

[19:48] <DM_Tol> After spending many days recuperating at the Dunne family farm, the party headed north. After a nite's stay in Scythopis Town, they head further along the Great North/South road.

[19:49] <DM_Tol> Along the way, the group encountered two hunters who got in trouble with some ferocious bearlike big cat creatures. They succeeded in stopping the beasts, but not before the two men died. After a short rest, the group is ready to resume its path north to the new city of Tibris.

[19:50] <DM_Tol> *** Thus begins this session of Können Land campaign ***

[19:51] <DM_Tol> The group remains atop a steep hill, not far off from the Great North road.

[19:52] <Athas> "What are these things?"

[19:52] <Berrian> "Do you think we should prepare these bodies? What are their traditions?"

[19:53] <Athas> "Does it matter? They're dead."

[19:53] * Shalanda looks over one of the cat creatures.

[19:53] <DM_Tol> One hunter body misses a third of its torso and a foot. The other body looks to have no damage, other than a missing head.

[19:54] <Athas> (He can walk it off)

[19:55] * Berrian shrugs. "So be it."

[19:56] * Shalanda looks over at Athas.

[19:56] * Athas walks back to his horse.

[19:57] * Shalanda says a brief prayer for the two men and cats for a safe journey to be judged by the Raven Queen.

[19:58] <Athas> ("50 gold fine and time served.")

[19:58] <Berrian> "I suppose I will make my way back to Tasso."

[19:58] * Shalanda rises.

[19:59] * Athas hops onto the saddle and waits for the others.

[19:59] <Shalanda> "Let's go."

[20:00] * Ryu mounts up and gets ready to go

[20:02] * Athas clicks and guides his horse.

[20:03] <DM_Tol> The party returns to the road, and moves northward.

[20:03] <Blake` > (back)

[20:04] <DM_Tol> The steep hills continue along the left, but the sloping landscape on the right (east) that formerly headed down to a river valley, now looks out into an expansive lake in the distance.

[20:04] <DM_Tol> After an hour the valley between the beginning of the hillslopes on the left and the lake on the right narrows.

[20:05] <DM_Tol> The road traffic has become regular, and ahead, you see two towers in the distance.

[20:05] * Athas frowns at the sight of the towers.

[20:07] <Blake` > "Looks like our destination"

[20:08] <Athas> "I am starting to not like this."

[20:08] <DM_Tol> As you travel closer, you see matching banners flying from atop two rounded towers that flank a wide, open gate leading into the city. Each banner has a golden T.

[20:08] <Shalanda> "Don't tell me you are scared of two towers."

[20:09] <Berrian> "City. People. Walls."

[20:09] <Blake` > "Its not that bad Berrian, we won't be there forever"

[20:09] <Berrian> "I will remind myself of that."

[20:10] <Athas> "Unnatural."

[20:10] <Ryu> "Another town another adventure... Wonder how much trouble we'll wind up in this

time," he laughs quietly

[20:10] <DM_Tol> You reach the gate. Two men sit on a bench roadside, dressed perhaps in a city guard uniform.

[20:10] <Athas> "We will find out."

[20:11] <DM_Tol> One man smiles at you as you approach the gate.

[20:11] * Shalanda groans at Athas and Berrian.

[20:11] * Athas sets his face in a grim slash

[20:11] <Shalanda> "The two of you are acting like spoiled children. Knock it off."

[20:11] <Blake` > "Perhaps they can tell us more about the rumours"

[20:15] <DM_Tol> You walk and ride past. The two towers flanking you are three stories, and a long wall stretches to the right to the edge of the sea, and to the left (west) up the hillside.

[20:15] <DM_Tol> One of the guards stands abruptly, hollering your direction, "Dismount, please."

[20:16] <Blake` > "Better do what they say I suppose"

[20:16] * Berrian eases Tasso to a stop, watching the others for guidance.

[20:17] * Athas hops off his horse

[20:17] * Shalanda stops her walking.

[20:17] <DM_Tol> The guard steps towards you, "Good day, travellers? New to Tiberis?"

[20:18] <Shalanda> "Yes, that obvious huh?"

[20:18] <DM_Tol> Guard: "Fine, fine. Grand city, up and coming, you'll see. But proper all the same. No riding mount in the city. Proper code."

[20:18] <Blake` > (grrr afk sorry)

[20:19] <DM_Tol> Guard: "Thanks for it. Good day."

[20:19] <Athas> "Where will we stable our mounts?"

[20:19] <DM_Tol> The guard sits on the bench, "Straight on the North-South road, into town, keep on till you see the city stable on the right.

[20:21] * Athas nods politely and looks for the North-South Road

[20:23] <DM_Tol> This is the first time you've heard the Great North Road referred to as the North-South road, but you presume he means the road you are currently on.

[20:23] * Athas looks for the stables, walking down the road.

[20:23] * Berrian looks to the others. "So, we stable our horses, and find food? Perhaps ask around to fill both our stomachs and our curiosity?"

[20:24] * Berrian mumbles "and I could use a drink..."

[20:24] <DM_Tol> This mid-afternoon sun jumps behind a cloud as you feel a wind blow through with the smell of the sea.

[20:25] * Athas wrinkles his nose against the scent of brine and fish

[20:26] <DM_Tol> You move into the city. On the left, the hill slope rises steeply. To your right you see a spread of buildings and dwellings large and small between you and the lake lost in the background.

[20:26] <DM_Tol> (Map of Tiberis at <http://konnen.wg2140.com/index.php?opti ... p;Itemid=5>)

[20:27] <DM_Tol> (you may now bow in awe of my mindboggling, flabbergasting artistic prowess)

[20:28] <Shalanda> (Oooooohhhh, Aaaahhhhhh!)

[20:28] <DM_Tol> (was that in a mocking tone? *pout*)

[20:28] <Berrian> (sweet! What's #31?)

[20:28] <DM_Tol> (what makes you ask that, berr?)

[20:29] <Berrian> (There are 2 of them, and the top one looks cool)

[20:29] <DM_Tol> (LOL... oops)

[20:29] <Athas> (I killed her... four or five times I believe)

[20:29] <DM_Tol> (the lower 31 should say #32)

[20:30] <DM_Tol> As you move along the road, you see familiar city activity on the street, and in the small alleys between small buildings on the right.

[20:30] <DM_Tol> On the left, a modern theatre is built into the hillside (#1)

[20:31] <Blake` > (back)
[20:31] * Athas looks at the theatre
[20:31] * Shalanda stops to look at the theatre too.
[20:31] <Athas> "What in the name of every thirsty god is that?"
[20:32] <Shalanda> "That is a place of culture and art. A place I want to visit at least once before we leave this city."
[20:32] <DM_Tol> The theatre is empty. A stage at the bottom looks up as seating carved into the hill, enough for hundreds or onlookers.
[20:32] <Berrian> "A place for many people to crowd together? I will enjoy my time at the inn while you do so, Shalanda."
[20:33] * Shalanda pouts.
[20:33] <DM_Tol> As you continue on, you come to an intersection and see the city stable on the corner, just as you were told. (#2)
[20:33] <Athas> "Give me mead, a bard and a fistfight."
[20:35] <Athas> "But not in that order."
[20:36] <Ryu> "The Mead, and the Fist Fight I understand, but 'what' do you want the bard for?"
[20:36] <Berrian> "Perhaps he wants to fight a bard?"
[20:36] <Berrian> "Over some mead?"
[20:36] <Athas> "Do you want to hear me sing?"
[20:36] <Blake` > "sure"
[20:37] * Berrian shudders
[20:37] <Ryu> "Sure, maybe it'll scare all the critters away."
[20:37] * Shalanda joins Berrian in shuddering.
[20:37] <Ryu> "Oh! I understand now, the Mead is to make the bard sound good. Everything sounds better the more you drink."
[20:38] * Athas takes a deep breath...
[20:38] <DM_Tol> You approach the stable as two elf maidens lead horses away from the stable.
[20:38] * Athas ... and lets it out.
[20:39] * Ryu takes a moment and 'inspects' the elf maidens
[20:39] <Ryu> (I mean, c'mon, have you EVER seen an ugly elf?)
[20:40] * Berrian keeps hold of Tasso's reins, waiting for maidens to leave before entering.
[20:40] <Athas> "I will not sing for you."
[20:41] <Athas> "My father has sworn that the gods would spit my blood onto the ground if I sing."
[20:41] <Shalanda> "Is that so?"
[20:42] <Berrian> "Thank the gods? I suppose so."
[20:42] <DM_Tol> a stable hand comes out to take your horses.
[20:42] <Blake` > "Well I hope you end up singing
[20:42] <DM_Tol> StableBoy: "Grass or hay? ya know how long?"
[20:43] <Athas> "Hay, three days. I stay longer I will tell you."
[20:44] <DM_Tol> StableBoy: "Two plus is fine. Just need to know if longer than tomorrow. Legumes or weed?"
[20:44] <DM_Tol> He sighs.
[20:44] <Athas> "Weeds."
[20:45] <DM_Tol> He nods and takes the reins.
[20:45] <Ryu> "Three days, and the best you got, Aerion deserves it."
[20:45] <Athas> (there is a loud bit of thunder coming through)
[20:46] <Shalanda> (That's your horse protesting on how cheap you are.)
[20:46] <DM_Tol> He stables your horses and gives you a numbered token.
[20:47] <DM_Tol> Behind the stables you catch a glimpse of a mass of small huts and tent dwellings (#6)
[20:47] <Athas> (that's also my horse being thankful he's getting fed)

[20:48] <DM_Tol> Further along the city road you see the largest buildings of the landscape, some are public buildings of some type.

[20:49] <Athas> (ransack... ransack... not ransack... ransack...)

[20:51] * Blake` follows along with the others taking in the sights

[20:51] * Ryu follows as well

[20:51] * Shalanda looks back in the direction of the theatre for a moment, before following the others.

[20:54] <Athas> "Where now? Tavern?"

[20:55] <DM_Tol> (any questions or features confusing about the map? I'll tell you #'s as you encounter them)

[20:55] <Athas> (nope, I'm good)

[20:56] <Blake` > "Sure, lets figure out where we are resting or drinking and take a little tour"

[20:56] <Blake` > "I wouldnt mind seeing what this place has to offer"

[20:57] <DM_Tol> (5" break)

[20:58] <Blake` > (k)

[20:59] <Athas> (juice break)

[21:01] <Ryu> (K, putting kiddo and niece to bed)

[21:01] <Berrian> (I want the stable to feed Tasso clover the first day, and grass after that. 😊)

[21:05] * DM_Tol is now known as Tolman-away

[21:05] <Athas> (the nearest absinthe bar to me is in St. Louis...)

[21:06] <Athas> (So I'm thinking road trip for my next vacation.)

[21:07] * Tolman (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:07] * ChanServ sets mode: +o Tolman

[21:07] <Ryu> (lol)

[21:07] * Tolman is now known as DM_Tol

[21:08] <DM_Tol> (resuming...)

[21:08] * Berrian looks for a tavern where he can get mead, wine or something stronger.

[21:08] <DM_Tol> As you stand on the street looking around, you see some public buildings, but nothing that looks like an inn or tavern.

[21:09] <Berrian> (My back's locking up)

[21:09] <Athas> "So -- what do these people do for fun?"

[21:09] <Shalanda> "Wasn't it obvious?"

[21:09] <Blake` > "I'm sure we will find an establishment"

[21:10] <DM_Tol> (the party is standing on the road at intersection with Main Rd.

[21:11] <DM_Tol> (I have lethargic players, it seems. can I get someone a coke?)

[21:11] * Blake` continues down the road

[21:12] <Berrian> "I suppose we won't find a tavern just standing here."

[21:12] <Blake` > (south)

[21:12] <Berrian> (I had to go lie down for a second. I still don't know what's causing this back pain...)

[21:12] * Athas looks around

[21:12] <DM_Tol> Blake turns and leads the group south down Main Rd., or so the sign says.

[21:12] <Shalanda> (I'll take a Mountain Dew)

[21:12] <Athas> (Do you have Pepsi Max?)

[21:13] <DM_Tol> 1d100

[21:13] <TolBot> [DM_Tol's 1d100]: 53

[21:13] <Athas> "No taverns? No wonder this place doesn't get raided."

[21:13] <Ryu> (Sorry about that, got distracted by the phone)

[21:13] <Berrian> (Bawls, please. Or Crystal Pepsi? How about some Crown Royal?)

[21:13] * Blake` chuckles

[21:13] <Shalanda> "You could always ask for directions."
[21:14] <Blake` > "That would work"
[21:14] <Berrian> "Or we can scout the town, and learn more than just where the tavern is located.
[21:14] <DM_Tol> On the right and left side of the road, you see what look like public bathhouses.
Further ahead is a large, open-space building.
[21:14] <Berrian> "
[21:15] <Ryu> (co-ed bath house? lol)
[21:15] <Shalanda> "Bathhouses! Oh I like this place, it's a place of culture."
[21:16] * Athas looks around, skipping over the bath house
[21:16] <Blake` > "Should have asked at the stables, I am curious to learn the truth about those rumours"
[21:16] <Shalanda> "Show me a library, and I might not want to leave."
[21:16] * Athas fights the urge to roll his eyes
[21:17] * Athas puts his nose to the wind, searching for the scent of honey and straw
[21:18] * Berrian frowns. "Show me a tavern and an archery range, and I would feel less out of place."
[21:18] <Blake` > (what was 1 again?)
[21:19] <DM_Tol> (A theatre built into the hillside slope)
[21:19] <Athas> "Show me a tavern."
[21:19] <Blake` > "say that louder maybe someone will tell us"
[21:20] <DM_Tol> The large building on the left (#22) looks to be a gymnasium of some sort. Through the open air walls, you see a number of folks engaging in various fitness and athletic activities.
[21:20] <Athas> "Show Me A Tavern To Slake A Thirst."
[21:21] <Shalanda> "Hmmm interesting."
[21:22] * Athas starts off on a side street.
[21:22] <Athas> "Gods would wither here."
[21:22] <DM_Tol> Just past the gymnasium, you see a sign hanging outside a building (#23), "The Noble Canner"
[21:22] * Athas looks at it.
[21:23] <Athas> *pfft* "Nobles..."
[21:23] <DM_Tol> It looks like a Tavern to you, Athas.
[21:23] <Ryu> "It may be 'Noble' now Athas, but after we're done, it'll be poor!"
[21:24] * Athas looks to Ryu.
[21:25] <Athas> "I smell an althing."
[21:25] * Shalanda groans her disapproval at the conversation.
[21:25] * Ryu heads towards the Noble Canner
[21:26] * Athas walks to the Nobel Canner, preparing to drain the kegs and fill their coffers.
[21:27] <Athas> (Shalanda sounds like my wife at times... I'm off to get drunk, she's off to make sure I don't get arrested.)
[21:27] <DM_Tol> Entering the front door, you find a quiet establishment inside.
[21:28] * Blake` follows Athas into the establishment
[21:28] * Ryu throws back his hood and finds a place to sit
[21:28] <Shalanda> (Just do the dishes before you go get drunk.)
[21:29] <Shalanda> (Last time you got drunk first, you washed the dished in beer.)
[21:29] <DM_Tol> A dozen tables spot the room. A small bar on the right wall has two dwarves behind it, polishing glasses.
[21:29] * Berrian follows the others inside.
[21:31] * Shalanda heads up to the bar.
[21:32] * Blake` heads over with Shalanda
[21:33] * Blake` greets the dwarves

[21:33] * Shalanda speaks in dwarven: "Hello gentlemen, before my friends partake of your fine beverages, I was hoping you could answer a question or two for me?"

[21:33] <DM_Tol> BarDwarfA: "Aye. Ale or wine?"

[21:34] <Berrian> "Do you have mead? If not, Ale will suffice."

[21:34] <DM_Tol> BarDwarfB nods at you, responding in Common, "What can do for?"

[21:35] <Athas> "Ale."

[21:35] <Ryu> "Hmm, Ale as well, kind dwarf"

[21:35] <Shalanda> Maintaining Dwarven: "I was wondering if you heard any rumors about the towers losing their magic, or the reported hauntings that people have been talking about?"

[21:36] * Blake` seems to be able to follow the dwarven conversation "about time someone asked"

[21:37] <Shalanda> "I figured I asked, before these fools spent all their coin on booze and forgot to ask."

[21:39] <DM_Tol> BarDwarfA: "Ale, good choice."

[21:39] <DM_Tol> BarDwarfB: "But have a go with the Tibris grape. It is marvelous."

[21:39] <Ryu> "How much for the Tibris Grape?"

[21:42] <DM_Tol> He pulls a bottle down.

[21:42] <DM_Tol> DwarfB: "5 coin gold"

[21:43] <Berrian> "I will take an ale, thank you."

[21:43] * Ryu thinks for a second, "Ah. Why not, I'll give it a go," he sets out the coin

[21:43] <Athas> "Tankard of ale"

[21:43] <DM_Tol> He serves up your wishes.

[21:43] * Shalanda waits at the bar, figuring the dwarves want to get business out of the way first, before dealing with her.

[21:45] * Athas takes a pull of the tankard.

[21:45] * Ryu sits with the bottle of a wine, before giving it a swig

[21:47] <DM_Tol> They serve you and go back to polishing mugs.

[21:48] <DM_Tol> DwarfA looks up at Shalanda, "So, you were asking about?"

[21:48] * Berrian tastes his ale, then takes a longer gulp of it, before looking over to Ryu.

[21:48] <Shalanda> "I was interested in learning more about some rumors we heard. The towers losing their magic, and some hauntings in the area."

[21:48] <Berrian> "Is it worth five gold?"

[21:49] <DM_Tol> DwarfB: "The spire. The rumors about the Spire."

[21:49] <DM_Tol> Two of the 5 men scattered around the establishment look over at you.

[21:49] * Ryu slides the bottle over to Berrian "Try it for yourself"

[21:49] * Athas looks to Shalanda.

[21:50] * Blake` listens

[21:50] <Shalanda> (I thought this place was empty?)

[21:50] <Athas> w: "We have others listening, lady."

[21:50] <Shalanda> "Aye."

[21:51] * Berrian takes a sip, moving it around his mouth, before swallowing. "hmm."

[21:51] * Berrian hands it back to Ryu.

[21:51] * Ryu takes up the bottle and takes a good pull from it

[21:51] <DM_Tol> (I said it was quiet)

[21:52] <Berrian> "Perhaps another time, I will need to purchase my own bottle."

[21:52] <Shalanda> (oh well, I've got the attention of the locals at least)

[21:52] <DM_Tol> (ok, gather info rolls for any trying to pick up info)

[21:52] <Shalanda> "Yes, word has travelled that the area is having troubles with the spire."

[21:52] * Athas takes another drink, his eyes shifting over the tankard to those looking at the group.

[21:53] <Shalanda> 1d20+4 Diplo or Streetwise

[21:53] <TolBot> [Shalanda's 1d20+4 Diplo or Streetwise]: 19

[21:54] <Blake` > 1d20+15 diplo

[21:54] <TolBot> [Blake`s 1d20+15 diplo]: 32
[21:54] <Blake` > (doubt diplo really works in this case)
[21:54] <Shalanda> (Way to put me in my place Blake)
[21:54] <Berrian> 1d20+8 percep (watching other people inside tavern)
[21:55] <TolBot> [Berrian's 1d20+8 percep (watching other people inside tavern)]: 10
[21:55] <Shalanda> (It's streetwise)
[21:55] <DM_Tol> (no diplo... streetwise)
[21:55] <DM_Tol> (sorry said wrong skill name)
[21:56] <Blake` > 1d20+5 streetwise
[21:56] <TolBot> [Blake`s 1d20+5 streetwise]: 20
[21:58] <DM_Tol> Blake, you talk to a man at a table and learn:
[21:59] <DM_Tol> 1. The Spire, which is back on Bend Rd., was a magical tower that protected the city shore from bad weather.
[22:01] * Blake` nods and thanks the man for the information
[22:01] <DM_Tol> 2. The fishers at the docks are scared, fearing the magic is gone from the Spire.
[22:02] <DM_Tol> Shal, you learn that several have in the past months said to see a ghost in the streets at night.
[22:03] <Shalanda> "What kind of ghost?"
[22:03] <Ryu> (the dead kind...lol)
[22:03] <Shalanda> (Keep drinking your wine and putting comments out like that and you'll meet Shal's fist in your jaw 🤪)
[22:04] <DM_Tol> (that's all you hear)
[22:04] <Shalanda> (So they don't know what kind of ghost?)
[22:04] * Ryu continues drinking his wine, while waiting for Athas to get thoroughly drunk
[22:05] <DM_Tol> (nope)
[22:05] * Berrian continues to drink his ale.
[22:05] <DM_Tol> (each report is sketchy and varied)
[22:06] * Athas drinks his ale, setting the mug down and watching the others.
[22:06] * Shalanda thanks whomever gave her the information.
[22:08] <Berrian> (what can I do about this back problem...)
[22:08] <Athas> (drugs)
[22:08] * Shalanda then with "business" complete, moves on to more "pleasurable" discussion with the dwarves.
[22:08] <Shalanda> "What do you have in wines?"
[22:08] * Blake` shares his information with anyone interested
[22:10] <DM_Tol> DwarfA: "The wine selection of the Tibris hill vineyards are superb."
[22:10] <Shalanda> "What are your best wines?"
[22:11] <Athas> ("The ones that don't kill right away.")
[22:11] <DM_Tol> He takes down a bottle.
[22:12] <DM_Tol> DwarfA: "8 coin gold"
[22:12] <Shalanda> "What kind of flavor does it have?"
[22:12] * Shalanda looks at the bottle.
[22:12] <DM_Tol> DwarfA: "Dry and deep."
[22:13] * Shalanda lays down 8 gold coins.
[22:13] <Shalanda> "I'll give it a try."
[22:13] <DM_Tol> He leaves the bottle on the counter.
[22:13] <Athas> (man... now I want some absinthe, but I don't have lemonade or orange juice)
[22:14] <DM_Tol> You drink to your heart's content.
[22:14] * Shalanda raises a brow at the dwarf.
[22:14] <Shalanda> "No glass?"

[22:14] <Blake` > "I'm going ghost hunting tonight"
[22:15] <DM_Tol> DwarfB wipes down two glasses and puts them on the counter.
[22:15] <Shalanda> "Thank you."
[22:15] * Athas drains his tankard and taps it
[22:15] * Shalanda smiles and pours herself a glass from the bottle, swirls the wine in the glass while taking in the aroma, before tasting a bit of it.
[22:15] <DM_Tol> It is good.
[22:16] * Shalanda finishes the glass.
[22:16] <DM_Tol> After learning about and enjoying the local brew and wine offerings, the afternoon sun is fading.
[22:16] <Shalanda> "Oh, do you know if the theatre is performing anything in the up coming days?"
[22:17] <DM_Tol> (I didn't see anyone ask about an inn... did I miss it?)
[22:17] <DM_Tol> DwarfA: "In two days. Every Moonday evening."
[22:19] <Shalanda> "Do you know what they are performing, and where the best lodging would be had at?"
[22:19] <DM_Tol> The dwarves behind the bar consult.
[22:19] <DM_Tol> "I do not, sorry."
[22:19] <Athas> "What are these performances?"
[22:20] <Blake` > "Guess we will find out whats playing when we go"
[22:21] <DM_Tol> Light fades.
[22:21] <Blake` > (that will be fun, we find a place to watch the theater and watch tol roleplay the whole thing)
[22:21] <Athas> (Should I critique?)
[22:22] * Shalanda turns to Blake. Would you like to try to figure out these ghost hauntings and if we can do something about them?"
[22:22] <DM_Tol> The second dwarf says a final word, "The Ship House inn. Across on Bend."
[22:22] <Blake` > "I'm interested"
[22:22] <Shalanda> "Thank you."
[22:22] <DM_Tol> He nods.
[22:22] * Shalanda smiles.
[22:22] * Berrian takes another drink of ale.
[22:22] <Berrian> "Could you please give us directions?"
[22:23] <DM_Tol> BarDwarfB: "YOur can head around behind the Noble Canner, over to Bend, then take a left and you'll see it up on the right."
[22:24] * Athas nods a little loosely
[22:24] <Blake` > "Maybe we will see a ghost on the way"
[22:26] <Athas> "What will we do with it?"
[22:27] <Blake` > "Not sure"
[22:27] <Blake` > "Let Shalanda deal with it"
[22:28] <Berrian> "I still prefer wayside inns on the road. Cities require multiple buildings for the necessities. Food, drink and lodging are all in different areas..."
[22:28] * Shalanda grins.
[22:28] <Shalanda> "I would be happy to send it to the grave where it belongs."
[22:28] <DM_Tol> And with those questions and aspirations, the group makes it out into the street as the afternoon sun falls over the hills to the west.
[22:29] <DM_Tol> *** Thus ends this session of Können Land ***

[19:51] <DM_Tol> *** Game Recap ***

[19:52] <DM_Tol> The afternoon shadows lengthen in the Lake coast city of Tibris, as the group of adventurers finished taking nourishment in a local tavern and head out into the streets

[19:53] <DM_Tol> *** Thus begins this session of Können Land ***

[19:54] <DM_Tol> (City map at <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)

[19:55] <DM_Tol> The group steps out onto the Main road of the city, in front of a bar (#23).

[19:56] <Blake` > "Shall we go search for ghosts down at the docks?"

[19:56] <Shalanda> "Indeed."

[19:56] * Shalanda tucks the remains of her bottle of wine away for safe keeping.

[19:56] <Athas> (my wife, in clearing out her spam mail -- got nine messages about her needed treatment for alcohol abuse. My wife, who has not touched a drop of alcohol... ever)

[19:56] <Blake` > "After you"

[19:57] <DM_Tol> The dwarven bar tenders of The Noble Tanner answered some questions, about a magical tower in town, and about rumors of ghost sightings in town.

[19:57] * Athas scowls as they head towards the haunted lands.

[19:57] <Athas> "Does not bode well of their gods vomited them back to the lands of hte living."

[19:58] * Berrian nods in agreement with Athas.

[20:00] <Blake` > "If its even true"

[20:00] * Ryu follows quietly

[20:00] <Blake` > "I've been in old towers, ruins before and I don't ever remember seeing a ghost"

[20:00] <Blake` > "but that being said, I wouldnt be surprised"

[20:01] * Blake` adds "especially after what we just went through"

[20:02] * Athas shifts the baldrick holding his great axe aloft.

[20:02] <Athas> "I would just as soon battle a man then his thirsty spirit."

[20:02] <DM_Tol> The road is surprising well-cobbled stone for a small city. The buildings on this road are laid out flush, with good stone.

[20:03] <DM_Tol> The large gymnasium is just to the north, and the road goes further south, flanked by buildings.

[20:03] * Athas frowns

[20:03] <Shalanda> "I would expect it is brigands and thieves using the story of ghosts to keep people away from wherever they are frequenting."

[20:03] <Blake` > "Even if we don't see any tonight, we should talk to any sailors we see, ask around a little more about the sightings"

[20:04] <Blake` > "good point Shalanda"

[20:06] <Athas> "That sounds better -- best to send thieves to slake the thirst of my gods than wrestle with spirits."

[20:07] <Berrian> I would think my arrows would go through spirits? If so, we will need better weapons.

[20:08] <Blake` > "We have Shalanda to take care of the spirits, we just have to be there for support"

[20:09] * Blake` elbows her in jest

[20:09] <Athas> "We hold the weapon of champions in our hands -- no man, no wraith, no dust-bellied god can stand against us."

[20:09] * Shalanda looks at Athas?

[20:09] * Ryu looks around, and then shrugs not sure what to say

[20:10] <Shalanda> "When did you become able to slay gods?"

[20:11] <DM_Tol> Most of the traffic on the street are human, but you see the occasional dwarf and elf as well.

[20:11] <Athas> "One way, or another -- my gods will drink deep."
[20:13] * Blake` keeps an eye on his coin purse as he continues along with the others
[20:14] <DM_Tol> (continues where? I'm trying to help you guys move along, but I missed any direction here)
[20:14] <Blake` > (going to the docks)
[20:14] <Blake` > (where ppl reported seeing ghosts)
[20:14] <Shalanda> (Correct)
[20:14] <Blake` > (gonna walk along the entire road)
[20:15] <Blake` > (possible send Athas into any old haunted looking building)
[20:15] <Blake` > (possible = possibly)
[20:15] <DM_Tol> (there was no specific report... more than one sighting, various places around the city, over the last 2 months)
[20:15] <DM_Tol> (ok, plan is to 'walk the streets' all night?)
[20:16] <Shalanda> (Well I think we want to try the docks area first.)
[20:17] <Blake` > (yea just he docks then head to bed)
[20:17] <Blake` > (if we see any sailors maybe talk to them)
[20:17] <Athas> (grab a sailor and question him)
[20:17] <DM_Tol> (what bed? Are you gonna check out the inn they told you about?)
[20:17] <DM_Tol> The group moves up to the cross road, and then towards the sea to the east.
[20:18] <Blake` > (the docks for one tour, then towards the inn we heard about)
[20:19] <DM_Tol> Large public buildings line the north of the cross road. You approach water ahead and the docks.
[20:20] <DM_Tol> As you reach the Shoreline road, you turn to see the sea.
[20:21] * Ryu looks out over the sea, "it's been some time, since I last saw the sea."
[20:21] * Berrian follows the others, glancing around with little interest.
[20:21] * Shalanda takes in the air.
[20:21] <Blake` > "Well, lets take a walk along the shoreline road here and then head to inn?"
[20:22] <Shalanda> "I definitely prefer the smell of the forest, but this is ok."
[20:22] <Shalanda> "Shouldn't we ask around to see if anybody else might be able to better pinpoint these spirits?"
[20:22] <DM_Tol> Before you is your first real look at Tibris lake, a large body of water. A slight mist rises from the surface. You can not make out the shore on the other side which disappears in the distance.
[20:23] <Athas> "Who should we as first?"
[20:25] <DM_Tol> The coast is lined with docks. Some docks reach out far into the water, enabling a variety of boats to come at hand. You can see that a portion of the docks have been ripped away, presumably from previous bad weather.
[20:25] <Blake` > "If we see someone, we should speak with them"
[20:25] <DM_Tol> The right side of the Shoreline Rd. is lined with similar buildings which by sight and smell seem to be types of fisheries.
[20:26] <DM_Tol> You see activity by on fishery warehouse door (#35) and some individuals and pairs on boats at various docks.
[20:26] <Blake` > (checking the map, brb)
[20:27] * Blake` heads over to building #35 and pops his head in the door
[20:27] <Athas> ("Howdy! You got ghosts?")
[20:28] <DM_Tol> You spread out and attempt to gather information from the locals.
[20:29] * Athas looks around for ghosts.
[20:30] * Blake` knocks at the door trying to get some attention
[20:30] <DM_Tol> (Please each quote what you're asking about, and then roll a Streetwise check)
[20:30] * Blake` asks about the recent rumours concerning ghosts in the area
[20:30] <Blake` > 1d20+5

[20:30] <DM_Tol> oops
[20:31] <DM_Tol> (1 sec)
[20:31] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
[20:31] <DM_Tol> 1d1
[20:31] <TolBot> [DM_Tol's 1d1]: 1
[20:31] <DM_Tol> (ok)
[20:31] * Berrian asks where he can get a moderately priced meal that includes fruits and vegetables.
[20:31] <Berrian> 1d20+3
[20:31] <TolBot> [Berrian's 1d20+3]: 7
[20:31] <Blake` > 1d20+5
[20:32] <TolBot> [Blake`s 1d20+5]: 8
[20:32] * Shalanda approaches a person at random that looks like somebody who may live here and asks: "Excuse me. I've recently arrived to the town and heard there were ghosts wandering about. As a priestess of the Raven Queen, it is my duty to put them to rest. Do you know where the latest sightings have been?"
[20:32] <Shalanda> 1d20+4
[20:32] <TolBot> [Shalanda's 1d20+4]: 18
[20:32] <DM_Tol> (wake up Athas and Ryu)
[20:33] * Athas stands near Shalanda, trying to look inconspicuous and menacing.
[20:34] <Athas> 1d20+1
[20:34] <TolBot> [Athas's 1d20+1]: 18
[20:35] <Ryu> (sorry went afk, had to get food)
[20:35] <Athas> (I'm not asking, but I am trying to look around to see if anyone seems to have taken an interest in us.)
[20:35] <Ryu> 1d20+1
[20:35] <TolBot> [Ryu's 1d20+1]: 12
[20:37] <DM_Tol> Shalanda walks down to a small fishing boat where two elves are weaving nets. They say that folks in town started telling stories about a ghost attacking them at night. And one of them swears 5 nights ago, they saw a light floating into town from over the sea.
[20:38] <DM_Tol> Athas, you also glean the same.
[20:38] <DM_Tol> Athas, further, the elf tells you that a month and a half ago is also around the time the Spire went dark... lost its magic.
[20:39] <Shalanda> "What sort of light was this?"
[20:39] <DM_Tol> SeaElf: "Couldn't tell, but looked like a person more than just a light, but glowing. Went into the streets."
[20:41] <Shalanda> "How very odd. About where from the sea did it appear from?"
[20:42] <DM_Tol> He shrugs.
[20:42] <Athas> "The light and the magic happened at the same time?"
[20:42] <Athas> "Which one?"
[20:43] <Shalanda> "Then where did it make landfall?"
[20:43] <DM_Tol> He shrugs.
[20:44] <Shalanda> "So you saw a light that looked like a man come from the sea and into town, but you don't know where it came onto land from?"
[20:45] <Athas> "Anything else that happened? How was the sailing?"
[20:45] <DM_Tol> The elf begins to cuss at you and ask you to take a hike.
[20:45] <Athas> (me?)
[20:45] <DM_Tol> (Shalanda)
[20:46] * Shalanda apologizes in elven and moves along.
[20:46] <Athas> (am I still close to hear?)
[20:46] <DM_Tol> The other elf says to you, Athas, "If you're interested, I'd look for someone in

town that got attacked by it."
[20:46] <DM_Tol> (yes0
[20:46] <Athas> "Thank you, good elf."
[20:47] <DM_Tol> He waves and picks his net back up, trying to calm down his partner in the process.
[20:47] * Athas hears Shalanda's elf begging to be sheared...
[20:47] * Athas walks over to the pair, hand on axe handle
[20:49] * Athas looks at the elf.
[20:49] <Athas> "Is all well, Lady Shalanda?"
[20:49] <Shalanda> "Yes, I just pushed for information and got pushed back."
[20:50] <Shalanda> "Though we were right in starting at the docks."
[20:50] <Athas> "Should I push for information?"
[20:50] <Shalanda> "No"
[20:50] * Athas smiles wolfishly
[20:50] <DM_Tol> The rest of you meet back up at one dock after your attempts.
[20:51] * Shalanda shares what she learned.
[20:51] <Blake` > "Interesting"
[20:51] <Blake` > "I learned nothing"
[20:51] <Athas> "The light and the magic failing happened at the same time."
[20:52] <Berrian> "Interesting."
[20:52] <Blake` > "Well lets go find that inn and sleep on that information"
[20:52] <Blake` > (afk guys, dog again, very sorry)
[20:56] <Athas> "Why not go to this spire?"
[20:56] <Shalanda> "Certainly we can check out rumors there as well."
[20:57] <Athas> "if they are there, when we need to confront them when they are weakest."
[20:57] <DM_Tol> (The inn you were told is building #31. The #31 with a courtyard is a walled-in tower with a spire)
[20:57] <Shalanda> (Well that's convenient.)
[20:57] <Athas> (Fine, I'll climb the wall."
[20:58] <DM_Tol> You make you're wall on a cross road from the Shoreline road and make it over to Bend Road.
[20:59] <Athas> "What sue was this spire?"
[20:59] <Athas> "What use was this spire?"
[21:00] <Shalanda> "I do not know."
[21:01] <DM_Tol> (You heard previously that it had protective magic in it that protected the city from bad weather off the water.)
[21:01] <DM_Tol> (ask... kids to bed)
[21:01] <Shalanda> (oh yeah)
[21:02] <Ryu> (Yea, putting Niece and daughter to bed too)
[21:03] <Athas> (so, it went from weather manipulator to horrible maw loosing the undead on a sleepy town? Neat!)
[21:03] <Athas> (getting a drink)
[21:06] <DM_Tol> (sorry, meant afk. back now)
[21:07] <Shalanda> (figured as much)
[21:07] <Berrian> (gah, brb as well)
[21:09] <Berrian> (back)
[21:09] <DM_Tol> The group stands on the streets outside of a 4 story hight building, with nice block work, a green finish to it. A sign on the building says "Sea Soaring Inn" with a winged bird floating above a waterline.
[21:11] * Ryu enters and looks around
[21:11] * Shalanda looks to the north towards where the spire lie.

[21:11] * Athas watches the walls
[21:12] <DM_Tol> You walk into the front hall, Ryu. A kindly dwarf greets you, "Welcome, yes, come in, come in. Your friends, too, have them come."
[21:13] * Athas nods to the dearf.
[21:13] * Athas nods to the dwarf.
[21:13] <DM_Tol> Shal, up to the north, a rather unassuming tower with a spire peaks up over all surrounding buildings. It looks to be of tin or some other metal. And odd symbol is on the top.
[21:13] * Shalanda tries to recognize the symbol atop the spire.
[21:16] <Blake` > (back)
[21:16] <Athas> "Evil."
[21:16] * Berrian enters the inn and looks around.
[21:17] * Shalanda enters the inn.
[21:17] <Ryu> "A room kind Dwarf"
[21:18] * Blake` also enters, asking for the same thing
[21:19] <DM_Tol> (Arcana check to recognize the symbol)
[21:19] <Shalanda> 1d20+11
[21:19] <ToIBot> [Shalanda's 1d20+11]: 17
[21:21] * Athas sets down a few silver pieces in front of hte dwarf.
[21:21] <Athas> "A room for me, good dwarf."
[21:22] <DM_Tol> The innkeeper looks at you each and arranges the rooms, "Prefer low floor or high?"
[21:22] <DM_Tol> Shalanda, you can't make much of the symbol.
[21:22] <Shalanda> "High floor, and a price please."
[21:22] <Shalanda> (nod)
[21:22] * Ryu thinks for a moment, "How much for a nice room?"
[21:23] <Athas> "Low."
[21:24] <Blake` > "I would like the high floor also"
[21:25] <DM_Tol> "2 gold for a luxury room"
[21:26] * Ryu sets 2 gold down, wanting to be somewhere he can relax a little more
[21:26] * Shalanda lays down the 2 gold coins being asked for.
[21:27] * Blake` pulls out 2 gold as well
[21:27] <Shalanda> "If possible, could I have a view of the sea?"
[21:27] * Athas hands the dwarf a gold coin.
[21:28] <DM_Tol> You each are shown to a luxury room on the second floor, except for Athas, you have a regular room on the same, down the hall.
[21:28] <Ryu> (The dwarf is probably thinking, "I like these people")
[21:30] * Berrian pays as he is shown to his room.
[21:30] * Athas takes in his ground floor room... then starts to move things around.
[21:31] <Blake` > "See you all in the morning, keep an eye out for ghosts"
[21:32] <DM_Tol> Shalanda, your room is on the 4th floor and the window as you look out faces towards the water.
[21:33] <Shalanda> "This will do nicely."
[21:34] * Ryu kicks back in his room for a bit
[21:34] <Athas> (Is there a window here?)
[21:36] <DM_Tol> Athas, your second floor room does look out but not at the water.
[21:37] <Athas> (where am I looking towards?)
[21:39] <DM_Tol> (at a uilding)
[21:39] <DM_Tol> The light fades a bit, and your stomach grumbles.
[21:39] <Athas> (Like Bartleby the scrivner?)
[21:41] * Berrian goes to his bed and sits at the edge, placing his bow down beside him.
[21:41] * Ryu leaves his room in search of food

[21:42] * Athas moves his bed over to rest under the bed.
[21:42] <Shalanda> (What kind of amenities are in our luxury rooms?)
[21:43] <DM_Tol> (What kind do you want?)
[21:43] <Shalanda> (A nice comfy chair that I can watch the ocean from?)
[21:43] <Ryu> (a good meal)
[21:43] <DM_Tol> (sure)
[21:44] <Berrian> (hot water on tap, fruit and alcohol bars)
[21:44] <Athas> (HD TV... and think smaller than 50" is an insult to my lineage.)
[21:44] <DM_Tol> You reach the ground floor, where the restaurant is buzzing.
[21:44] <DM_Tol> As you reach the lobby, you are greeted by a round, jovial man.
[21:45] <Ryu> "Good day"
[21:45] <DM_Tol> CityMan: "Hello, hello, welcome travelers. I am Portis, the city Hospitality Minister."
[21:46] <Ryu> "Good to meet you, I am Ryu Xenos."
[21:46] <DM_Tol> Portis: "We are delighted you and your companions are here. Tibris is an up and coming city, so full of promise and bubbling with commerce. Are you here to trade, to settle, what can we do?"
[21:46] * Berrian goes to the lower level in search of food and drink.
[21:46] <Ryu> "Actually, I am curious about these reports of Ghosts, and the Spire"
[21:47] * Athas looks to find ale and possibly something cooked.
[21:48] * Shalanda heads down to the restaurant level.
[21:49] <DM_Tol> Portis greets you each in kind.
[21:49] <Shalanda> "Good day to you."
[21:50] <Ryu> "Is there anything you can tell me about them, or point me to somebody how has been keeping record of such?"
[21:52] <DM_Tol> Portis: "Ghosts? foolish kids telling stories. There's nothing to it."
[21:52] <DM_Tol> Portis: "Anyhow, if there's any help you need in acquiring land, building, you let us know."
[21:53] <Ryu> "Very well... "
[21:53] * Ryu finds a table for food and ale
[21:53] <DM_Tol> Some of you detect nervousness in his voice.
[21:53] * Berrian stops next to the others. "Land? Within the walls?"
[21:53] * Athas asks for ale in a stout mug
[21:54] * Shalanda steps up to Portis.
[21:55] <Shalanda> "What are you holding back?"
[21:56] <Blake`> (i went to bed, thought it was later, ill be well rested in the morning)
[21:57] * Athas turns his attention to Shalanda
[21:57] <DM_Tol> Portis looks at Shalanda, "Nu... nothing."
[21:58] <Shalanda> "You can gain allies from your words, or turn away capable aid... I shall ask my question but one more time. What do you hold back?"
[21:58] <DM_Tol> Portis walks over to the bar of the restaurant as your food is brought to your table.
[22:00] <Shalanda> "So your choice is made then, you seek not aid but ruin of your city."
[22:00] <DM_Tol> Portis chugs a mug of ale, out of earshot.
[22:00] <Shalanda> "The rumors have already spread beyond the gates, continue this path and they will spread further."
[22:01] * Shalanda shrugs.
[22:01] * Berrian sits at the table and drinks himself to weariness, bored from the city life.
[22:01] <DM_Tol> A loud six of elves laugh over wine and food at a table int he corner.
[22:01] <Athas> (urge to kill... rising...)
[22:03] * Shalanda looks for Athas and goes to sit with him.

[22:04] <DM_Tol> You all sit at the same table, and in time finish your drink and your ale.
[22:04] <DM_Tol> (and your food)
[22:04] * Shalanda watches Portis, a glimmer of something 'unfriendly' in her eye.
[22:05] <DM_Tol> Portis leaves the establishment.
[22:05] <Athas> "So -- our friendly guide... not so much."
[22:05] * Ryu eats without much of a word
[22:05] <Athas> (Do we see him leave?)
[22:05] <DM_Tol> (yes)
[22:05] * Shalanda rises and follows him out.
[22:06] <DM_Tol> Outside, Portis begins to walk the street, then turns seeing you behind.
[22:06] * Athas follows Shalanda a couple of steps later.
[22:06] <DM_Tol> Portis: "Yes, can I help you with something? Maybe need a plot to buy? The city really is up and coming... "
[22:07] <Shalanda> "Yes, tell me about the spire which has lost its magic and the spirits that walk your streets. What is being done to drive them from your lands?"
[22:08] <DM_Tol> "You... you here to bad talk Tiberis? I will, I will have you locked up for crimes against the municipality. What more of this?:"
[22:08] <DM_Tol> Portis sighs.
[22:09] <DM_Tol> (Diplomacy check)
[22:09] <Shalanda> (I think I'm going Intimidate on this one, though the roll is the same either way)
[22:09] <Shalanda> 1d20+4
[22:09] <TolBot> [Shalanda's 1d20+4]: 23
[22:09] <Athas> (ooh -- he's soiled himself!)
[22:09] <DM_Tol> Portis relents in your conversation.
[22:10] <Shalanda> (Well Shal can be scary... plus she has muscle-head behind her backing her up.)
[22:10] <Athas> (I don't roll Intimidate -- I roll to hit)
[22:10] <DM_Tol> Portis: "It is true... the sea storms have been bad for years now. All the competing fish towns have been sacked by waves and winds, but Tiberis has long had the Spire... nothing harmful from the sea may come. Magic, it is. or... it was.
[22:12] <DM_Tol> Portis: "Such an advantage for two years now, we have thrived while others struggled. But you see the docks now, half in shambles. We're losing our advantage, since the magic is just gone from the Spire. It done ran out. And now these ghosts showing up..."
[22:12] <DM_Tol> Portis: "You must know, we are a great city... great things ahead.
[22:13] <DM_Tol> He sighs. "Why are you asking about it?"
[22:13] <Shalanda> "Of that I can see, and in time I may call it home, but for now I have matters of vengeance to deal with and what plagues your town appears to be in alignment with my goals, so I can be of benefit to you, if you share what information you can that would help me."
[22:14] <DM_Tol> Portis: "It's all I know."
[22:14] * Athas stands behind Shalanda.
[22:14] <Athas> "Are you certain?"
[22:15] * Ryu finishes his meal and eventually seeks out Shalanda and Athas
[22:15] <Shalanda> "A man abducted me and others for magic items we owned. He seeked to strip them of their power for some end I know not. Your spire problem is similiar to what I have seen, which suggests he may have been here. Tell me, have you seen any strange carriages around the time your spire went missing of its power?"
[22:15] <DM_Tol> Portis: "I don't know what happened to the spire, nor where this ghost comes from, or if the two are related."
[22:16] <DM_Tol> Portis rubs his chin, "Hmm"
[22:17] * Athas clenches his fist.
[22:17] <DM_Tol> Portis smiles. "A carriage? And who in it?"

[22:17] <DM_Tol> Portis seems interested in turning sides, and gaining information from you."
[22:18] <Shalanda> "Likely a man, possibly accompanied by a woman versed in arcane magic. The carriage may have had slaver chains on the back."
[22:18] <DM_Tol> "A wizard man stealing magic from the Spire, you say?"
[22:19] <DM_Tol> Portis: "I may know something."
[22:19] <DM_Tol> Portis: "Tell me, your interest in the ghosts?"
[22:19] <Shalanda> "I am a priestess of the Raven Queen, my interest in the ghosts should be obvious."
[22:20] <DM_Tol> Portis: "If you could solve the ghost problem, I could tell you more about what may be known about this arcane man."
[22:22] <Shalanda> "Or you could tell me of the arcane man and I could deal with your ghosts instead of going with my original theory that they are rogues."
[22:23] <Shalanda> "That and it would save so many questions to visitors of this city regarding ghosts and spires."
[22:23] <DM_Tol> Portis: "Come see me if you have fixed the problem. I can be found at City Hall. And then I may help you."
[22:24] <Athas> "May?"
[22:24] <DM_Tol> Portis smiles kindly.
[22:24] <DM_Tol> Portis: "Will... will indeed."
[22:24] <DM_Tol> He bows and heads up the street.
[22:25] * Shalanda glares at the back of his head, feeling the blood burn in her veins.
[22:25] * Shalanda looks behind her about to say something to Athas, but then notices Ryu and stays her tongue.
[22:26] * Athas looks over to Shalanda...
[22:26] <Athas> "Perhaps he'll be more cooperative if he loses a hand?"
[22:26] * Shalanda 's eyes shine with anger.
[22:27] <Shalanda> "Indeed, I'm sure he would be... however our travelling companions would not approve, and I have taken fancy to some of their company."
[22:28] <DM_Tol> Portis is nearly out of earshot and then turns, "Yes... Is it 'Master D' you have been looking for? I do think I know something... godspeed on your attempt that we may parlay further."
[22:28] <DM_Tol> He waves.
[22:29] * Shalanda snaps her head back in Portis' direction.
[22:29] <DM_Tol> (k, actions for remainder of the night?)
[22:30] * Berrian heads up to his room, completely unaware of the conversation held outside.
[22:30] * Shalanda puts her fist into the nearest inanimate object.
[22:31] * Blake ` is in his room
[22:31] <Ryu> (sleep lol)
[22:31] <DM_Tol> You each return to your rooms.
[22:31] <DM_Tol> (straight to sleep, or what?)
[22:31] <Athas> (eat, drink, sleep)
[22:33] * Shalanda sits in her room staring out at the sea in hopes of catching sight of ghosts to chase.
[22:33] <DM_Tol> 1d100
[22:33] <TolBot> [DM_Tol's 1d100]: 88
[22:33] <DM_Tol> 1d20
[22:33] <TolBot> [DM_Tol's 1d20]: 9
[22:33] <DM_Tol> Shalanda, after three hours, you see a light fading in and out, approaching the shore over the water.
[22:34] * Shalanda leaves her room to investigate.
[22:34] <DM_Tol> Shalanda knocks your rooms as she heads down (cause I loathe party splits)
[22:35] <DM_Tol> You each see Shal heading with haste to the front door.

[22:35] <Shalanda> (good plan)
[22:35] * Berrian exits his room after grabbing his gear, and follows Shalanda.
[22:36] * Blake` gathers a few items and goes
[22:36] * Athas grumbles and grabs his gear
[22:36] <Blake` > "see one?"
[22:36] * Ryu follows Shalanda, after being woke from his meditation (swordbond)
[22:37] <DM_Tol> You all follow her out the front door. Shalanda, you make your way south down Bend road, the direction you saw the light. As you approach the crossroad, you see a ghostly creature pass between buildings heading towards the Main rd.
[22:37] <Shalanda> "I did see something."
[22:37] * Shalanda gives chase, readying her holy symbol.
[22:38] <DM_Tol> (ok... the ghost pursuit is a skill challenge...)
[22:38] <DM_Tol> The ghost moves out of sight.
[22:38] <DM_Tol> (Perception roll all)
[22:38] <Shalanda> 1d20+6
[22:38] <TolBot> [Shalanda's 1d20+6]: 16
[22:38] <Athas> 1d20+2
[22:38] <TolBot> [Athas's 1d20+2]: 13
[22:38] <Berrian> 1d20+8
[22:38] <TolBot> [Berrian's 1d20+8]: 13
[22:38] <Blake` > 1d20+1
[22:38] <TolBot> [Blake`'s 1d20+1]: 9
[22:39] <Shalanda> (Pokes Ryu with a stick)
[22:39] <DM_Tol> Shalanda offers a hint at the direction and leads the way. The ghost is weaving between buildings (in the #24, 25, 18 area).
[22:40] <DM_Tol> Without heading it off, you will lose it. (Insight check from everyone)
[22:40] <Shalanda> 1d20+11
[22:40] <TolBot> [Shalanda's 1d20+11]: 26
[22:40] <Athas> 1d20+2
[22:40] <TolBot> [Athas's 1d20+2]: 13
[22:41] <Ryu> 1d20+2
[22:41] <TolBot> [Ryu's 1d20+2]: 22 (Perfect!)
[22:41] <DM_Tol> Ryu and Shal determine skirting around one building will gain ground.
[22:41] <Blake` > 1d20+1
[22:41] <TolBot> [Blake`'s 1d20+1]: 6
[22:42] <Berrian> (crud, my character sheet disappeared...)
[22:42] <DM_Tol> You see the ghost once more, a bit closer. It has flowing robes, and a tiny head, but is the size of a humanoid.
[22:42] <Berrian> 1d20
[22:42] <TolBot> [Berrian's 1d20]: 20 (You da man.)
[22:42] <DM_Tol> (Perception rolls again)
[22:42] <Shalanda> 1d20+6
[22:42] <TolBot> [Shalanda's 1d20+6]: 14
[22:42] <Blake` > 1d20+1
[22:42] <TolBot> [Blake`'s 1d20+1]: 19
[22:42] <Berrian> 1d20+8
[22:42] <TolBot> [Berrian's 1d20+8]: 25
[22:43] <DM_Tol> Berrian leads the way as you follow the ghost hurriedly. It moves very fast, and with urgency, but chaotically rounding buildings.
[22:43] <DM_Tol> (Perception rolls again)
[22:43] <Berrian> 1d20+8

[22:43] <DM_Tol> (third round)
[22:43] <TolBot> [Berrian's 1d20+8]: 14
[22:43] <Shalanda> 1d20+6
[22:43] <TolBot> [Shalanda's 1d20+6]: 23
[22:43] <DM_Tol> Shalanda sees the ghost duck into an alley where others did not.
[22:43] * Shalanda points to an alley.
[22:44] <DM_Tol> (round four, Perception rolls again)
[22:44] <Shalanda> 1d20+6
[22:44] <TolBot> [Shalanda's 1d20+6]: 19
[22:44] <DM_Tol> (Let's keep up on rolls here people)
[22:44] <Berrian> 1d20+8
[22:44] <TolBot> [Berrian's 1d20+8]: 19
[22:44] <DM_Tol> (i.e.... WAKE UP ryu)
[22:44] <Athas> 1d20+2
[22:44] <TolBot> [Athas's 1d20+2]: 9
[22:44] <Ryu> 1d20+2
[22:44] <TolBot> [Ryu's 1d20+2]: 17
[22:44] <DM_Tol> (Blake?)
[22:44] <Ryu> (Sorry, wife is talking to me.. kinda can't ignore her)
[22:44] <DM_Tol> Berrian, you see the ghost move behind another building.
[22:45] <Shalanda> (Is missing his sheet, so might have tabbed out to find it)
[22:45] <DM_Tol> (round 5, roll again Perception)
[22:45] <Shalanda> 1d20+6
[22:45] <TolBot> [Shalanda's 1d20+6]: 21
[22:45] <Berrian> 1d20+8
[22:45] <TolBot> [Berrian's 1d20+8]: 25
[22:45] <Ryu> 1d20+2
[22:45] <TolBot> [Ryu's 1d20+2]: 18
[22:45] <Berrian> (I just don't remember my insight bonus. The perception ones are fine 😊)
[22:45] <DM_Tol> You see the ghost enter the doorway of a small dwelling. (south of #18)
[22:46] <Athas> 1d20+2
[22:46] * Berrian points
[22:46] <TolBot> [Athas's 1d20+2]: 19
[22:46] <Blake` > 1d20+1
[22:46] <TolBot> [Blake`'s 1d20+1]: 16
[22:46] <DM_Tol> You are 15 feet from the door of the dwelling you saw the ghost duck into.
[22:47] <Ryu> 1d20+2
[22:47] <TolBot> [Ryu's 1d20+2]: 4
[22:47] <Shalanda> (Duck into as in open the door or pass through the door?)
[22:47] <Ryu> (my luck lol)
[22:48] <DM_Tol> The door is ajar (perhaps opened by the ghost, you do not know)
[22:48] <DM_Tol> (quit rolling now)
[22:48] * Shalanda approaches the door, holy symbol ready, and scythe in her off hand in case it's needed.
[22:48] * Blake` keeps his sword ready
[22:48] * Ryu draws his blade
[22:49] <DM_Tol> You all approach the building, and push the door open. You see a flurry of things flying, and a blur of light.
[22:49] * Athas gets his axe ready
[22:49] * Berrian prepares an arrow in his bow, uncertain if it will do him any good.

[22:50] <DM_Tol> It all happens so fast, it's hard to make out, but you think its the ghost tossing things about as a woman appears from a room in the back of the house. She says something like: "What? Who?!" as the ghost swoops upon her menacingly.

[22:50] <DM_Tol> (Action?)

[22:50] <DM_Tol> The woman screams.

[22:51] * Blake ` yells "Look out!"

[22:51] <Shalanda> (Turn undead)

[22:51] <DM_Tol> (roll)

[22:51] <DM_Tol> (State and roll any action)

[22:51] * Berrian tries to see if there would be a clear shot at the ghost without putting the woman in the path of the arrow

[22:51] <DM_Tol> (free round)

[22:51] <DM_Tol> (Difficult, Berr. Through a doorway especially)

[22:51] * Athas takes out his axe and positions himself near Shaladra to intercept any threats.

[22:51] <Berrian> (If so, I will fire. If it will endanger the woman, then NO)

[22:52] * Blake ` moves in a little to make room for others and waits

[22:52] <Shalanda> 1d20+7 (Wis vs Will, 1/2 damage on fall)

[22:52] <TolBot> [Shalanda's 1d20+7 (Wis vs Will, 1/2 damage on fall)]: 11

[22:52] * Ryu looks at the woman then at the ghost and decides best not to swing

[22:52] <DM_Tol> 1d100

[22:52] <TolBot> [DM_Tol's 1d100]: 29

[22:52] * Berrian fey steps to the side of the room and lets his arrow fly at the ghost

[22:52] <Berrian> 1d20+10

[22:52] <TolBot> [Berrian's 1d20+10]: 18

[22:53] <Berrian> (forgot I had that ability!)

[22:53] <DM_Tol> (roll damage, Shal)

[22:53] <Shalanda> (full or half?)

[22:53] <DM_Tol> (half... but just roll as normal)

[22:53] <Shalanda> 2d10+4

[22:53] <TolBot> [Shalanda's 2d10+4]: 10

[22:54] <DM_Tol> The creature ignores you all, including Shal's attack, as it bears down at the woman. A creepy voice, screaming at her, "Where IS it?!? Where? Where is it?!?!"

[22:54] <DM_Tol> The smothers her as she screams.

[22:54] <DM_Tol> The ghost dissolves into vapory mist and disappears.

[22:55] * Blake ` goes to help the woman

[22:55] <DM_Tol> The woman falls down as if dead.

[22:55] <Blake ` > "You ok?" Blake checks for breathing

[22:55] * Athas looks around

[22:55] * Berrian swears

[22:55] <DM_Tol> A man's voice from a back room calls out, "Geraldine, what is it?"

[22:55] <DM_Tol> *** As this session of Können Land comes to a close ***

[22:55] * Shalanda looks around for the ghost, then thinks to herself... we are screwed.

2-5-2012: INFORMATION

[21:03] <DM_Tol> *** Game Recap ***

[21:04] <Blake` > (seriously...i thought u guys were waiting until the game ended and then starting without Harl)

[21:05] <DM_Tol> Our band of adventurers made their way to the seaside city of Tibris. It seems to be a city on the rise, and eager to advertise so. For years, protected from dangers from the sea, a bad storm wiped out all the competing towns along the coast.

[21:06] <DM_Tol> Thriving in the fishing industry off the Lake Tibris, and capitalizing on the natural resources of their geography (which the party has not yet discovered), the town has know growth and expansion into a city, until recent events.

[21:06] <DM_Tol> Two months ago, the magical spire which kept them protected has lost its functionality, its magic gone mysteriously. The rumors the group heard seem to be true.

[21:07] <DM_Tol> They also heard rumors of a ghost appearing in the night, terrorizing city inhabitants.

[21:07] <DM_Tol> Investigations around the street, led them to stake out the docks, where they saw the figure come from over the water.

[21:07] <DM_Tol> Chasing the ghost through and around the buildings, they followed it into a residence.

[21:08] <DM_Tol> It was there that they attacked the ghost, but not before it killed a local resident.

[21:08] <DM_Tol> The creature ignores you all, including Shal's attack, as it bears down at the woman. A creepy voice, screaming at her, "Where IS it?!? Where? Where is it?!?!"

[21:08] <DM_Tol> The ghost smothers her as she screams.

[21:08] <DM_Tol> The ghost dissolves into vapory mist and disappears, as the woman falls down as if dead.

[21:08] <DM_Tol> Blake` goes to help the woman, "You ok?" Blake checks for breathing

[21:08] <DM_Tol> Athas looks around, as Berrian swears

[21:08] <DM_Tol> A man's voice from a back room calls out, "Geraldine, what is it?"

[21:08] <DM_Tol> Shalanda looks around for the ghost, then thinks to herself... we are screwed.

[21:09] <DM_Tol> *** Thus begins this session of Können Land ***

[21:09] <Ryu> (sorry about the delay had to put the little ones to bed)

[21:10] * Blake` looks over at the man entering the room

[21:10] <DM_Tol> A man dressing in a night shirt appears in the hall from the corner room. He looks up and gasps at the sight of invaders in his house.

[21:10] * Ryu eyes the man, "Kind Sir, we mean you no harm, we followed..." he pauses, "You know, I have no idea what to call it... into your home where we saw it attack your wife."

[21:11] <DM_Tol> Man: "Wha? My wife?"

[21:11] <Shalanda> "It was a ghost or illusionary killer of some sort."

[21:11] <Blake` > "I'm checking on her condition now"

[21:11] <DM_Tol> The man casts his gaze down and over to the wall, where he sees his wife dead. He cries out, and rushes over to fall down on her, pushing others out of the way.

[21:11] * Blake` gets out of the way

[21:12] <DM_Tol> He cries out, "Oh No!!! No!! Geraldine?!?!?"

[21:12] * Blake` looks at the others with a (how are we gonna explain this) look

[21:12] * Shalanda shrugs and steps back.

[21:12] <DM_Tol> The man springs up, a nearby-fallen-candlestick in his hand, "You!!!"

[21:12] <DM_Tol> 1d4

[21:12] * Ryu walks over and kneels down next to the man, "I'm sorry Sir, if only we could have stopped the creature..."

[21:13] <DM_Tol> (ack)

[21:13] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:13] <DM_Tol> 1d2

[21:13] <TolBot> [DM_Tol's 1d2]: 1

[21:13] <DM_Tol> He swings the candlestick at Ryu.

[21:13] <DM_Tol> 1d20 vs AC

[21:13] <TolBot> [DM_Tol's 1d20 vs AC]: 18

[21:14] <Ryu> (AC = 20)

[21:14] <Blake` > (brb sorry)

[21:14] <DM_Tol> The candlestick glances off your elbow, Ryu.

[21:14] <DM_Tol> (Actions?)

[21:14] * Ryu sheathes his blade and steps back, "Whoa there... "

[21:15] <DM_Tol> The man throws the candlestick at

[21:15] <DM_Tol> 1d4

[21:15] <TolBot> [DM_Tol's 1d4]: 2

[21:15] <Shalanda> (Got to grab my PHB so I can see what my abilities do)

[21:15] <DM_Tol> ...Shalanda

[21:15] <DM_Tol> 1d20 vs AC Shal

[21:15] <TolBot> [DM_Tol's 1d20 vs AC Shal]: 6

[21:15] <DM_Tol> The candlestick sails over her head, into the wall.

[21:16] <Shalanda> "Well, you threw that at the wrong person didn't you..."

[21:16] <DM_Tol> (Actions?)

[21:16] * Shalanda uses Command on the man

[21:17] <Shalanda> 1d20+7 vs Will

[21:17] * Berrian lowers his bow slightly, not sure what to do.

[21:17] <TolBot> [Shalanda's 1d20+7 vs Will]: 21

[21:20] <DM_Tol> The man stops in his tracks, dazed.

[21:20] * Shalanda commands the man to kneel before her.

[21:21] <DM_Tol> The man moves 15' forward and falls to a knee.

[21:21] <DM_Tol> (Actions?)

[21:21] <Shalanda> "Now, you can shut up and take a moment to listen to us... or we can knock you out and you can listen with bruises... your choice.

[21:22] <DM_Tol> (any attempts to reason, make a diplomacy check, anyone can attempt)

[21:22] <DM_Tol> (DC 23)

[21:22] <Shalanda> 1d20+4

[21:22] <TolBot> [Shalanda's 1d20+4]: 23

[21:22] <Ryu> 1d20+6

[21:22] <TolBot> [Ryu's 1d20+6]: 7 (Better luck next time.)

[21:22] <Ryu> (haha, fail)

[21:24] <DM_Tol> The man weeps and looks up.

[21:24] <DM_Tol> "But you killed her..."

[21:25] <Shalanda> "Nonsense, her wounds were not by our hands. We carry blades and bow, she died by the hand of an evil spirit... one that knew her."

[21:25] <DM_Tol> 1d20

[21:25] <TolBot> [DM_Tol's 1d20]: 18

[21:25] <DM_Tol> "Knew her?"

[21:27] <Shalanda> "Yes it sought something. It came to this specific house from the sea and killed her.

[21:28] <Blake` > (back)

[21:29] <Shalanda> "Do you know what it sought and why?"

[21:29] <DM_Tol> He rises and moves back over to her, seeing an arrow.

[21:29] <DM_Tol> He stands over her and then looks at Berrian with the Bow. "But you attacked

her."

[21:30] <Shalanda> "Use your head man, there is no arrow in your wife's body! We were attacking the spirit that came to your home. What was your wife hiding that it would want?"

[21:31] <Berrian> "The arrow is against that far wall. I certainly did not fire at her."

[21:32] <Ryu> (need a drink refill be back in a few minutes)

[21:32] <DM_Tol> He falls down and drapes over her, "41 years..."

[21:32] <Blake` > "We will find the spirit that did this"

[21:34] <DM_Tol> The man goes silent.

[21:34] <DM_Tol> And awkward minute passes as you stand there and the man remains silent.

[21:34] <Shalanda> "Would you like a prayer said over her body in the name of the Raven Queen?"

[21:35] <Ryu> (ok back)

[21:35] <DM_Tol> The man looks up, "I... I ..."

[21:35] <DM_Tol> He stands up and takes a step back.

[21:35] <DM_Tol> "I think she's..."

[21:36] <Ryu> (*she sits up, and attacks the man, a zombie* sorry lol)

[21:36] <Berrian> (Ryu, go back to your movie...)

[21:36] <DM_Tol> His eyes move from her to y'all, "Is she dead?"

[21:36] * Ryu checks for himself

[21:37] <DM_Tol> (health check)

[21:38] <Ryu> (Heal?)

[21:38] <Ryu> 1d20+2

[21:38] <TolBot> [Ryu's 1d20+2]: 12

[21:40] <DM_Tol> Ryu, the woman does appear dead.

[21:40] <Ryu> "It appears so... although I am no expert."

[21:41] <DM_Tol> Man: "I... I thought I felt..."

[21:41] * Blake` takes another look "thought you felt what?"

[21:41] * Shalanda sighs and checks the woman.

[21:41] <Blake` > 1d20+3

[21:41] <TolBot> [Blake`'s 1d20+3]: 13

[21:42] <Shalanda> 1d20+6

[21:42] <TolBot> [Shalanda's 1d20+6]: 11

[21:42] <DM_Tol> Blake and Shalanda, you both confirm she is dead.

[21:42] * Shalanda nods at Ryu.

[21:42] <Berrian> "If we are all giving opinions."

[21:43] * Berrian walks over and places his bow next to himself, and checks for signs of life.

[21:43] <Berrian> 1d20+5

[21:43] <TolBot> [Berrian's 1d20+5]: 10

[21:43] <Berrian> "I also do not think she lives."

[21:43] <DM_Tol> The man's countenance drops as Berrian also confirms the woman is dead.

[21:46] <Ryu> "I am so sorry Sir"

[21:46] <DM_Tol> "What spirit?"

[21:46] * Shalanda goes to stand by the door, to wait and see what the scene unfolds.

[21:47] <Shalanda> "A spirit came onto land from the sea and we followed it here."

[21:47] <DM_Tol> "But why?"

[21:48] <Blake` > "We don't know yet"

[21:49] <Shalanda> "It sought something."

[21:50] <DM_Tol> "What?"

[21:53] <Blake` > "We dont know"

[21:54] <Berrian> "Would you like us to find out why it came here?"

[21:54] <DM_Tol> "I... I must get the city official.

[21:54] * Shalanda (Magestar@4de3efae.cpe.92acce23.net.hmsk) Quit (Ping timeout: 276 seconds)

[21:54] * Magestar (Magestar@4dd81e28.cpe.92acce23.net.hmsk) has joined #grove
[21:54] <Blake` > "Agreed"
[21:55] <Magestar> (Well that sucked. Wireless Router just crapped out)
[21:55] <Blake` > (you didnt miss much)
[21:55] * Magestar is now known as Guest8791
[21:55] * Guest8791 is now known as Shalanda
[21:57] <DM_Tol> The man walks towards the door, "Can you... can you watch my door?"
[21:57] * DM_Tol man disappears out in the to street, into the dark.
[21:58] * Berrian frowns.
[21:58] <DM_Tol> (going to stay?)
[21:59] <Blake` > "Perhaps we should stay here, let them know what we say"
[21:59] <DM_Tol> A half hour passes.
[22:00] <Berrian> "Our options seem few."
[22:00] <DM_Tol> (roll perception checks)
[22:00] <Berrian> 1d20+8
[22:00] <TolBot> [Berrian's 1d20+8]: 16
[22:00] * Shalanda (Magestar@4dd81e28.cpe.92acce23.net.hmsk) Quit (Ping timeout: 265 seconds)
[22:00] <DM_Tol> Berrian, you see motion over where the woman lay.
[22:00] <Berrian> "What is that?"
[22:00] * Berrian goes to investigate.
[22:02] * Ryu rests his hand on the hilt of his blade
[22:02] <DM_Tol> You see nothing more out of the woman.
[22:02] <DM_Tol> You all hear a moan come from the vicinity of the woman.
[22:02] * Blake` watches
[22:02] <Blake` > "Something isn't right here"
[22:04] * Shalanda (Magestar@4dd81e28.cpe.92acce23.net.hmsk) has joined #grove
[22:04] <Shalanda> (geez)
[22:04] <DM_Tol> Berrian, you see motion over where the woman lay.
[22:04] <DM_Tol> You all hear a moan come from the vicinity of the woman.
[22:04] <Berrian> "Are we certain she is dead?"
[22:04] <Shalanda> "I was fairly certain."
[22:05] <Blake` > "Either the spirit is back or she is alive"
[22:05] <Berrian> "I know her husband would definitely appreciate it if she were still alive."
[22:05] <Shalanda> "Possession maybe?"
[22:05] <Blake` > "You would know best I suppose"
[22:06] <DM_Tol> The woman's arm moves.
[22:06] * Shalanda raises a brow.
[22:06] <Blake` > "Go check her again"
[22:07] * Shalanda goes to check the woman again.
[22:08] <DM_Tol> (check)
[22:08] <Shalanda> 1d20+6
[22:08] <TolBot> [Shalanda's 1d20+6]: 14
[22:08] <DM_Tol> Shalanda, you can tell the body has life in it.
[22:10] <Shalanda> "Well, my initial assessment may have been hasty."
[22:10] <Blake` > "So she is alive?"
[22:10] <Ryu> 'It would seem that goes for all of our assessments"
[22:10] <DM_Tol> the coldness you felt on the body after the attack has dissipated.
[22:10] <Berrian> "I am not a healer."
[22:10] <Blake` > "Likewise"
[22:11] <Ryu> "Some should go find her husband"
[22:11] <Shalanda> "I'm not much of a healer myself."

[22:11] <Berrian> "I am certain her husband will return home."
[22:11] <Ryu> "With guards probably"
[22:11] <Blake` > "They will return, lets just wait, lets get her a blanket and pillow or something"
[22:11] <Shalanda> (Where did he go anyway?)
[22:11] <DM_Tol> The woman stirs, and her eyes open.
[22:12] <DM_Tol> The dim candlelight shimmers off her eyes and she sits up.
[22:12] <DM_Tol> She turns and stares at Shalanda.
[22:12] * Shalanda stares back into her eyes.
[22:12] <DM_Tol> Woman: "ah, hello."
[22:13] <Shalanda> "Um... hi."
[22:13] <DM_Tol> The man appears in the doorway, "These four, arrest them."
[22:13] <DM_Tol> Two guards step into the house.
[22:13] * Shalanda looks over at the man.
[22:13] <Shalanda> "For what?"
[22:13] * Berrian looks up from the woman. "Wait!"
[22:14] * Ryu eyes the man "She still lives."
[22:14] <DM_Tol> The man sees his wife looking over now, "What? Geraldine!"
[22:14] <DM_Tol> He runs over to her.
[22:14] <Ryu> "Hastey to place blame."
[22:14] <DM_Tol> A third man walks in, dressed differently.
[22:14] <DM_Tol> The man reaches out to his wife, "How, how is this?"
[22:15] <Ryu> "Your guess is as good as ours, she just suddenly woke up"
[22:15] <DM_Tol> The woman reaches out for help standing up, "Milfred, it really is getting late."
[22:15] <DM_Tol> She looks around, a befuddled expression on her face.
[22:15] <Blake` > "All that matters is that she is alive"
[22:15] * Berrian looks at the man. "We aren't healers. We incorrectly diagnosed the situation."
[22:15] <DM_Tol> Woman: "Why have you brought all these guests?"
[22:16] <Blake` > "More importantly, how come nothing is being done about this spirit problem, if anyone should be under arrest for the events tonight, its the city guard"
[22:16] <DM_Tol> A city official speaks up, "Alright, let me guess. A ghost came in, it attacked the woman and then disappeared. And the woman was out cold for an hour?"
[22:17] <Shalanda> "Has it been an hour?"
[22:17] <Blake` > "Close enough I would say"
[22:17] <Ryu> "Not sure on the time, but the rest is accurate"
[22:17] <DM_Tol> (it has been right at an hour you would guess)
[22:19] <DM_Tol> The city official walks up to the woman, "Are you feeling ok, ma'am?"
[22:19] <Ryu> "Has this been happening.. often?"
[22:19] <DM_Tol> Geraldine: "Why yes, thank you."
[22:19] <DM_Tol> The city official smiles, "Good, then. That will be all."
[22:20] <DM_Tol> The man turns to exit the home. He glances over at Ryu, "That will be all. Good night."
[22:20] <DM_Tol> The two guards leave and he follows after.
[22:20] * Shalanda looks a little confused at the situation.
[22:23] <DM_Tol> The large city official exits the door.
[22:23] <Blake` > "Well, apparently this is just something that happens"
[22:23] <Berrian> "At least we are not being dragged to some cold stone building for something we did not do?"
[22:24] <DM_Tol> The men begin to walk away up the street.
[22:25] <Shalanda> "You know, one of us should ask them about this. It looks like it has happened this way before."
[22:25] <Blake` > "They didnt appear to want to talk about it"

[22:26] * Blake` leaves the man's house while speaking "although we could try I suppose"
[22:26] <DM_Tol> You see the men in the street, which have pause and are speaking to one another.
[22:27] * Shalanda turns her attention to the woman.
[22:27] <Shalanda> "Do you remember what happened to you?"
[22:28] * Berrian goes outside for some fresh air.
[22:28] <DM_Tol> After quizzing her, you can tell Geraldine has no memory since dinner.
[22:29] <Shalanda> "So you have no clue why a spirit thinks you have something that belongs to it?"
[22:30] <DM_Tol> Winfred: "We have nothing ti would want."
[22:30] <DM_Tol> He shrugs.
[22:30] * Blake` nudges Berrian "you should see if you can get anything out of those guards"
[22:30] * Berrian looks at Blake.
[22:30] <Berrian> "why me?"
[22:31] <Blake` > "Why not you?"
[22:31] <Berrian> "I do not think my bow will get me answers, and I am best with my bow."
[22:31] * Blake` heads off after the guards before they get out of sight and begs their attention
[22:32] <DM_Tol> The large man steps towards you as you approach.
[22:32] <DM_Tol> CityOfficial: "May I help you?"
[22:32] <DM_Tol> 1d20
[22:32] <TolBot> [DM_Tol's 1d20]: 7
[22:33] <Blake` > "Maybe we can help each other?" Blakes uses diplomacy..."I want you to tell me what you know about that ghost attack, and in return perhaps we can help your city with the problem"
[22:33] <DM_Tol> (roll)
[22:33] <Blake` > 1d20+15 diplomacy
[22:33] <TolBot> [Blake`'s 1d20+15 diplomacy]: 19
[22:34] <DM_Tol> CityOfficial: "I am Grumlan, minister of protection. Why are you here, why were you at this man's house when this happened?"
[22:35] <DM_Tol> Grumlan looks at the guards and then back at Blake.
[22:36] <DM_Tol> (hello?)
[22:36] <Blake` > "I'm Blake...we came here to confirm rumours about a possible ghosts and the tower having lost its magic, we wanted to learn more and see if we could help...as it stands we were searching for ghosts, saw one and we ended up following it to that house"
[22:36] <DM_Tol> Grumlan: "You came here in order to investigate these things? huh, adventurers. Very well."
[22:37] <DM_Tol> Grumlan: "But you MUST keep this quiet. We do not want a bad reputation."
[22:37] <Shalanda> (Too late)
[22:37] <Blake` > "Then let us help you, and when you no longer have the problem, all will be well"
[22:37] <Blake` > "Perhaps we can meet you and discuss things?"
[22:38] <DM_Tol> Grumlan: "Nearly every other night, an attack happens. Sometimes, if there is a witness, they say a ghost is involved."
[22:38] * Blake` nods
[22:38] <DM_Tol> Grumlan: "Always, they are fine after an hour. That's it, that's all we know. Always at night, just before midnight."
[22:38] <DM_Tol> Grumlan: "If you find out anything, I'd appreciate it. Come let me know at the city hall."
[22:39] <Blake` > "how long has this been happening"
[22:39] <DM_Tol> Grumlan nods and departs.
[22:39] <Blake` > "fine, we will"
[22:39] <DM_Tol> "Nearly two months now."

[22:39] <DM_Tol> The men walk away.

[22:39] * Shalanda steps out into the cool night's air.

[22:39] * Blake` heads back to meet the others, sharing the information

[22:40] <DM_Tol> Winfred and Geraldine shut their door once you're outside.

[22:41] <Shalanda> "I think tomorrow we should consider chartering a boat to investigate the water a little bit, see if we can find the source of this spirit, but for now I recommend returning to the inn and getting some rest."

[22:42] <Ryu> "I agree"

[22:42] <Berrian> "Agreed."

[22:42] <DM_Tol> With a plan for the morrow, the group heads back to the inn.

[22:43] <DM_Tol> *** as this session of Können Land comes to a close ***

2-12-2012: BAND OF BREAD

[20:09] <DM_Tol> *** Game Recap ***

[20:09] <DM_Tol> Previously, our adventurers chased a ghost-like creature that has been harassing the city-folk of Tibirs into a local residence.

[20:10] <DM_Tol> The ghost ransacked the home, as if searching for something, questioned the woman in residence, and then attacked her, paralyzing her frozen as if dead for an hour or so as it dissipated.

[20:11] <DM_Tol> The husband of the man went to get authorities, and Grumlan, the minister of Protection in Tibris, showed up.

[20:12] <DM_Tol> He seemed able to guess at what had happened before hearing a word, as if he was familiar with the routine... the ghost shows up, looking for something, and right at midnight, paralyzes someone in an attack before disappearing.

[20:13] <DM_Tol> After discussing matters with Gumlan, the party thinks upon how to track down the spirit, as they returned to the inn to finish a night's rest.

[20:13] <DM_Tol> *** and thus begins this session of Können Land ***

[20:14] <DM_Tol> After returning to your rooms at the Sea Soaring Inn, you rest for a full night and wake to the smell of muffins through the hallway.

[20:15] * Berrian stretches and explores the inn while the others wake.

[20:15] * Ryu wakes and rolls over, not really wanting to be awake yet

[20:15] <DM_Tol> Berrian, on the first floor of the inn, you find fresh muffins and juice on the self-serve table of the common room.

[20:15] * Blake` joins the others in the main room

[20:16] * Shalanda scans the sea from her window.

[20:16] * Berrian takes a muffin and some juice and finds a table along a wall that will fit the group.

[20:16] * Athas snores loud enough to offend the dead

[20:17] <DM_Tol> The clouds cover the water in the distance as Shalanda peers at them.

[20:18] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:18] * Blake` joins Berrian

[20:19] <Blake` > "Morning"

[20:19] <Berrian> "Morning, Blake."

[20:19] <DM_Tol> 1d100

[20:19] <TolBot> [DM_Tol's 1d100]: 4

[20:19] <Berrian> "Did you rest well?"

[20:20] * Athas stops snoring for a minute, then sits upright.

[20:21] <Blake` > "I did, you?"

[20:21] <Blake` > "Strange night we had, I hope we can help this town out"

[20:21] * Shalanda rises and heads down for some food.

[20:22] <Berrian> "It was sufficient."

[20:23] * Athas scratches himself and stands up to dress.

[20:23] * Berrian nods in greeting to Shalanda.

[20:23] * Shalanda nods back as she snags some juice and a muffin.

[20:23] <Blake` > "Morning"

[20:24] * Ryu eventually crawls out of bed, prepares for the day ahead, and heads down to join the others

[20:24] * Athas dresses in his armor and furs and walks down to the commons area

[20:26] <Blake` > "So I remember someone suggested we get a boat for tonight"

[20:26] <Shalanda> "This morning, but yes that is what I suggested."

[20:28] <Blake` > "I see, well, I like the idea"

[20:29] <Blake` > "So I suggest we follow through with that plan, hopefully we can get a boat"

[20:29] * Athas walks into the commons, grunts a greeting to the other and grabs mead and bread.
[20:31] * Berrian finishes his juice.
[20:31] <DM_Tol> On the table are muffins, sweet bread and juice. A slab a butter is half-melted on a platter.
[20:32] * Shalanda helps herself to some more juice and muffins.
[20:32] * Athas dips his bread in the butter
[20:32] <Shalanda> "I recommend after the late sleepers settle their bellies we go out to the docks."
[20:33] * Berrian goes for his belongings after another glass of juice.
[20:34] <DM_Tol> Two men in the corner stare at each other with stern looks, speechless as they munch on muffins.
[20:34] <DM_Tol> An elf you've seen working the inn comes a refills the juice pitcher.
[20:34] * Athas tears at his bread with his teeth -- more like a wolf than a man.
[20:35] <DM_Tol> The very crumbly bread does not survive your onslaught, Athas, as it falls to pieces onto your platter.
[20:36] <Blake` > "Agreed, the sooner we can get a boat the better"
[20:36] * Athas growls and picks up the crumbs to put into his mouth
[20:40] <Athas> "Weak bread."
[20:41] * Berrian returns with his belongings.
[20:42] <Berrian> "Athas, that is supposed to crumble. I will find you a nice chewy loaf later today. I am certain the town has one."
[20:42] * Athas grunts again, looking for something more sturdy for his mighty belly.
[20:42] <Athas> (brb)
[20:43] <DM_Tol> Each in turn leaves for their stuff and then returns to the main floor of the inn ready to depart.
[20:43] * Shalanda was born ready to depart.
[20:44] <Blake` > "Let's go"
[20:46] <DM_Tol> You leave the Sea Soaring and walk out onto Bend road. (building #31 map at<http://konnen.wg2140.com/index.php?opti ... p;Itemid=5>)
[20:47] * Athas stands with axe on his shoulders
[20:47] <Ryu> (afk, putting kiddos to bed)
[20:47] * Berrian follows the others, checking the other buildings along the way for a bakery.
[20:49] <Blake` > "Anyone here have much experience with boats?"
[20:49] * Shalanda heads towards the docks with purpose, hoping to get a boat to find the source of this ghost.
[20:50] <Berrian> "Only from the previous trip we took."
[20:50] <Athas> "Boat? No... not riding one."
[20:51] <Blake` > (forgot we were on a boat)
[20:51] <DM_Tol> You make your way down a side road and to the docks (#36 area). You can see out onto the water, clouds remaining over the lake, and a half dozen or so fishing boats at various stages of out in the water.
[20:51] <Blake` > "I mean more along the lines of a fair price"
[20:51] <DM_Tol> (afk a couple minutes... kids to bed)
[20:52] * Berrian shakes his head.
[20:52] <Athas> (so... we're going to take a mountain barbarian and put him on a boat? This'll be Hil-Air-EE-Ous)
[20:53] <Shalanda> (We'll give you a viking funeral if you get out of hand.)
[20:55] <Berrian> (viking funeral seems the way to go.)
[20:56] <DM_Tol> The wind blows as you feel dampness off the water.
[20:56] <DM_Tol> (sooo... what's the plan?)
[20:58] <Blake` > (we are going to get a boat and head out there)
[20:59] * Shalanda approaches some fishermen about renting their services for the day.

[20:59] * Blake` joins Shalanda
[21:00] <DM_Tol> You make you way up to nearby docks to approach a boat with two elves by the boat. The pier is precarious; it seems to have been patched up after some damage.
[21:01] <DM_Tol> The fisherelves look up at you as you approach.
[21:02] * Blake` greets them as they approach
[21:02] <Shalanda> Elvish: "Excuse me, we are looking to charter a boat for a local expedition. Might you know where we can acquire one?"
[21:03] <Ryu> (ok back, sorry about that)
[21:04] <DM_Tol> Fisherelf: E: "Traveling where?"
[21:05] * Athas keeps a wary eye about.
[21:06] <Shalanda> Elvish: "We are looking to discover the source of where the hauntings of this town are originating from. I suspect its out to sea near this city somewhere."
[21:07] <DM_Tol> Fisherelf2: E: "Nit wants to chase ghosts?"
[21:08] <Shalanda> Elvish: "Yes, we want to chase ghosts. I know that sounds odd."
[21:11] * Berrian stands idly by on the land next to the docks, waiting for a boat to become available.
[21:11] <DM_Tol> Fisherelf1: E: "We have a fishing boat, but could arrange someone to take you out.... but where?"
[21:14] <Shalanda> Elvish: "Are there any small islands or shipwrecks near the city?"
[21:16] <DM_Tol> Both shrug and seem to know nothing.
[21:17] * Shalanda turns to the others.
[21:17] <Shalanda> "This might be a hopeless venture."
[21:17] <DM_Tol> Fisherelf2: C: "Not sure what you'd be looking for out on the water."
[21:19] <Shalanda> "We know that the spirit that has been haunting this town has been coming from the water at night, and can be seen from the inn's windows. Is there an area on the sea in close view of the inn that we could look around?"
[21:20] <DM_Tol> (please restate the last question... I don't understand what you're asking)
[21:21] <Shalanda> (I could see the ghost from my room in the inn. I'm looking to get a tour of the water that's visible from that room in the inn. Should narrow the search area down somewhat)
[21:21] <DM_Tol> (You saw the ghost really only once it was near the shore. You can see out to that area from the dock.)
[21:23] <Shalanda> "Perhaps just a tour of the shoreline and back again. Perhaps we'll see something that catches our eyes?"
[21:23] * Shalanda asks of the elves.
[21:24] <DM_Tol> (<http://www.scriblink.com/index.jsp?act=...55602C171C>)
[21:25] <DM_Tol> (The lake is huge compared to the area you've seen.)
[21:27] <DM_Tol> (The "G" is where you 'saw' the ghost-light appeared)
[21:29] <Blake` > "You know, maybe we should hold off on the boat, the elves have a point, we don't really know where we are going"
[21:29] * Shalanda sighs, feeling defeated at this venture.
[21:30] <Blake` > "Perhaps we can spend the day looking for information, I could like research some of the towns history and see if we get any leads"
[21:30] <Athas> "Are we getting a boat or not?"
[21:30] <Blake` > "Well Athas, we are trying to figure that out"
[21:31] <Berrian> "A bakery, then."
[21:31] * Berrian sighs and looks at the buildings near the dock.
[21:31] <Ryu> (Scrib doesn't load for me but thats OK)
[21:31] <Shalanda> "No boat, we'll figure something out, and perhaps setup an ambush for this spirit next time it comes ashore."
[21:33] <Blake` > "Alright then"
[21:34] <Athas> "Why not seperate the bosat from the owners? Temporarily of course."

[21:35] <Shalanda> "No need, we can search for answers elsewhere. Perhaps split up and ask around the city for information?"

[21:38] <Blake` > "It seems we picked a difficult task, that spirit was quick and disappeared so quickly"

[21:38] <Athas> "What makes a spirit choose to remain here?"

[21:38] <Blake` > "Maybe it didnt choose to be here, maybe it can't leave"

[21:39] <Shalanda> "It seems to be searching for something, perhaps that is what binds it here."

[21:39] <Berrian> "So we look for the item it keeps searching for?"

[21:40] <Shalanda> "That could be anything. It's probably easier to search for clues to who the ghost was in life or where it comes from."

[21:41] <Blake` > "I agree, we need to know more about when the sightings started to take place and any events that took place around that same time"

[21:42] <DM_Tol> You walk away from the boat.

[21:42] <Athas> "Let's go to where it was seen last. There must be something there of value."

[21:43] * Berrian shrugs. "We don't have many other possible leads yet."

[21:45] <Shalanda> "I don't think that family really cares for us... or did you forget they tried to have us arrested?"

[21:46] <Athas> "It is not a spirit, it is an animal. We track and kill it."

[21:46] <Blake` > "I don't thnk we should bother them either, we can go speak with the guards again, perhaps the temple"

[21:47] <Blake` > "Or we can simply wait until its suppose to come out again and hopefully we learn something, although I have a feeling without some luck we might just end up with nothing again"

[21:48] <DM_Tol> (will happily move you forward if you have a destination, in location and/or time)

[21:48] <Berrian> "Perhaps we search for a bakery, and with luck, we learn something? Sometimes not searching works better."

[21:48] <Athas> "Perhaps we can find some stout bread."

[21:49] <Blake` > "Those are good ideas as well"

[21:49] * Berrian nods to Athas. "Exactly"

[21:50] * Athas looks around a worthy bakery.

[21:50] <Shalanda> "I think I will ask around the city while you are searching out a bakery. Meet back at the inn at high sun?"

[21:51] <Blake` > "Agreed, I would like to do some research as well"

[21:51] <Ryu> (Sorry for being so quiet guys, my mind is fully elsewhere...)

[21:51] <Blake` > "Although I have a feeling that Berrian and Athas will gain more then I can hope to learn"

[21:51] * Athas nods, then plods off searching for a bakery of legend

[21:52] * Berrian follows Athas.

[21:52] <DM_Tol> You spread out into the city and meet back at noon at the inn.

[21:52] <DM_Tol> (roll streetwise, blake)

[21:53] <Blake` > (for what?)

[21:53] <Blake` > 1d20+5

[21:53] <TolBot> [Blake`s 1d20+5]: 11

[21:53] <DM_Tol> (roll a History, too)

[21:53] <Shalanda> (And me?)

[21:53] <DM_Tol> (for your researching for info)

[21:54] <DM_Tol> (you too, Shal. Roll both)

[21:54] <Blake` > 1d20+9

[21:54] <TolBot> [Blake`s 1d20+9]: 27

[21:54] <Shalanda> 1d20+4 streetwise

[21:54] <TolBot> [Shalanda's 1d20+4 streetwise]: 24 (Perfect!)

[21:54] <Shalanda> 1d20+11 History

[21:54] <TolBot> [Shalanda's 1d20+11 History]: 21
[21:54] <DM_Tol> (I'm confused about the desire for a bakery... am I forgetting something?)
[21:54] <Shalanda> (They are rpging that they are hungry still)
[21:55] <Berrian> (I promised Athas a chewy loaf instead of the crumbly one for breakfast)
[21:55] <DM_Tol> (ah, ok)
[21:57] * Athas casts about... then stops.
[21:59] <Berrian> "I do not know where the bakery is. Shall we continue looking?"
[22:00] <DM_Tol> Shalanda, your search in town led you to a man who was attacked by the ghost 2 weeks ago. He came to his store to drop something off to find the ghost searching his leather store. It was crying "Where is it?", then attacked his partner and disappeared.
[22:00] * Athas looks around.
[22:01] <Athas> "Lets us look, but keep an ear out for this ghost."
[22:01] <Berrian> "agreed."
[22:01] * Shalanda tries to get any more details from the man that might be helpful.
[22:04] <DM_Tol> Blake, your searching leads you to a conversation with a woman who was attacked, but she doesn't remember anything, and then a conversation you have with a man at the temple of many gods about speaking to ghosts.
[22:04] <DM_Tol> Athas and Berrian, you find some good bread.
[22:05] * Athas takes the bread, pays for it and tears into it.
[22:05] * Berrian purchases enough loaves for everyone.
[22:07] <Berrian> "Good bread?"
[22:07] * Athas grunts happily.
[22:07] * Blake` heads back to meet the others satisfied with his findings
[22:07] * Berrian returns with the bread and a happy Athas.
[22:08] <Athas> (... and a happy Athas is a non-pillaging Athas.)
[22:10] * Shalanda looks at Blake when he returns to the inn. "Find out anything good?"
[22:11] <Blake` > "Nothing much, I did speak to a man in the temple of many gods about speaking to ghosts, that is about it, what did you learn?"
[22:11] <Blake` > (brb, dog)
[22:12] <Shalanda> "Temple of Many gods and speaking with ghosts? Your information sounds far more useful than what I got. I found another attack victim who was attacked at a shop."
[22:13] * Berrian returns and holds up a loaf of bread. "We come bearing bread."
[22:13] <DM_Tol> (what else did you want to find out, Shal?)
[22:15] <DM_Tol> Blake, the tip was from an old geezer, who pontificated, that some ghosts who are searching for something, can sometimes be drawn to different kinds of light. He also said that a great dragon was living in the top floor of your inn, so to be careful. He also said he heard that the lake dried up years ago and what's there now is just an illusion.
[22:16] <Shalanda> (anything useful)
[22:17] <Athas> (See -- it wasn't just me snoring)
[22:17] <Shalanda> (oooh send Athas upstairs to poke the dragon with a stick)
[22:19] * Berrian hands the others a loaf of bread.
[22:20] <Athas> (Sure... did it once.)
[22:20] <Shalanda> "Thank you, smells hardy and fresh."
[22:20] <DM_Tol> You all continue talking as you move down the road to a sandwich shop. There's no lunch at the inn.
[22:20] * Shalanda takes a bite.
[22:21] <DM_Tol> (It is where they scored the bread.)
[22:21] * Blake` tells the others his experience
[22:22] <Shalanda> "I would be interested in visiting this temple of gods, more for my own personal curiosity over our current agenda."
[22:24] <Ryu> "Sounds good to me... maybe the temple will have additional records of events..."

[22:24] <Athas> "Gods don't need temples. They need blood."
[22:25] <Shalanda> "Not all gods need blood."
[22:25] * Athas looks at Shalanda
[22:26] <Athas> "How do your gods know who to favor?"
[22:27] <Shalanda> "They favor those faithful to their tennants. Not all gods require blood to prove your faith. Some prefer noble deeds, self-perfection, or just the admiration of beauty."
[22:28] * Athas snorts
[22:29] <Blake` > "Back to the old man and the ghosts, any of you gather anything useful from that?"
[22:29] <Berrian> "or blood."
[22:29] * Berrian glances at Shalanda.
[22:30] <Berrian> (and shrugs a shoulder towards Athas)
[22:30] <Shalanda> "Well yes, blood, war, destruction of the undead, and other aspects of carnage does also count for some pantheons."
[22:30] <Shalanda> "Ghost could be looking for something, but I don't think the light thing is very accurate."
[22:32] <Blake` > "So then we havent really learned anything"
[22:33] <Blake` > "Other then there is a dragon living at the inn apparently and that the lake is an illusion"
[22:33] <Shalanda> "So go for a swim."
[22:33] * Shalanda smiles.
[22:33] * Berrian sighs.
[22:34] <Berrian> "I suppose we need to find more information, preferably from a trustworthy source, before we do anything about this Ghost."
[22:35] <Ryu> "Dragon in the Inn... Sounds fun... Where at, I wonder if he'll play with Kira," he lovingly pats his Dragonling Familiar on the head
[22:36] <Blake` > "Well I did my best to gather information, I am tapped out myself, any info you can muster would be great Berrian"
[22:36] <Blake` > "I'm ready to follow that ghost again"
[22:37] * Berrian points to the sandwich shop. "This wasn't good information?"
[22:39] <Blake` > "Another thing to consider is that perhaps, since no one is being hurt, that the city doesnt need help with this problem"
[22:39] <Blake` > "Maybe its just part of what this city is and that there isn't anything we can do"
[22:40] <Shalanda> "I would be willing to forget this place, except I must see the ghost put to rest first or proved not to be a ghost."
[22:40] <Blake` > "Well, lets hope it doesn't show up again then"
[22:41] <DM_Tol> You eat your sandwiches and move on.
[22:41] <DM_Tol> (next?)
[22:41] * Berrian looks hopeful. "We are done here and we can get back on the road?"
[22:42] <Blake` > "Not yet, Shalanda needs to stay, so we should stay with her until she is satisfied the ghost is at rest or an illusion"
[22:42] * Shalanda nods.
[22:42] <Athas> "I will remain."
[22:43] <Shalanda> "Prehaps we should try this temple Blake mentioned. If there is a ghost it would make sense they have been trying to do something about it as well."
[22:43] * Berrian sighs. "Very well. I stay with the group, even when I do not enjoy the city."
[22:43] <Blake` > "We can go poke around there for more information"
[22:45] * Berrian stands and packs the last of the loaves into his bag, then swings it onto his back.
[22:47] <Shalanda> "So Blake, where is this temple?"
[22:48] <Athas> "Let's see this temple, then."
[22:48] <Blake` > "Let me show you"

[22:48] <DM_Tol> You follow Blake to the temple of many gods.
[22:48] * Blake` leads the others to the temple
[22:49] <DM_Tol> You make it to the temple (building #5).
[22:49] <DM_Tol> Inside you see various shrines to different gods you recognize.
[22:49] <DM_Tol> (Note: I've given you all the information you will gather for the day)
[22:50] <Blake` > (ok)
[22:50] <DM_Tol> Priests and priestesses, though not many, are scattered about.
[22:51] <Blake` > "So this is it"
[22:51] <DM_Tol> Shalanda, you see a shrine to your god on one wall.
[22:51] <Blake` > "We still have all night to and tomorrow to figure out a plan"
[22:51] * Shalanda visits the shrine.
[22:52] <DM_Tol> Shalanda lifts a prayer to her god as you ponder what to do between now and tomorrow night.
[22:52] <Athas> (shall I run in and yell "My Gods Drink Deep"?)
[22:52] <Shalanda> (Sure)
[22:52] <DM_Tol> *** as this session of Können Land comes to a close ***

2-19-2012: WHENS GHOSTS ATTACK

[20:09] <DM_Tol> *** Game Recap ***

[20:10] <DM_Tol> The adventurers, delve into the lore of Tibris and its neighboring lake. They pursue the trail of a ghost that terrorizes a city resident every couple of nights.

[20:11] <DM_Tol> After investigating possibilities of heading out on to the water to see what can be seen, they gather information around town and meet up at the large temple in town.

[20:12] <DM_Tol> The Temple of Many Gods is on the northern end of the developed city.

[20:14] * Shalanda visits the section devoted to the Raven Queen.

[20:15] * Athas looks at the statues and offerings.

[20:16] <Athas> "Thirst for dust."

[20:16] <DM_Tol> *** Thus begins this session of Können Land ***

[20:17] <DM_Tol> Shalanda, you find the expected symbols and altar out from the wall.

[20:19] * Blake` explores the temple as well

[20:19] <Athas> (About to find that you can't take Athas anywhere nice in 3... 2... 1...)

[20:20] * Shalanda offers up prayers as she reflects on the events around Nagalam.

[20:20] * Athas wanders around, a sneer lightens his lips slightly.

[20:21] <DM_Tol> The largest shrine in the temple is a enclave to Melora.

[20:22] <DM_Tol> You see other worshipers. One woman bows before a temple, motionless since your arrival. It almost seems she is dead.

[20:23] <DM_Tol> Blake, you do not see the earlier person who shared with you their thoughts on getting a ghost's attention.

[20:23] * Athas looks to the woman, then to the others.

[20:25] * Athas walks over to the woman, studying her for some sign of life.

[20:26] <Athas> (is she old, young?)

[20:28] <DM_Tol> The woman is older, though not old.

[20:28] <Athas> "Good mother? Are you ill?"

[20:29] <DM_Tol> The woman at first betrays no response, until finally she sits up and looks at you, blinking;

[20:30] <Athas> "Are you ill? Do you need a healer?"

[20:31] <Athas> (brb)

[20:31] * Shalanda looks over briefly before going back to her prayers.

[20:33] <DM_Tol> She blinks, "Disturb me not."

[20:33] <DM_Tol> She rises and moves away.

[20:33] <DM_Tol> (any other thing you wish to do here?)

[20:33] * Blake` heads over near the entrance, waiting for his companions to finish up in the temple

[20:34] <DM_Tol> (Anything else you're wanting to do in town?)

[20:34] <Blake` > (I can't think of anything else to do here atm)

[20:34] <Shalanda> (Nope)

[20:35] <DM_Tol> The group leaves the temple, and heads out into the city.

[20:36] <DM_Tol> The afternoon passes and evening comes. Through the night, any searches reveals nothing out of the ordinary. Shalanda, outside your window, you see nothing of note across the water.

[20:36] <DM_Tol> Morning breaks to the scent of plums and muffins.

[20:36] <Athas> "I say we wait where the ghost was seen last and hope to stalk him back to his lair."

[20:36] <Shalanda> (I didn't expect anything, since we were told every other day the ghost appears.)

[20:37] <DM_Tol> (right)

[20:41] <DM_Tol> As you move to the common room downstairs, you see muffins and plums and

juice on the table.

[20:41] * Shalanda enjoys a hearty plum and a large muffin.

[20:41] * Ryu sits quietly and eats a muffin

[20:42] * Athas drinks some juice and chows down a muffin.

[20:44] <Athas> "So -- these ghosts fear the sun? Why don't they appear during the day?"

[20:44] <Blake` > "good question"

[20:45] <Shalanda> "No, they don't fear the sun. They can appear at any time, however I'm sure this spirit is linked to the night somehow."

[20:45] <Ryu> (http://sphotos.xx.fbcdn.net/hphotos-ash...9291_n.jpg)

[20:46] <DM_Tol> After a couple minutes, a woman approaches your table.

[20:47] <Blake` > "Well if it showed up more often it might find what its looking for more quickly"

[20:47] <Shalanda> "Perhaps it can only manifes... hello?"

[20:48] <DM_Tol> Shalanda, as you look up, she slaps you across the face.

[20:48] <DM_Tol> A tear wells up in her eye.

[20:48] * Athas jumps to his feet, drawing a dagger.

[20:48] * Ryu stands rapidly, "Explain yourself Woman... NOW!" his hand reaches for his blade.

[20:49] <DM_Tol> ScornedWoman: "I hope you're happy."

[20:49] * Shalanda holds the side of her face, stunned and confused.

[20:49] <Shalanda> "What did... what did I do?"

[20:49] <DM_Tol> The woman takes a step back, seeing the harsh reaction of blades drawn.

[20:49] <DM_Tol> She starts to shiver.

[20:50] * Blake` just watches a little caught off guard

[20:50] <Athas> "Speak now, crone -- or speak to your gods later."

[20:50] * Ryu watches Shalanda to see her action

[20:50] <Blake` > "Calm down"

[20:51] * Shalanda looks confused and feels her tender face, the lack of an answer not helping the confusion any.

[20:51] <DM_Tol> She turns to look down at Shalanda again, "You... Caroleen?"

[20:51] * Ryu lowers his hand and sits back down

[20:51] <Shalanda> "Who? What... what the heck is your problem?"

[20:51] * Shalanda starts to get angry.

[20:51] * Athas is waiting for someone to pull the proverbial trigger

[20:51] <DM_Tol> ScornedWoman: "I... I..."

[20:52] <DM_Tol> She looks around the room, as a woman from a table in the corner gets up and bolts out of the room.

[20:52] <DM_Tol> She turns toward you Shalanda, "I'm so very sorry."

[20:52] * Shalanda looks over at the other woman.

[20:52] * Athas looks to the woman, then to Shalanda.

[20:53] <Blake` > "You might have a twin"

[20:53] <Shalanda> "A what?"

[20:53] <DM_Tol> She turns and rushes for the door, after the figure that ran out a moment ago.

[20:53] <Athas> "No one strikes one of the Favored and expects nothing."

[20:53] * Athas moves towards to woman.

[20:54] <Shalanda> "Favored, twin, what in the Nine Hells?"

[20:54] * Athas reaches for the woman's arm to drag her out.

[20:55] <DM_Tol> The weird altercation ends as others in the room stop watching.

[20:56] <DM_Tol> Athas, you have the option of chasing after the woman if you wish to grapple her.

[20:57] * Athas lets her go and turns to Shalanda... in what could be called concern among his tribe...

[20:58] <Athas> "Did that whore's get harm you other than the slap? Do you want me to bring back her head as a warning to others?"

[20:59] * Ryu laughs
[20:59] <Shalanda> "What?"
[20:59] <DM_Tol> (lol)
[21:00] * Shalanda rubs her face confused again.
[21:00] <Athas> "You are Favored by your goddess -- that..."
[21:00] * Athas points out the door
[21:00] <Athas> "... must be answered."
[21:01] <Shalanda> "I am just a servant of my goddess, I would hardly call myself favored."
[21:02] <DM_Tol> Time passes as you let the altercation pass.
[21:02] <DM_Tol> (Plans now?)
[21:02] * Athas shakes his head and moves on.
[21:03] <Blake` > "I am curious what that was about still, but what now, sit and wait?"
[21:03] <Athas> "We hunt."
[21:04] <Shalanda> "We wait for evening and try to find this ghost... though we can search the town for clues before hand."
[21:05] <Ryu> (Sorry for being so quiet, benedryl is winning)
[21:06] <Blake` > "Where else can we search?"
[21:06] <Blake` > "Seems like no one really knows whats happening with the ghost"
[21:07] <Blake` > "Other then it shows up and goes"
[21:07] <Athas> "I don't think that the people here are going to be... friendly..."
[21:08] <Shalanda> "What gave you that idea... my jaw would totally agree with you."
[21:09] <Blake` > "I don't see why they wouldnt be friendly, and that woman clearly thought you were someone else, which is interesting, I just don't believe we are going to find to much more out, but I suppose we should try"
[21:09] <DM_Tol> You head out into the day, searching for what may be gleaned.
[21:11] <Athas> (if we need to make any rolls, could you give me a minute to get Chrome opened back up?)
[21:12] <DM_Tol> (streetwise check for any who want, and a Local Knowledge check)
[21:12] <Blake` > 1d20+5
[21:12] <TolBot> [Blake`s 1d20+5]: 17
[21:12] <Blake` > (streetwise)
[21:13] <Ryu> (pulling up sheet)
[21:13] <Shalanda> 1d20+4 streetwise
[21:13] <TolBot> [Shalanda's 1d20+4 streetwise]: 8
[21:13] <Blake` > (grrr, afk, dog is awake again and people are trying to sleep, gonna let him out, souldnt be long)
[21:13] <Athas> 1d20+2 streetwise
[21:13] <TolBot> [Athas's 1d20+2 streetwise]: 21
[21:13] <Athas> (!!!)
[21:13] <Shalanda> (And what's local knowledge under?)
[21:14] <Ryu> 1d20+1
[21:14] <TolBot> [Ryu's 1d20+1]: 13
[21:14] <Shalanda> (History?)
[21:15] <DM_Tol> (sure)
[21:15] <Ryu> (Hmm, curious, never really thought about it befroe, but could I do an Arcana check to see if I know what the ghost is?)
[21:15] <Ryu> 1d20+7 (History)
[21:15] <TolBot> [Ryu's 1d20+7 (History)]: 23
[21:15] <Shalanda> 1d20+11 history
[21:15] <TolBot> [Shalanda's 1d20+11 history]: 14
[21:16] <DM_Tol> The day passes as you make your way around individually, attempting to learn

what you may.

[21:16] <Athas> (or we threaten random people...)

[21:17] <Blake` > (back)

[21:17] <DM_Tol> Shalanda, you run into Portis, the minister of Hospitality, who speaks with you about your encounter with the ghost.

[21:17] <Blake` > 1d20+9 (history)

[21:17] <TolBot> [Blake`s 1d20+9 (history)]: 13

[21:18] <DM_Tol> Athas, you learn that the woman who slapped the face of Shalanda was the wife of a man who had had an affair at that hotel with the woman who ran out the common room.

[21:19] <Athas> (So... I should cut something else off of the offending party?)

[21:19] <DM_Tol> You enjoy a meal before night falls, in the common room, ready to plot for the night.

[21:21] <Shalanda> "So anybody come up with anything of worth?"

[21:22] <Blake` > "I learned nothing, but had another nice tour of the city"

[21:24] <Athas> "The constable needs to have his stones cut off and fed to the hounds... other than that, nothing of importance."

[21:24] <DM_Tol> You sip a mug of wine, already convinced that the local pride in their vintages is well-founded.

[21:28] <Shalanda> "I must say, this is good."

[21:28] <Blake` > (afk again, sorry)

[21:29] <Shalanda> "Though it hurts to chew."

[21:29] <Athas> "If I find that man, he'll pay... and he will have much more to complain about."

[21:30] <Shalanda> "Um... why?"

[21:31] <Athas> "He was sleeping with another woman -- the one who struck you though you were the one. I should crush his stones under my heels."

[21:31] <Shalanda> "Why is it any of your business?"

[21:32] * Shalanda asks quizzically.

[21:32] <DM_Tol> The evening grows long into night.

[21:32] <Athas> "She struck you. Doesn't that demand some answer?"

[21:33] * Shalanda shrugs

[21:33] * Athas furrows his brow.

[21:33] <Shalanda> An eye and an eye don't always equal out.

[21:34] * Athas opens his mouth to answer... then closes it.

[21:34] <Athas> "If that is your way, I will follow it."

[21:35] <Shalanda> "I suspect that wasn't what you wanted to hear."

[21:35] <Athas> "It is not my way. Every slight answered so there is no doubt."

[21:38] <Shalanda> "Your way was my way not too long ago."

[21:39] <Athas> "What changed?"

[21:40] <Shalanda> "Experience, loss, and death... death changes everything."

[21:40] <DM_Tol> (advance to night time? Are we down to 2 players? If so, I wanna wait til Warb returns)

[21:40] <Athas> "For some, yes."

[21:40] <Athas> (yeah, let's move forward)

[21:41] <Ryu> (I'm here.. jus' spacing out)

[21:41] <Shalanda> (We can advance if you like)

[21:42] <Athas> (Benedryl has never effected me like that... you must be getting the good stuff)

[21:42] <DM_Tol> (hehe)

[21:43] <DM_Tol> (take 5 to wait for Warb?)

[21:43] <Ryu> (Nah, its the only med that hits me harsh, most have no effect)

[21:43] <Shalanda> (I don't mind)

[21:43] <Ryu> (I'm up for the jump)

[21:45] * Warbudgie (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #groveewood
[21:45] <Shalanda> (Hey, there he is.)
[21:45] * Warbudgie is now known as Blake``
[21:45] <Blake``> (sorry dog is calm now but i had to setup downstairs
[21:45] <Blake``> (can you boot the other blake please)
[21:45] * Blake` was kicked by DM_Tol (Blake`)
[21:46] <Athas> (a couple shots of vodka and he'll sleep through the night.)
[21:46] <DM_Tol> (did I boot the right one?)
[21:46] <Shalanda> (Yeah)
[21:46] <DM_Tol> (*crickets chirping*)
[21:46] <DM_Tol> (guess not.)
[21:46] <Shalanda> (That one deserved it)
[21:47] <Ryu> (*stomps on the crickets*)
[21:47] <Blake``> (im here)
[21:48] <Blake``> (im loadin up my sheet so i was alt tabbed out)
[21:48] <Blake``> (im good to go though)
[21:50] <DM_Tol> (ok, we ready for the night's events?)
[21:50] <Shalanda> (Yep, let the spectral bloodshed begin)
[21:50] <DM_Tol> (What are you doing to await the ghost? All at the Sea Soaring Inn, or some elsewhere in the city?)
[21:50] <Athas> (Whoo!)
[21:51] <Shalanda> (Well I can watch from my window, so the inn works for me.)
[21:51] <Blake``> (can we just join u there?)
[21:52] <Athas> (I'll wait at the inn by the door to rush out)
[21:52] * Blake`` awaits at the inn for word of the ghost
[21:53] * Athas stands at the ready to chase
[21:53] <DM_Tol> Shalanda relies upon her perceptions at the window while the others await word.
[21:53] <DM_Tol> (roll perception check, Shal)
[21:54] <Shalanda> 1d20+6
[21:54] <TolBot> [Shalanda's 1d20+6]: 18
[21:54] <DM_Tol> The night grows dark. Less than an hour before midnight, Shalanda sees a light coming from across the water. This time, Shal, it is to the north side of town.
[21:55] <DM_Tol> (City map at <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)
[21:55] * Shalanda raises the alarm to the others.
[21:55] <DM_Tol> You all head out the inn, and up the Bend Rd. towards the main crossroad intersection.
[21:56] * Ryu heads out with Shal and the others
[21:56] <DM_Tol> (ok, each round, everyone rolls a perception check to pursue the ghost)
[21:56] * Athas bolts for the intersection.
[21:56] <Athas> (now?)
[21:56] <DM_Tol> You see the light tof the ghost move past the temple. (building #5)
[21:56] <DM_Tol> Perception check please.
[21:56] <Ryu> 1d20+2
[21:56] <TolBot> [Ryu's 1d20+2]: 20
[21:56] <Athas> 1d20+2
[21:56] <TolBot> [Athas's 1d20+2]: 18
[21:57] <Shalanda> 1d20+6
[21:57] <TolBot> [Shalanda's 1d20+6]: 26 (Wow)
[21:57] <Blake``> 1d20+5
[21:57] <TolBot> [Blake``'s 1d20+5]: 16
[21:57] <Blake``> (my roll was actually 14)

[21:57] <DM_Tol> Shalanda leads the way, keenly honing in on the ghost's location. It round the temple and heads west.

[21:57] <DM_Tol> Perception check please.

[21:57] <Blake`` > 1d20+4

[21:57] <TolBot> [Blake``'s 1d20+4]: 6

[21:58] <Shalanda> 1d20+6

[21:58] <TolBot> [Shalanda's 1d20+6]: 26 (That's awesome.)

[21:58] <Shalanda> (Geez)

[21:58] <Ryu> 1d20+2

[21:58] <TolBot> [Ryu's 1d20+2]: 4

[21:58] <Athas> 1d20+2

[21:58] <TolBot> [Athas's 1d20+2]: 10

[21:58] <DM_Tol> Shalanda forcibly argues to the others the correct direction while the others lose sight of the glowing entity. It moves past the city hall and north.

[21:58] <DM_Tol> Perception check please.

[21:59] <Ryu> 1d20+2

[21:59] <TolBot> [Ryu's 1d20+2]: 21

[21:59] <Shalanda> 1d20+6

[21:59] <TolBot> [Shalanda's 1d20+6]: 14

[21:59] <Athas> 1d20+2

[21:59] <TolBot> [Athas's 1d20+2]: 22 (Perfect!)

[21:59] <Blake`` > 1d20+3

[21:59] <TolBot> [Blake``'s 1d20+3]: 11

[21:59] <Blake`` > (got it right that tme)

[22:00] <DM_Tol> Athas pushes the others forward, following the ghost, into an area of the city you've not yet ventured into, with shanty homes and tents. (area #6)

[22:00] <DM_Tol> Perception check please.

[22:00] <Athas> 1d20+2

[22:00] <TolBot> [Athas's 1d20+2]: 12

[22:00] <Shalanda> 1d20+6

[22:00] <TolBot> [Shalanda's 1d20+6]: 26 (Nailed it!)

[22:00] <Ryu> 1d20+2

[22:00] <TolBot> [Ryu's 1d20+2]: 14

[22:00] <Shalanda> (Have I won yet?)

[22:01] <DM_Tol> Shalanda once again picks up on the trail with clarity. You see the ghost approach one or more figures huddle around a fire.

[22:01] <Blake`` > 1d20+3

[22:01] <TolBot> [Blake``'s 1d20+3]: 10

[22:01] <DM_Tol> You all approach as you hear a lady squeal.

[22:01] <Athas> 1d20+2

[22:01] <TolBot> [Athas's 1d20+2]: 18

[22:01] <DM_Tol> A young man moves back from the fire, "Wha... what is that?"

[22:02] <Athas> "MOVE!"

[22:02] <DM_Tol> The ghost hovers, a humanoid figure, with draping cloak.

[22:02] <DM_Tol> You are 50 feet away. (Actions?)

[22:03] * Ryu goes after the ghost, trying to get a better view of it to possibly identify it.

[22:03] * Blake`` goes in for a closer look

[22:03] * Athas moves to put himself between the young man and the ghost

[22:04] <DM_Tol> You hear the figure ask the young man, "Where IS it? Do you HAVE it?" in a screechy voice.

[22:04] * Shalanda attempts to move up to the spirit to turn it.

[22:04] * Blake `` calls out "I have it"
[22:04] <Ryu> (Permission to roll an Arcana check to identify it as a magical creature?)
[22:05] <Ryu> (haha, Magical... can't type)
[22:05] <DM_Tol> Ryu and Blake move to good vantage points, while Athas moves in front of it trying to block its path to the young man, while Shalanda attacks.
[22:05] <DM_Tol> Blake, you have no indication that the ghost hears you.
[22:05] <DM_Tol> (roll, Shal)
[22:06] <Shalanda> 1d20+7 wis vs will (1/2 damage on fail)
[22:06] <TolBot> [Shalanda's 1d20+7 wis vs will (1/2 damage on fail)]: 14
[22:06] <DM_Tol> (roll dam)
[22:07] <Shalanda> 3d10 and extra on success
[22:07] <TolBot> [Shalanda's 3d10 and extra on success]: 16
[22:07] <DM_Tol> The ghost seems to not notice your attack, Shal, as it presses forward upon the young man.
[22:07] <DM_Tol> Athas, you feel cold as it pass by/through/over you and the young man wails.
[22:08] * Athas shivers and tries to strike the spirit with the flat of his blade
[22:08] <Athas> (can I attack?)
[22:08] <DM_Tol> The ghost falls upon the man, screeching.... and then dissipates.
[22:08] <DM_Tol> The man falls down as if dead, as does the young woman not far away.
[22:08] <DM_Tol> All goes quiet.
[22:08] <DM_Tol> (not now, Athas... you had one action)
[22:09] <Ryu> 9brb)
[22:09] <DM_Tol> The young woman sits up, and looks over, "Darrius. No... NOOO!"
[22:09] <DM_Tol> She sobs.
[22:09] <Blake `` > "He will be fine in an hour"
[22:10] <DM_Tol> She stands and moves over to her friend's body, "No, he can't be."
[22:10] <DM_Tol> She looks up at Blake.
[22:11] * Shalanda starts looking around the area for signs of magical residue or influence.
[22:11] <Blake `` > "Well he should be, just make him comfortable"
[22:11] * Athas looks for the spirit
[22:14] <Athas> "Will he live?"
[22:15] <Blake `` > "He should"
[22:15] <DM_Tol> (Roll whatever check you want, Shal)
[22:15] <Blake `` > "But we learned nothing about the ghost, although I did notice he was wearing a cloak"
[22:16] <Shalanda> 1d20+11 arcana, but doesn't expect anything
[22:16] <TolBot> [Shalanda's 1d20+11 arcana, but doesn't expect anything]: 25
[22:17] * Ryu searches through his memory for anything that may resemble that ghost
[22:18] * Athas pokes around.
[22:19] <DM_Tol> You search around and find nothings, and after waiting for close to an hour with the woman, the young man Darrius awakes, unaware of the evening's events.
[22:19] <Blake `` > "You know we should maybe look into that rumour about illusions and the water and maybe research some informaton on illusion magic"
[22:21] <Athas> "Mages..."
[22:21] * Athas scowls
[22:22] <Shalanda> "If this is magic, it is a strange magic."
[22:27] <Athas> "What purpose? If something needs to be stolen, why not..."
[22:27] <DM_Tol> In time, the young friends bid you farewell. They move away into a collection of huts, as the nearby fire fades.
[22:27] * Athas makes 'magic-like motions'
[22:27] <Athas> ... and conjure it to you?"

[22:27] * Shalanda raises her brow at Athas.
[22:27] <Athas> "What?"
[22:27] <Blake`` ` ` > "It just seems to me like it would be some illusion gone wrong, the same thing happens every other night...and the old man I spoke with did mention illusions"
[22:31] <DM_Tol> (heading back to the inn?)
[22:31] <Athas> (yeah -- I think we've done enough damage here)
[22:32] <Shalanda> "I must say, that this ghost is really starting to get on my nerves."
[22:32] <DM_Tol> The group heads back to the Sea Soaring Inn to retire for the night. Come morning, you are greeted with the scent of muffins and coffee.
[22:32] <Blake`` ` ` > "its a tough riddle"
[22:32] <DM_Tol> You one by one gather in the common room, to discuss next plans.
[22:32] * Athas sets his axe on the table.
[22:32] <Athas> "This can solve most riddles."
[22:33] <Shalanda> "Hardly."
[22:34] * Athas arches an eyebrow.
[22:36] <DM_Tol> (After you discuss, I'm willing to jump ahead two nights, if/when you're ready)
[22:36] <Athas> (sure)
[22:37] <Shalanda> (Sure)
[22:37] <Blake`` ` ` > "we will just have to keep watching it and gain more knowledge each time I suppose"
[22:38] <Athas> "or strike its head from its shoulders."
[22:38] <Shalanda> "Patience they say is a virtue."
[22:41] <Blake`` ` ` > (im ready)
[22:42] <Athas> (kill! kill! kill!)
[22:43] <DM_Tol> You spend two days waiting for the next evening of ghost-hunting. The first evening, you learn of a poetry recitation at the Odium on the hillside, which some of you attend. Surprisingly, the featured poet was a pair of Dwarves, who long, slow verse was dreary and uninspiring.
[22:43] <DM_Tol> On the second evening, you once again take up your positions at the inn.
[22:43] <Athas> (oh... friends of Hawthorne?)
[22:44] <DM_Tol> (Just Shal watching out the window? Everyone at the inn?)
[22:44] <Shalanda> 1d20+6 perception, because I know it's coming.
[22:44] <TolBot> [Shalanda's 1d20+6 perception, because I know it's coming.]: 21
[22:44] <Athas> (standing at the door, straining at my leash)
[22:45] <Ryu> (put me near by somewhere lol)
[22:45] <DM_Tol> Not far before midnight, Shalanda sees a light moving to the piers over the water.
[22:46] <DM_Tol> You all head out of the inn in pursuit.
[22:46] * Shalanda raises the alarm once again.
[22:46] <Ryu> "Wonder who it will be this time, man, woman, child, or pet..."
[22:46] * Athas bolts from the door, axe at the ready.
[22:47] * Ryu gives chase
[22:47] <DM_Tol> You all pick up the trail of the glowing ghost up at the docks, in between some canneries. (north of #35)
[22:47] <DM_Tol> It moves north.
[22:47] <DM_Tol> You attempt to track it. (Perception)
[22:47] <Blake`` ` ` > 1d20+3
[22:47] <TolBot> [Blake`` ` ` 's 1d20+3]: 12
[22:48] <Athas> 1d20+2
[22:48] <TolBot> [Athas's 1d20+2]: 12
[22:48] <Ryu> 1d20+2
[22:48] <TolBot> [Ryu's 1d20+2]: 13

[22:48] <Shalanda> 1d20+6 perception
[22:48] <TolBot> [Shalanda's 1d20+6 perception]: 16
[22:48] <DM_Tol> You all lose sight of the ghost.
[22:48] <DM_Tol> (Intuition check to pick up the trail)
[22:48] <Ryu> (that would be lol?)
[22:48] <Athas> (Insight?)
[22:48] <Shalanda> 1d20+11 insight
[22:48] <TolBot> [Shalanda's 1d20+11 insight]: 17
[22:48] <Ryu> 1d20+2
[22:48] <TolBot> [Ryu's 1d20+2]: 10
[22:48] <Athas> 1d20+2
[22:48] <TolBot> [Athas's 1d20+2]: 16
[22:49] <Blake``> 1d20+5
[22:49] <TolBot> [Blake``'s 1d20+5]: 14
[22:49] <DM_Tol> (sorry, yes, insight)
[22:52] <DM_Tol> Shalanda barely correctly guesses the route as you fall behind but follow the ghost ahead in the distance as it moves past the Spire.
[22:52] <DM_Tol> You attempt to track it. (Perception)
[22:52] <Shalanda> 1d20+6 perception
[22:52] <TolBot> [Shalanda's 1d20+6 perception]: 14
[22:52] <Athas> 1d20+2
[22:52] <TolBot> [Athas's 1d20+2]: 22 (Wow)
[22:52] <Blake``> 1d20+3
[22:52] <TolBot> [Blake``'s 1d20+3]: 17
[22:52] <DM_Tol> Athas makes ground, hot on the trail, as it moves up to the intersection.
[22:52] <DM_Tol> You attempt to track it. (Perception)
[22:52] <Athas> 1d20+2
[22:52] <TolBot> [Athas's 1d20+2]: 18
[22:52] <Shalanda> 1d20+6 perception
[22:52] <TolBot> [Shalanda's 1d20+6 perception]: 18
[22:52] <Blake``> 1d20+3
[22:52] <TolBot> [Blake``'s 1d20+3]: 21
[22:52] <DM_Tol> Blake follows it keenly through the dim light over towards the main road. In the distance, Blake sees it duck inside a public building you've not yet entered. (#13)
[22:52] * Blake`` calls out "In there!"
[22:52] <Ryu> 1d20+2 (Sorry, system lag)
[22:52] <TolBot> [Ryu's 1d20+2 (Sorry, system lag)]: 14
[22:52] * Athas re-oriens himself
[22:53] * Athas barrels ahead
[22:53] <DM_Tol> You make your way to the building. It is the largest public bath, one of a few networks of buildings that harvest the hot springs under the city.
[22:54] <DM_Tol> As you enter the front, 4 naked people flee the steamy room ahead.
[22:54] <Ryu> (*wolf whistles*)
[22:54] <Athas> (evenin' ladies!)
[22:54] * Blake`` looks around for the ghost
[22:54] <Shalanda> "This should be chaotic."
[22:54] <DM_Tol> Pressing inside, an older woman sits on a bench above a pool of hot water. The woman hollers at it.
[22:55] <Athas> "This should be interesting."
[22:55] <DM_Tol> NakedWoman: "I'd hearing of you, don't you think for a minute."
[22:55] <DM_Tol> Two men shiver in a corner.

[22:55] <DM_Tol> The ghost hovers nearer to her, shrieking, "Where? Where is it?"
[22:55] <DM_Tol> (Actions?)
[22:55] * Athas stalks to the ghost, axe raised
[22:55] * Ryu walks in slowly, watching carefully
[22:56] <DM_Tol> You are all inside the room. Two pools of water divide the space.
[22:56] <Shalanda> "Here, it is here."
[22:56] * Shalanda yells out.
[22:56] * Blake `` heads over, looking to see if its the same ghost
[22:56] <Athas> "Fitting for you to die in water, thirsty ghost."
[22:57] <DM_Tol> (Let me get clarity... your actions this time are: walk and watch, stalk with an axe, holler here it is, and id it?)
[22:57] <Shalanda> (Looks that way)
[22:57] <DM_Tol> Shalanda, the ghost does not seem to respond to your voice.
[22:57] <Athas> (yep)
[22:57] <Shalanda> (I'm trying to distract it away from the woman.)
[22:57] <DM_Tol> Blake, it clearly looks like the same apparition.
[22:58] <Blake `` > "Its going to disappear in a second"
[22:58] <Athas> "What do we do?"
[22:58] <DM_Tol> Athas, your menacing stalk does not distract the fiend.
[22:58] <DM_Tol> Ryu, your watching does not alter the events that follow.
[22:58] <Athas> (then an axe to the face should stir things up)
[22:59] * Ryu approaches slowly, "What is 'it'?"
[22:59] <DM_Tol> The woman grabs a towel beside her, and defiantly stands up, "I refuse to..."
[22:59] <Ryu> "Perhaps we can help you find, 'it' if we knew what it was?"
[22:59] <DM_Tol> The ghost bears down on her shrieking, as she shrieks, as the apparition disappears.
[23:00] * Shalanda was about to follow Athas' lead, but the ghost has struck.
[23:00] <DM_Tol> The woman falls onto the bench, lifeless. Her rotund body slips onto the smooth stone floor, and slowly slides into the pool of water.
[23:00] <Blake `` > "We might need to get help from someone who knows more about magic and spirits, hire them to come see this with us"
[23:00] <Shalanda> "This woman knows something."
[23:00] * Shalanda grabs her before she drowns herself.
[23:00] * Ryu helps Shalanda pull her from the pool
[23:00] <Blake `` > "Hopefully she remembers, if she does"
[23:00] <DM_Tol> Shalanda pulls the woman, with effort, from drowning, with Ryu's help.
[23:01] <DM_Tol> The two remaining men leave hastily. An attendant at the pools stands there, puzzled.
[23:01] <DM_Tol> He looks up at each of you, with shaky voice.
[23:01] <DM_Tol> PoolBoy: "Uh... we close at midnight."
[23:02] * Ryu looks at the attendant, "Is there a local Sage, somebody who knows things about ghosts?!"
[23:02] <DM_Tol> *** Thus ends this session of Können Land ***

[20:02] <DM_Tol> *** Game Recap ***

[20:03] <DM_Tol> The party of adventurers continues to track the behavior of the elusive ghost figure terrorizing citizens of Tibris.

[20:03] * Harlequin_J_Goat is now known as Athas

[20:04] <DM_Tol> In the last encounter, they chased the ghost through town into one of the Hot Springs bath houses that the city is famous for.

[20:05] <Ryu> (brb gonna run it over before the put the birthday girl to bed)

[20:05] <DM_Tol> It cleared the room, both the hot pool and the cold pool, except for one defiant woman who received an attack.

[20:05] <DM_Tol> (k)

[20:07] <DM_Tol> After an hour passes, sitting with the woman, with a nervous young man who attends the bathhouse nearby, the woman awakes.

[20:07] <DM_Tol> *** Thus begins this session of Können Land Campaing ***

[20:07] <DM_Tol> The woman explains to you her knowledge of the ghost as you question her.

[20:08] <Athas> (Is this more like a Roman bath house than a sauna?)

[20:08] <DM_Tol> Her cousin's neighbor's hairdresser knows a man whose husband was attacked this way nearly a week ago.

[20:09] <Shalanda> "Huh?"

[20:09] <DM_Tol> (Yes)

[20:09] <DM_Tol> (man whose wife was attacks,d sorry)

[20:09] <DM_Tol> (think roman bath house)

[20:09] * Shalanda scratches her head.

[20:12] <Athas> "What your direct knowledge of this ghost?"

[20:13] <DM_Tol> The woman stands, wrapping her robe around her, "Never seen the ghost. You sure it was here tonight, now?"

[20:14] * Shalanda sighs

[20:15] * Athas grips the handle of his axe very tightly...

[20:15] <DM_Tol> (afk a couple minutes...)

[20:21] <Ryu> (Sorry about that, I'm back)

[20:21] <DM_Tol> The woman prepares to leave.

[20:22] <DM_Tol> PoolBoy: "I... I really need to c...c...close up now."

[20:22] * Athas stands up and walks out.

[20:22] <Blake` > "Well, this ghost is proving to be difficult:

[20:24] * Shalanda shrugs and leaves.

[20:24] <Shalanda> "Indeed, it's like the human custom of chasing greasy pigs."

[20:26] <Athas> "I've never had to chase a greasy pig... unless you count Mardeth's wife to keep her from beating him."

[20:27] <Ryu> "While I've never chased a greased pig, I guess it would be like skewering a rapid one atleast..."

[20:28] * Berrian sighs. "Shall we head back to the inn?"

[20:28] <Blake` > "I guess so"

[20:29] * Berrian leaves the building and sniffs the air.

[20:30] <DM_Tol> YOu make your way back to the Sea Soaring Inn. The front door watchman barely looks up at you, expecting your ritual by now.

[20:31] <Shalanda> (Ritual? We've done this 3 times now?)

[20:31] <DM_Tol> (corret)

[20:31] <DM_Tol> (correct)

[20:31] * Athas sits down on a chair.

[20:32] <DM_Tol> The night passes and morning breaks. The scent of hot cakes fills the hall. You meet down in the common room where a plaeer on the table is filled with pancakes and milk.

[20:32] <Berrian> "I do not see our current actions solving this problem."

[20:33] <Blake` > "Same"

[20:33] <Athas> "I have no idea of what to do now. I am not a shaman."

[20:33] <Berrian> "We must be only aware of the petals of the flower, and not the stalk or roots."

[20:33] <Blake` > "An we can't see to find any help"

[20:33] <Blake` > "Interesting way to put it"

[20:33] <Blake` > "Another option is to just move on"

[20:34] <Shalanda> "But all flowers begin at its roots, and so must this ghost story as well?"

[20:34] * Shalanda retorts

[20:34] <DM_Tol> You see a familiar face pop into the common room.

[20:34] <Athas> "Should we rip this particular flower out by the roots and toss it in the fire?"

[20:34] <Athas> "

[20:35] <DM_Tol> Portis, the Minister of Hospitality approaches your table.

[20:36] <DM_Tol> Portis: "Ho, he, there you all are once again. You are, are still looking for the spirit? Were you there last night, at the bathhouse?"

[20:36] <Berrian> "We need more accurate information, not just wild rumors."

[20:37] * Berrian turns to greet Portis

[20:37] <DM_Tol> Portis: "100 gold if you can get this thing out of here."

[20:38] <Ryu> "Well, even a 100 gold will not give us all the information we need, unless you plan to include that here and now?"

[20:39] <Shalanda> "Indeed, there is something you have been less than forecoming with for information.

[20:39] <DM_Tol> Portis: "What information can I offer. YOu already know more than I and our minister of protection, it seems."

[20:39] <Berrian> "Being able to chase after the creature is not knowledge."

[20:40] <DM_Tol> Portis sits down, "How can I help?"

[20:40] * Athas studies Portis, trying to see if his next step is geniune, or he's trying to be sarcastic.

[20:40] <Blake` > "Tell us everything you know about this ghost?"

[20:40] <DM_Tol> Portis: "We have a reputation in Tibris... we are THE city to move to, to trade with, and it's all going down the pit... this has to stop."

[20:41] <Athas> "Give us information about this city. Why are the dead inesterested in remaining here?"

[20:43] <DM_Tol> Portis: "But I know nothing you do not."

[20:43] <DM_Tol> (You may roll for insight, but he seems genuine, and a bit desperate for help.)

[20:43] <Ryu> 1d20+2

[20:43] <TolBot> [Ryu's 1d20+2]: 9

[20:44] <Shalanda> 1d20+11 insight

[20:44] <TolBot> [Shalanda's 1d20+11 insight]: 12 (Yikes!)

[20:44] <Berrian> "Has there been a shipwreck recently, or any known robberies?"

[20:44] <Shalanda> (🤔)

[20:44] <Berrian> 1d20

[20:44] <TolBot> [Berrian's 1d20]: 16

[20:44] <Athas> 1d20+2

[20:44] <TolBot> [Athas's 1d20+2]: 17

[20:44] <DM_Tol> Portis: "No shipwreck to speak of."

[20:44] <Berrian> (I need to open my sheet to see my modifier)

[20:44] <Blake` > "Ok, do you know anyone that might know more then any of us, including yourself?:"

[20:45] <Ryu> "Hmm, any new treasures or artifacts wash ashore?"

[20:45] <Berrian> (+5, so 21)

[20:49] <DM_Tol> Portis: "I do not... bother myself with this kind of knowledge. Did you try finding someone at the city Temple? Maybe a priest or priestess or someone knows something about spirits."

[20:50] * Shalanda ponders this situation.

[20:50] <Shalanda> "What about the sea, has there been any accidents there or little islands somebody might live on?"

[20:50] <Blake` > "We found an old man, who gave us some suggestions, which I cannot recall at the moment"

[20:50] <Blake` > "he did claim there was a dragon spirit in the inn though, not sure what we think of that"

[20:51] <DM_Tol> Portis scratches his chin, "Islands? No, I don't think there are any islands per se. Why?"

[20:51] <DM_Tol> Portis: "What is this ghost to do with Lake Tibris?"

[20:51] <Shalanda> "That's where the spirit originates from, the sea."

[20:52] <DM_Tol> Portis: "What do you mean 'originates'?"

[20:55] <Shalanda> "Did I stutter? It comes out from the sea every other night around the same time. That's why I got a room with a view of the sea."

[20:55] <Ryu> "Hmm, I think we need to pay a local Historian and the temple a visit..."

[20:55] <DM_Tol> Portis: "The I suspect, it's to do with the Tower. "

[20:55] <DM_Tol> Portis leans in... "The charm of the tower is gone."

[20:55] <DM_Tol> "For a generation past... the Spire has been charmed... with protection."

[20:56] <DM_Tol> Portis rubs his chin again.

[20:56] <Shalanda> "Prehaps we should investigate the tower, it's events are likely related to the ghost."

[20:56] <DM_Tol> Portis: "Weather, mostly... the charm protected Tibris from any harm from the sea."

[20:56] <Blake` > "Makes sense"

[20:57] <Athas> "Let's go then."

[20:57] <DM_Tol> Portis: "And the ghost started coming after the tower lost its magic."

[20:57] <Berrian> "Interesting."

[20:58] <Berrian> "Will we need any permissions to enter the tower?"

[20:58] <DM_Tol> Portis: "So.. I suspect, that whatever reason this ghost is terrorizing our city, that the reason is ancient history... only it is just now able to wreak its havoc, now that the protection of the Spire is gone."

[20:58] <DM_Tol> Portis: "The spire is not hollow... it's just the block. We do want to know why the magic is gone, but perhaps it ran out... but can you first do something about this GHOST?"

[20:59] <Blake` > "So was it a particular item that the charm was bound too? if so perhaps thats what the ghost is looking for?"

[20:59] <DM_Tol> Portis hunkers down, getting quite once more.

[20:59] <Athas> "Answer him."

[20:59] <DM_Tol> Portis: "No, the Spire's magic was in the Spire, best we know."

[20:59] <Shalanda> "Actually I believe I know where the tower's magic went."

[21:00] <DM_Tol> Portis looks at Shalandra.

[21:00] * Athas looks at Portis

[21:00] <Shalanda> "There is a man who rides in a black carriage, likely with a woman and maybe another. He has stolen magic from other places as well."

[21:02] <Athas> "Does he comes regularly?"

[21:02] <DM_Tol> Portis: "But before you go searching for this man, can you first see to this ghost that is now invading our city?"

[21:04] <Shalanda> "It may help to know what protections the tower may hold, or if that man was

allowed access. Were there any relics or objects held in the spire that may have been taken?"

[21:05] <DM_Tol> POrtis: "There is no 'access' to the Spire. It is just the Spire. It's right next door. You can go see it, touch it. That is all there is."

[21:06] <Ryu> (Time of day?)

[21:06] <Berrian> "Shall we all go take a look now? We can return for breakfast once we have something to talk about?"

[21:06] <DM_Tol> (morning)

[21:06] <Athas> "Let us go."

[21:06] * Ryu stands and walks out with that, going to inspect the spire for any sign of entrance, secret or otherwise

[21:06] <DM_Tol> Portis stands and walks with you.

[21:06] <DM_Tol> You head out the door of the inn and just north to find the Spire.

[21:06] * Shalanda also goes to examine the spire.

[21:07] * Athas stays close to Shalanda if there is any problems.

[21:07] * Berrian looks at the spire, taking in as many details as he can.

[21:07] <DM_Tol> It is a grey stone structure, not more than 30 feet wide and square at the bottom.

[21:08] * Berrian slowly walks along each wall.

[21:08] * Ryu walks around it, dragging his fingers across the stone as he walks

[21:10] * Shalanda examines the spire, looking for signs of arcana, magic, old writings, etc.

[21:10] <Berrian> (brb)

[21:10] <Ryu> (arcana as well)

[21:10] <DM_Tol> It rises some 60 feet high into a point.

[21:11] <DM_Tol> You see some writings and symbols inscribed higher up in random patterns around the Spire.

[21:11] <DM_Tol> (Can try Arcana checks)

[21:11] <Shalanda> (Can they be read from here)

[21:11] <Ryu> 1d20+12

[21:11] <TolBot> [Ryu's 1d20+12]: 22

[21:11] <Shalanda> 1d20+11 arcana

[21:11] <TolBot> [Shalanda's 1d20+11 arcana]: 16

[21:11] <DM_Tol> (yes)

[21:13] <Athas> (I should do it... get the highest score and watch Shal's jaw hit the ground)

[21:13] <Ryu> (Do it lol)

[21:14] <DM_Tol> Between you, you see repeated various protection symbols and runes.

[21:14] <DM_Tol> Portis taps his foot.

[21:15] <Blake` > "This is a big place, might take a while"

[21:16] <Shalanda> "Various protection wards, nothing to be unexpected."

[21:17] * Athas looks at Portis's foot, then back to Portis.

[21:17] <Athas> "Are we keeping you from something?"

[21:22] <DM_Tol> Portis: "Always busy... a city to run. We do not know why the magic is gone. But with your words, I am convinced that this ghost is now coming since the protections are gone. I wonder why it is against our citizens."

[21:22] <DM_Tol> Portis: "Have you tried... er... talking to it?"

[21:22] <Ryu> "It ignores us"

[21:22] <Berrian> 1d20+8 arcana

[21:22] <TolBot> [Berrian's 1d20+8 arcana]: 13

[21:22] <Athas> "Go run your city."

[21:22] <DM_Tol> Portis: "There must be some way to get it to pay attention to you"

[21:23] <Blake` > "Well this is the best lead we have had, mind if we look around a while?"

[21:23] * Ryu continues to survey the spire looking for a piece of it or something along those lines

[21:25] <Blake` > "Another plan could be to wait for the ghost here on the next night it comes out"

[21:26] * Athas watches Portis
[21:26] <Shalanda> "The ghost hasn't come here though."
[21:27] <Shalanda> "I am curious though if the ghost is attacking people who have been in a similar place, or share a common theme?"
[21:27] <Athas> "Do you think this is where the ghost comes from?"
[21:28] <Blake` > (what view of the city do we have from here?)
[21:29] <Ryu> (brb, putting the kiddo to bed)
[21:29] <Blake` > "I don't know to be honest"
[21:29] <Blake` > "I think we should consider the light issue though that the old man brought up"
[21:29] <Blake` > "Perhaps on the nights the ghost does appear there is a different light or glow coming from somewhere, perhaps here?"
[21:30] <Blake` > "Maybe if thats the case we could just tell them to not put that light on and no ghost"
[21:31] * Shalanda just shakes her head.
[21:31] <Berrian> "It is odd, a large stone spire, and no seeming entrances. Is there an underground in the city?"
[21:33] <TolBot> Portis steps forward, "No, nothing under here but water. The tower was built for the charms of protection."
[21:33] <DM_Tol> Portis steps forward, "No, nothing under here but water. The tower was built for the charms of protection."
[21:33] <Blake` > "Well there has to be an entrance"
[21:34] <Shalanda> "Why? It could just act like a monument, it needs no entrance if it's solid."
[21:34] <DM_Tol> (it's actually more like 20 feet across, and narrows quickly as you go up. It does not give the impression of having any "space" inside)
[21:34] <Blake` > "Well I suppose so then"
[21:34] * Ryu looks at the spire closely and looks to see if he can climb it, wanting to get a better look at some of the runes and such
[21:35] <Shalanda> (I'm thinking Washington Monument for this thing)
[21:35] <Berrian> (DM is trying to lead us away! IT MUST HAVE SOMETHING GOOD INSIDE!!!)
[21:35] <DM_Tol> (lol)
[21:36] <DM_Tol> (yes, that shape, but not that big)
[21:36] <Shalanda> (If you break it open, candy and nips will fall out.)
[21:36] <DM_Tol> Portis: "Well, I wish you luck."
[21:36] <DM_Tol> He turns to leave back down the street.
[21:37] * Berrian shrugs. "I suppose breakfast now is in order."
[21:37] <Blake` > "Well im going to try to find a vantage point tonight that lets me view the city and then im going to view it from the same place the night the ghost comes, see if I see catch anything, paying attention to any differences in sounds, lights ect, unless we figure out something better...which shouldnt me hard"
[21:37] <Blake` > (me = be)
[21:37] * Athas turns to Shalandra.
[21:38] <Athas> "I do not like this Portis person. He strikes me as knowing more than he lets on."
[21:40] <Blake` > "I don't like how difficult this ghost is"
[21:40] * Berrian goes back to the inn for breakfast, tiring of the spire.
[21:40] <Blake` > "I'm looking forward to the next time we meet it"
[21:41] <Shalanda> "I agree"
[21:41] <Blake` > "I have a new plan, my brain is just spinning"
[21:41] <Shalanda> "I agree with Blake as well."
[21:41] <Blake` > "But when we see the ghost next, lets light a torch or light a lantern, see what happens"
[21:41] <Athas> "I say we beat the answers out of Portis."

[21:43] <TolBot> (I tire of the spire... I'm a poet and I know it)

[21:43] <Blake` > "If we get no results next time we see this ghost, we can do that Athas"

[21:44] * Athas smiles like a young child

[21:44] <Blake` > "Everyone come up with a type of light to use though, just for me, and any other ideas to get its attention next time we see it"

[21:44] <Blake` > "I will be using this, a torch"

[21:44] <Athas> "I will find a torch."

[21:44] <Blake` > "sounds good, two torches are better than one"

[21:44] <Blake` > "makes it brighter"

[21:46] * Athas walks around, looking for some wood and rags

[21:46] <Shalanda> "i'll just kill it when it shows up."

[21:47] <Ryu> "I think you've tried that more than once Shalanda... I think it best if we can catch its attention and get it to speak to us."

[21:48] <Blake` > "Well come up with ideas, we might need to make sounds, use light, we dont have much more to go on"

[21:48] <DM_Tol> YOu finish your pancakes in the common room.

[21:49] <Ryu> (Speaking of Pancakes... I may be unavailable or severely exhausted on March 4th, its our annual Pancake Breakfast at the firehouse. So yea, if I'm not here thats why lol)

[21:49] <Berrian> "If we have nothing else today, I will go check on the horses?"

[21:49] <Berrian> (Speaking of Pancakes, Tuesday is IHOP's free shortstack day)

[21:50] <Athas> (I hate getting paid on Thursdays)

[21:51] * Athas gets together a couple of torches.

[21:52] * Blake` heads back to the temple for waste time in the books (if we skip forward i go there, gonna look up for any books on spirits, just cause)

[21:59] <DM_Tol> (anything else before we skip ahead two nights?)

[21:59] * Shalanda will join Blake at the temple, just for something familiar, then return to her room in the evening.

[21:59] * Berrian takes a day outside of the city walls, exploring.

[22:00] <DM_Tol> Blake, you see the same old geezer you spoke to three days ago. You and shall approach him, and while he speaks rather nonsensical, he says again, "Yes... that's right. Light. Different ghosts, different kinds of light. If'n you WANT to get their attention, which seems crazy."

[22:02] <Blake` > "So what different lights are there?"

[22:02] <Blake` > "A Torch, what else?"

[22:04] <Ryu> "A sunrod perhaps?"

[22:04] <Shalanda> "What lights are you talking about?"

[22:04] <Blake` > (afk dog)

[22:05] <Athas> "I have a torch...and another for someone else."

[22:06] <Ryu> (Since we're in town lol, can I buy an everburning torch lol)

[22:07] <Berrian> (I have a plethora of torches, and an everburning torch, all in my cloak...)

[22:07] <DM_Tol> (you can buy anything in the pub)

[22:07] <DM_Tol> (phb)

[22:08] <Ryu> (coolio, I'm thinking of things while I'm waiting lol)

[22:08] <DM_Tol> (ok, ready to skip ahead?)

[22:08] <Athas> (yeah)

[22:09] <Shalanda> (Sure)

[22:10] <DM_Tol> For two days, you wait it out and research what you can. You pick up a sun rod in the shop, and whatever else you think of. Night falls on the second night.

[22:10] <DM_Tol> (Where do you wait out the ghost?)

[22:10] <Blake` > yup)

[22:11] <Shalanda> (Watch from my room)

[22:11] <Blake` > same place?)
[22:11] <DM_Tol> (please state where you will be waiting)
[22:12] <DM_Tol> (everyone)
[22:12] * Ryu waits in the inn
[22:12] <Blake` > (i try to join shal, if not the inn)
[22:12] * Blake` asks to join Shal in her room for the watch
[22:13] <DM_Tol> Midnight approaches.
[22:13] <DM_Tol> (Roll Perceptions checks those who are looking out the window in an upstairs room)
[22:13] * Berrian stays ready in the common room, watching out the door towards the water (not expecting to see anything)
[22:14] * Athas peers from a window
[22:14] <Ryu> 1d20+2
[22:14] <Athas> 1d20+2
[22:14] <TolBot> [Ryu's 1d20+2]: 8
[22:14] <TolBot> [Athas's 1d20+2]: 13
[22:14] <Shalanda> 1d20+6
[22:14] <TolBot> [Shalanda's 1d20+6]: 18
[22:14] <Blake` > 1d20+2
[22:14] <TolBot> [Blake`s 1d20+2]: 6
[22:15] <Berrian> 1d20+8
[22:15] <TolBot> [Berrian's 1d20+8]: 24
[22:15] <Berrian> (and I'm downstairs...)
[22:15] <DM_Tol> Shal, you think you see the glimpse of light crossing the water towards the southern docks. Berrian, you excellently see nothing.
[22:16] <Shalanda> "There it is, southern docks this time. Time to go Blake."
[22:16] <Blake` > "Lets get it then"
[22:17] * Berrian continues to wait at the doorway, watching the surroundings intently.
[22:17] <DM_Tol> You all head out the inn with haste.
[22:17] * Shalanda rushes down the stairs to resume the chase again.
[22:18] <DM_Tol> Down the street and to the cross road you make towards the dock.
[22:18] * Berrian follows the others, the moment they pass.
[22:18] * Athas looks around as he follows the others.
[22:18] * Ryu follows as well
[22:20] <DM_Tol> You catch glimpse of the glowing figure around a fishery and try to pursue.
[22:20] <DM_Tol> (Perception check from all please.)
[22:20] <Blake` > 1d20+2
[22:20] <TolBot> [Blake`s 1d20+2]: 22 (You da man.)
[22:20] <Berrian> 1d20+8
[22:20] <TolBot> [Berrian's 1d20+8]: 22
[22:20] <Shalanda> 1d20+6
[22:20] <TolBot> [Shalanda's 1d20+6]: 10
[22:21] <DM_Tol> Blake leads the way as it turns around the back of building and heads north.
[22:21] <DM_Tol> (Perception check from all please.)
[22:21] <Blake` > 1d20+2
[22:21] <TolBot> [Blake`s 1d20+2]: 16
[22:21] <Ryu> 1d20+2
[22:21] <TolBot> [Ryu's 1d20+2]: 4
[22:21] <Athas> 1d20+2
[22:21] <Berrian> 1d20+8
[22:21] <TolBot> [Athas's 1d20+2]: 18

[22:21] <TolBot> [Berrian's 1d20+8]: 10
[22:21] <Shalanda> 1d20+6
[22:21] <TolBot> [Shalanda's 1d20+6]: 16
[22:22] <Ryu> (my guy must be drunk or something lol)
[22:22] <DM_Tol> Athas sees it move back towards the shore and calls you all along.
[22:22] <DM_Tol> (Perception check from all please.)
[22:22] <Berrian> 1d20+8
[22:22] <TolBot> [Berrian's 1d20+8]: 27
[22:22] <Shalanda> (What else is new drunk?)
[22:22] <Blake` > (lol)
[22:22] <Shalanda> 1d20+6
[22:22] <TolBot> [Shalanda's 1d20+6]: 9
[22:23] <DM_Tol> Berrian see the ghost turn west and move fast into the heart of the city as you pursue.
[22:23] <DM_Tol> (Perception check from all please.)
[22:23] <Berrian> 1d20+8
[22:23] <TolBot> [Berrian's 1d20+8]: 26
[22:23] <Athas> 1d20+2
[22:23] <TolBot> [Athas's 1d20+2]: 13
[22:24] <DM_Tol> Berrian remains on the ghost's trail as you gain on the ghost from behind on the street just outside the Noble Canner Tavern.
[22:24] <Ryu> 1d20+2
[22:24] <TolBot> [Ryu's 1d20+2]: 4
[22:24] <Shalanda> 1d20+6
[22:24] <TolBot> [Shalanda's 1d20+6]: 7 (Ouch!)
[22:24] <Ryu> (and Shalanda walks into a wall :-P)
[22:24] <Blake` > 1d20+2
[22:24] <TolBot> [Blake`'s 1d20+2]: 15
[22:24] <Shalanda> (No, you drunk slapped me in the eye.)
[22:25] <DM_Tol> A man stands outside the bar, smoking a pipe. The ghost pauses and slowly moves towards the man.
[22:25] * Blake` calls out to the ghost to get its attention
[22:25] <DM_Tol> You can hear his screechy voice as you pull up behind the ghost, "Where...?"
[22:25] * Berrian pulls his everburning torch from it's sheath and waves it at the ghost.
[22:26] * Ryu pulls out a sunrod and waves it trying to get the ghosts attention
[22:26] <DM_Tol> (Everyone please state the action you are going to take.)
[22:26] <Berrian> (*pulls out a UV blacklight and looks for a plug)
[22:26] * Athas tries to run around and get between the ghost and hte man
[22:26] * Shalanda calls out to the man to get away from the ghost.
[22:27] * Blake` calls out to the ghost to get its attention
[22:30] <DM_Tol> The creature comes down on the man, "Where is it?"
[22:30] * Athas waves his torch at the ghost.
[22:30] <DM_Tol> Ghost: "Do you ha..."
[22:30] <DM_Tol> Ghost: "Do you ha..."
[22:31] * Ryu runs up to the man, and trys to throw him off to the side, putting himself in the mans place
[22:31] * Blake` stops calling out and watches
[22:31] <Shalanda> "Do you have what?"
[22:32] <DM_Tol> As Ryu's sun rod burns into a blue hue, the ghost turns and looks at him with pause.
[22:33] <Ryu> "Hey you, We've been trying to talk to you. What are you looking for? We want to

help?"

[22:33] <DM_Tol> The man drops his pipe and runs.

[22:33] * Athas looks to Shalandra

[22:33] <Athas> "The man?"

[22:34] <DM_Tol> The ghost tilts its head, his cloak floats in the air behind him.

[22:34] <Shalanda> "Huh, unusual behavior."

[22:34] <DM_Tol> The ghost looks at you Ryu, and you feel cold.

[22:34] <DM_Tol> 1d20

[22:34] <TolBot> [DM_Tol's 1d20]: 3

[22:34] <DM_Tol> Ghost: "Do you have it?"

[22:34] * Blake` continues to watch

[22:34] <Ryu> "Have what?"

[22:35] <Ryu> "If it has something to do with the spire, tell me," he points in the spires direction, "we want to help you find whatever it is your looking for."

[22:35] <DM_Tol> Ghost: "My last book? I've read them all... but Ham never returned my last book."

[22:35] <Ryu> "Ham, who is that?"

[22:36] <Athas> "A book? This is all about a book?"

[22:36] <Berrian> "What is the title, so that we may find it for you."

[22:36] * Shalanda sighs.

[22:37] <DM_Tol> Ghost: "Ham Schneemelcher, he borrowed it."

[22:37] <Ryu> "How long ago did he do so, if you judge time the same as we do?"

[22:38] <Shalanda> "I used to enjoy reading in the library when I was younger. What title was the book?"

[22:38] * Blake` continues to listen

[22:38] <DM_Tol> Ghost: "Ham has it, I've read all the rest. But I need it."

[22:38] <Ryu> "Alright, what is the title? We will search for this Ham and try to recover it for you."

[22:38] <DM_Tol> The ghost still seems only fixed on Ryu and his sun rod.

[22:38] <Athas> "Where is this Ham?"

[22:39] <DM_Tol> Ghost: "Ham lives in Tibris. And he has it... do you know where it is? My book, 'Raising Spirits'".

[22:40] <Ryu> "I do not know where this Ham lives, but we will find him and recover it for you, if that is what you wish."

[22:40] <DM_Tol> Ryu's sun rod changes from blue to orange, and as it does so, the Ghost changes in his countenance.

[22:40] <DM_Tol> The ghost looks around, and then seeing Athas, it turns to look at him, "Do you know where it is?"

[22:41] <DM_Tol> 1d20

[22:41] <TolBot> [DM_Tol's 1d20]: 20 (Wow)

[22:41] <DM_Tol> It surprise grapples you Athas who falls to the ground as if dead.

[22:41] <DM_Tol> The ghost dissipates into the night air.

[22:42] * Berrian looks at Athas' body.

[22:42] <Berrian> "Shall we slit his throat to make sure he's dead? I know his gods would appreciate it?"

[22:42] * Ryu looks to the others, "I think we should look for this Ham Schneemelcher, I will go to the city guards and get started on that front immediately if a few of you will look after our fallen friend here."

[22:42] * Shalanda nudges Athas with her foot.

[22:43] <DM_Tol> And hour later, Athas awakes, with no memory of the night's events.

[22:43] <Blake` > "Sure, good work, finally we were able to get somewhere"

[22:43] <DM_Tol> *** as this session of Können Land comes to a close ***

[20:09] <DM_Tol> *** Game Recap ***

[20:10] <DM_Tol> The party, after days of waiting for multiple attempts to encounter this ghost from the water, following the tip of a local (yokel?) at the Temple in Tibris paid off.

[20:11] <DM_Tol> Responding to a particular hue of light, the ghost stopped its assault and questioning of a lad outside the Noble Canner tavern, and focuses instead on a party member.

[20:11] <DM_Tol> Responding to questions of what it is looking for, the party received much needed information.

[20:12] <DM_Tol> In the end, as the light faded, the ghost took Athas out of the picture before vanishing.

[20:13] <DM_Tol> The group went back to the Sea Soaring Inn, as Athas awoke an hour later. Now, morning has come, the group waking to the scent of Butter Waffles in the hallway, now congregates in the Common room for breakfast.

[20:13] * Shalanda looks at Athas intently.

[20:14] <Athas> (am I conscious?)

[20:14] <Blake``` > "Well was nice to make some progress"

[20:15] <DM_Tol> (Yes, you awoke after an hour last night... it is now morning. You remember nothing of seeing the ghost the night before, but you can assume that they have by now told about all the events of the evening.)

[20:15] <Blake``` > "So what was that like Athas?"

[20:15] <Berrian> "I suppose we should begin searching for this book?"

[20:16] <Athas> "Cold. Dry. That thing thirsts for dust."

[20:16] <Shalanda> "So I'm not going to have to kill you for being host to an undead spirit am I?"

[20:17] <Athas> "Not today."

[20:17] <Blake``` > "Well I suppose we need more sunrods"

[20:18] <Athas> "But the year is still young... you have the chance to slake the thirst of your gods yet."

[20:18] <Shalanda> "You sure, I wouldn't want to disappoint my god now... especially if you are harboring spirits."

[20:20] <Athas> "I am certain. My will is mine."

[20:22] <Shalanda> "Just checking."

[20:22] * Shalanda smirks.

[20:23] * Berrian sighs and continues to eat breakfast.

[20:24] * Athas gets some bread and juice

[20:25] * Shalanda gets some food in preparation of the discussions to follow.

[20:26] <Blake``` > "I can't wait for our next encounter"

[20:27] <DM_Tol> A fresh pitcher of juice is placed on the table.

[20:27] <DM_Tol> (perception check all)

[20:27] <Berrian> 1d20+8

[20:27] <DM_Tol> 1d2

[20:27] <Blake``` > 1d20+3

[20:27] <DM_Tol> (hmm)

[20:27] <Athas> 1d20+2

[20:27] <Shalanda> 1d20+6

[20:27] <DM_Tol> `Tolbot help

[20:28] * Shalanda pokes Tolbot with an electric prod.

[20:28] <Berrian> (I must have rolled a 29 and broke the thing?)

[20:28] <Blake``` > (yeah)

[20:28] <DM_Tol> (I had a power disconnect)

[20:28] * TolBot_ (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) Quit (Quit: *poof*)
[20:28] * DM_Tol (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has left #groveewood
[20:29] * DM_Tol (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood
[20:29] <DM_Tol> (can someone be sure to log this session?)
[20:29] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood
[20:29] <Shalanda> 1d20+6
[20:29] <TolBot> [Shalanda's 1d20+6]: 19
[20:29] <Blake``> 1d20+3
[20:29] <TolBot> [Blake``'s 1d20+3]: 13
[20:30] <DM_Tol> (anyone?)
[20:30] <Blake``> (?)
[20:30] <Athas> 1d20 =2
[20:30] <TolBot> [Athas's 1d20 =2]: 6
[20:30] <Athas> 1d20+2
[20:30] <TolBot> [Athas's 1d20+2]: 15
[20:31] <DM_Tol> (can anyone be sure to save tonights session log?)
[20:31] <Blake``> (how?)
[20:31] <DM_Tol> (if you have to ask, don't worry about it... it's a function of your IRC program)
[20:31] <Blake``> (I got it)
[20:32] <DM_Tol> Shalanda, out of the corner of your eye, you recognize a face.
[20:32] <DM_Tol> Over in the corner table, you see a woman sitting with an older man. The woman is the one who sped out of the Common room the morning that another woman slapped you in the face.
[20:33] * Shalanda grabs hold of Athas' arm with a rather forceful grip.
[20:33] * Athas looks to her hamd, then to her.
[20:34] <Shalanda> "Eventually you'll see what I see, and get it in your head to spill blood or something... so I'm stopping you now, so I can have a peaceful breakfast."
[20:34] <Athas> "Is there something you wish to ask?"
[20:34] <DM_Tol> (brb)
[20:35] * DM_Tol (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has left #groveewood
[20:35] * DM_Tol (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood
[20:35] * DM_Tol (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has left #groveewood
[20:35] * Blake`` takes a drink
[20:35] * Shalanda says quietly, just before sipping on some juice like she's not totally man-handling Athas.
[20:35] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) Quit (Quit: *poof*)
[20:35] * Athas looks in the direction that Shalanda is looking.
[20:35] * Tolman (joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood
[20:35] * TolBot (joew@fb8dede8.hsd1.mo.5aa6454b.net.hmsk) has joined #groveewood
[20:35] * ChanServ sets mode: +o Tolman
[20:36] <Tolman> (ok)
[20:36] * Tolman is now known as DM_Tol
[20:36] <Athas> "So long as she doesn't try to harm you, her blood will not feed my gods."
[20:36] * Shalanda lets go.
[20:36] <Shalanda> "Good enough for me at the moment."
[20:38] <DM_Tol> You spend the morning eating waffles in the Common Room, discussing how to proceed the recovery of this book the Ghost spoke of.
[20:38] <DM_Tol> The rest of you notice Shalanda noticing a woman sitting at a corner table with an older man.
[20:39] <Athas> (playing this game is making hungry...)
[20:40] <DM_Tol> As Ryu picks up another waffle, the creamy butter melts on the steaming pastry as

he places it in his mouth. Butter drips down his chin as he wipes it off, licking his fingers.

[20:40] <Shalanda> (lol)

[20:41] <Athas> (you're not helping, Tol)

[20:41] <Blake` ` > (hehe)

[20:41] <Berrian> (sorry, parents needed help upstairs...)

[20:41] <Athas> "The touch of this ghost... am I cursed?"

[20:42] <Berrian> "I doubt it, Athas."

[20:43] <Shalanda> "I also doubt it."

[20:44] <Athas> "Can we find it again?"

[20:44] <Shalanda> "Likely in 2 days time."

[20:44] <Berrian> "I suggest we find the book while we wait."

[20:47] <Blake` ` > "Do we know where to look?"

[20:47] <Berrian> (or, yaknow, eat waffles all night)

[20:48] <Berrian> "I am more at ease in the forests. I do not know how to look for someone in a city."

[20:48] <DM_Tol> A tall dwarf comes by with a cast iron, sizzling hot plate. The scent of bacon permeates the room immediately.

[20:48] <DM_Tol> He moves from table to table, placing two strips of bacon on each of your plates.

[20:48] <Shalanda> "Now that's more like it."

[20:48] <DM_Tol> The strip of meat crackles before you.

[20:48] * Shalanda says in dwarven a little too loudly.

[20:49] <Athas> "Who else would know of this book?"

[20:49] * Shalanda smiles.

[20:49] * Berrian enjoys the savory aroma, waiting for he strips to cool enough before taking a bite.

[20:49] <Berrian> *the

[20:49] <DM_Tol> The dwarf smiles ever-so-briefly, places an additional strip on shalanda's platter, and walks on.

[20:49] * Shalanda quickly asks the dwarf before he moves on, if there is a library in town.

[20:50] <DM_Tol> InnHelper: "Library? There's the city archives."

[20:51] <Shalanda> "That works, thank you very much for the bacon and the information."

[20:51] * Shalanda smiles again sweetly.

[20:53] <DM_Tol> InnHelper: "It's just on the other side of the Spire, up Bend Road... but I think ya have to check at City Hall first."

[20:53] <DM_Tol> The dwarf walks on.

[20:53] <Blake` ` > "If you head there I suppose i;ll come along"

[20:54] <Shalanda> "It's a start to hunting down your book, though I don't think quite in the right direction."

[20:54] <Athas> "Where else would it be?"

[20:55] <Berrian> "That sounds like a good place to start. Perhaps records of those mentioned last night will be available, if not the book itself."

[20:56] * Athas regards this with a little suspicion.

[20:56] <Athas> "Would someone look to remove this 'book' if they wanted the ghost to succeed?"

[20:57] * Shalanda shrugs.

[20:57] <Shalanda> "If it's any good I might want to read it for a while."

[20:58] <Athas> "Then we should leave now."

[20:58] * Athas stands up.

[20:59] <Blake` ` > "SOunds good to me"

[20:59] * Shalanda grabs the last piece of bacon on her plate.

[20:59] <Shalanda> "Just a moment, this is divine and crunchy how I like it."

[21:00] * Berrian stands as well, taking the last bit of his bacon and placing it in his mouth, chewing slowly.

[21:01] * Athas looks around as the others eat.

[21:01] <DM_Tol> The group rises and moves out of the common room. In the hallway, you prepare to hit the street for the morning.

[21:01] <DM_Tol> (afk couple minutes)

[21:04] <Blake`` > (same gonna take care of the dog)

[21:08] <DM_Tol> You enter the street in front of the Sea Soaring Inn. (Building #31 on the map <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)

[21:11] <DM_Tol> (waiting on y'all)

[21:11] * Shalanda goes up the street to the city archives.

[21:13] * Berrian follows Shalanda. "Should we not check in at the city hall first?"

[21:14] <Shalanda> "We could if you want to."

[21:15] <Berrian> "Bacon-giver suggested we go there first. I think we should."

[21:16] <Blake`` > (back)

[21:17] <Shalanda> "Alright, but you two are doing the talking."

[21:18] <Athas> (got 'Game Of Thrones' theme on iTunes -- wife declares that I am her favorite husband)

[21:18] <Berrian> (great soundtrack)

[21:18] <Athas> "I will stay silent."

[21:18] <DM_Tol> Shalanda, you move past the spire and see an old building north of it. Through broken stonework across the top, you make out words that seem to include "city" and "archive" and "library" and "records".

[21:19] <Shalanda> (And hopefully only husband?)

[21:20] <Athas> (... and good news! Athas doesn't eat the books!)

[21:20] <DM_Tol> You find the building locked up.

[21:21] <Berrian> "I suppose that is why bacon-giver suggested going to city hall first."

[21:22] <Shalanda> "That's why we're going to the city hall."

[21:23] <DM_Tol> You move up to the crossroad and head over to City hall (building #4)

[21:24] <DM_Tol> You make your way into the building.

[21:25] <DM_Tol> A mix of Marble and concrete is found in the building. There are two stories, and rooms off to the sides around an atrium in the middle.

[21:25] * Berrian looks for a familiar, or at least friendly, face.

[21:26] * Athas looks for people that are going to cause problems.

[21:27] * Blake`` looks around City Hall

[21:29] <DM_Tol> You see no familiar face, but there is a desk to the right that seems to be for general business.

[21:30] <Athas> (brb)

[21:30] * Blake`` approaches teh desk

[21:31] <Blake`` > "Hello?"

[21:31] * Shalanda looks around at the architecture.

[21:32] <DM_Tol> An older woman speaks to you without looking up, "May i help you?"

[21:33] <Blake`` > "I hope so, we would like access to the archives"

[21:33] <DM_Tol> She looks up, "What's your business in the archives?"

[21:33] <Blake`` > "We are looking for a book"

[21:34] <DM_Tol> She pauses, then looks at you, "Book? What do you mean? What kind of book?"

[21:35] <Blake`` > (I have no idea)

[21:35] <Blake`` > "I'm not sure we need to gain access to the archives to figure that out"

[21:36] <Blake`` > "What we are looking for might not even be there, but hopefully we can get a lead"

[21:36] <Shalanda> (I don't recall the name of the book mentioned at the end of last week.)

[21:37] <DM_Tol> She looks at you, "What do you want to look for in the archives?"

[21:37] <DM_Tol> (You don't know the name of the book or the name of the person the ghost said

had the book? Then you are toast.)

[21:38] <Blake`` ` > "How can we gain access to the archives? our business is our own"

[21:38] <Athas> "Where is the book about the ghost?"

[21:38] <Shalanda> (int check to recall, since it's been a week since the last game with no log?)

[21:39] <DM_Tol> She looks at you, "And the archives below to the city. Do you live in the city? You can have access if you have need, but I'll now waste the curator's time otherwise."

[21:39] <Blake`` ` > (i am rping as if i dont remember at this point)

[21:39] <DM_Tol> (Nonve of you took notes? I gave you a hot tip like that, and no one took notes?)

[21:40] <Blake`` ` > "we have need"

[21:40] <Berrian> "We are attempting to find a book, to help Portis with a problem."

[21:40] <Blake`` ` > (do we ever?)

[21:40] <DM_Tol> (* sigh*)

[21:40] <Blake`` ` > (there is a;ways a log)

[21:40] <Blake`` ` > (its ok we can figure out the name again in 2 days)

[21:40] <Shalanda> (I was on my laptop last week, hence no notes)

[21:41] <Blake`` ` > (this time shal wont screw up and forget the name 😊)

[21:41] <DM_Tol> (I can't remember either. 😊)

[21:41] <Blake`` ` > (lol)

[21:41] <Athas> (name?)

[21:41] <Blake`` ` > (maybe there was no name given)

[21:41] <Shalanda> (Hmmm, guilt trip time?)

[21:42] <DM_Tol> (and the book name in my notes is not correct, cause I changed it during the game)

[21:42] <Berrian> "'Raising Spirits', or a mention of a 'Ham Schneemelcher'. That is what we are looking for."

[21:42] <Blake`` ` > (nice work B)

[21:42] <Berrian> (Trillian IRC history records for the win?)

[21:42] <DM_Tol> (yep)

[21:43] * Athas looks arond, as if someone would charge through the walls.

[21:43] <Blake`` ` > (afk for a little, dog is going bananas of course, he hates it when i am sitting at the comp)

[21:43] <Berrian> (I was spending a minute with my cat, since she decided to jump in front of my monitor...)

[21:43] <DM_Tol> Berrian mentions they're wanting to know about a Ham Schneemelcher and then she says, the curator will meet you at the Archives in one hour.

[21:44] * Shalanda raises a brow.

[21:44] <Berrian> "Thank you. We will be there."

[21:45] <Athas> (my wife just discovered facebook... at last! Some peace!)

[21:46] * Berrian leaves the hall and goes back to the archives to wait.

[21:46] <Athas> (now it's snowing -- is is coincidence?)

[21:47] <Shalanda> (Hell froze over because the wife is on FB?)

[21:48] <Berrian> (I want coffee... back in 5)

[21:48] <Athas> (I believe so)

[21:50] <Berrian> (or 2 minutes.)

[21:51] <Shalanda> "Well I'm a little surprised by the woman's reaction back there, I don't expect this will be a friendly visit."

[21:51] * Athas smiles

[21:51] <Athas> "And I was concerned this would be an easy trial."

[21:52] <Berrian> "I hope that it is organized. If not, it sounds much larger than what we can search through in the time before the next attack."

[21:52] <DM_Tol> (don't read anything into any notion that she recognized the name... just verified to her you had something you in fact wanted to look up.)

[21:54] <Blake`` `> (back)

[21:55] <DM_Tol> You leave city hall.

[21:57] <DM_Tol> (are my players sleeping again?)

[21:58] <Berrian> (I'm waiting. I already left the hall and went to the archives)

[21:58] <Shalanda> (Ditto)

[21:58] <Athas> (sorry -- wife is asking questions)

[21:58] * Athas follows along, hand lingering near axe handle.

[22:00] * Blake`` ` goes also

[22:00] <Blake`` `> "Good memory back there Berrian, I couldnt remember at all"

[22:00] <DM_Tol> After an hour, and old man comes moving up to the front door of the archives. He has long, grey hair down to the bottom of his back.

[22:01] <Berrian> "I repeated the names to myself a few times last night, before resting. One of the benefits of having an extra four hours each night."

[22:01] <Shalanda> "Hello, how do you do today?"

[22:03] <DM_Tol> He looks up at you, arms full of scrolls of payrus.

[22:03] <DM_Tol> He nods and then fumbles for the keys.

[22:03] <DM_Tol> He goes to unlocking the doors and pushes his way in.

[22:03] <DM_Tol> Curator: "Come in, come in."

[22:04] <Berrian> "Thank you."

[22:04] <DM_Tol> Inside, you see shelves and shelves of folios, codices, and scrolls.

[22:05] <DM_Tol> The man lights several lanterns.

[22:05] <Blake`` `> "nice place"

[22:05] <Athas> "A tomb."

[22:05] * Shalanda feels her eyes light up.

[22:05] * Shalanda swiftly elbows Athas in the ribs.

[22:05] * Athas grunts

[22:06] * Berrian pulls out his everburning torch, glad for light without heat, in such a space.

[22:06] <Shalanda> "This is no tomb, I've been in those and this is far from it. This is a valued place of knowledge and wisdom."

[22:07] <DM_Tol> The curator turns around, "Put that away. My lamps only. What are you looking for?"

[22:07] <Berrian> "My torch? Very well."

[22:07] * Berrian puts the torch back in it's sheath.

[22:08] <Berrian> "We are looking for a book titled 'Raising Spirits', or mention of a 'Ham Schneelmelcher'."

[22:08] <Athas> (oh to see tha tlittle exchange)

[22:09] <Berrian> (It doesn't produce heat, I thought it would be acceptable. meh..)

[22:13] <DM_Tol> Curator: "We have books, but few. Mostly, we have the archives of city history."

[22:13] <DM_Tol> Curator: "Did you say Schneelmelcher?"

[22:14] <Berrian> "yes."

[22:14] * Blake`` ` nods

[22:14] <DM_Tol> Curator: "I think the Schneelmechers were in the charter documents."

[22:14] <DM_Tol> He motions you down a hallway.

[22:16] * Berrian follows

[22:16] * Blake`` ` goes

[22:17] * Shalanda follows looking at all the written material with a glow in her eyes.

[22:18] * Athas tries to stay attentive.

[22:20] <DM_Tol> He stops in a section.

[22:20] <DM_Tol> Curator: "Here. here. here. and here. You can look for the names."

[22:22] * Berrian carefully starts to look for the name.
[22:22] * Athas looks to Shalanda for some hint as to what to do?
[22:22] <DM_Tol> (ok, make a roll check)
[22:22] <DM_Tol> (how to research... what skill?)
[22:23] <DM_Tol> (intelligence maybe, or a knowledge)
[22:23] <Blake`` > (sure)
[22:23] <Berrian> 1d20+8 history?
[22:23] <TolBot> [Berrian's 1d20+8 history?]: 13
[22:23] <DM_Tol> (sure)
[22:24] <DM_Tol> (make whatever roll you want)
[22:24] <Blake`` > 1d20+9 history
[22:24] <TolBot> [Blake``'s 1d20+9 history]: 16
[22:24] <Shalanda> 1d20+11 History
[22:24] <TolBot> [Shalanda's 1d20+11 History]: 28
[22:24] <DM_Tol> Shalanda, you uncover documents about the Schneemelcher family.
[22:25] <Shalanda> "That was easy. An efficient organizational structure to this place. Must better than some of the libraries Warsh introduced me too."
[22:26] <DM_Tol> You learn that Ham's grandfather was a charter member of the city of Tibris, and as such, he and his family is entombed in the historic Tibris catacomb. A particular note strikes you: You learn that it was tradition to be buried with family heirlooms in the catacombs.
[22:26] * Athas shakes his head... part from a lack of understanding, part from trying not to fall asleep.
[22:27] <DM_Tol> The curator moves back to your aisle as he hears you explaining to the others. "Found what you needed?"
[22:28] * Athas looks at him with some annoyance.
[22:28] * Berrian looks to Shalanda.
[22:28] <Berrian> "I believe so?"
[22:28] <DM_Tol> Curator: "Good. Off with you then?"
[22:28] <Shalanda> "I believe so, thank you for your time and the wonderful organizational skills put into your archives."
[22:29] * Athas looks to Shalanda
[22:29] * Blake`` agrees "Yes thanks"
[22:29] <Shalanda> "If it's ok, could I come back again some time and pour over the histories of your city? It's rather facinating."
[22:30] <DM_Tol> Curator: "By appointment."
[22:30] <DM_Tol> He walks to the door and pushes it open.
[22:30] <Shalanda> "It's a passion of mine I haven't had much chance to induldge in, since taking to the road. Thank you, I appreciate it."
[22:31] * Berrian exits the building, blinking slightly in the natural light.
[22:31] <DM_Tol> you move into the sun.
[22:32] * Athas squints in the sun, holding his dagger by the handle in case of attack
[22:32] <Berrian> (/me burns to a crisp, like the bacon during breakfast)
[22:33] <Athas> (would your character have a hint of maple syrup?)
[22:33] <DM_Tol> You stand on the street in front of the city archives as the door shuts behind you.
[22:33] <Berrian> (Moving into the sun? A bit hot for maple syrup)
[22:33] <Shalanda> "You people act like you've never seen the sun before."
[22:34] <Blake`` > "Well seems like our next move would be to figure out if something was taken from the catacombs, and if so, a list of what was down there"
[22:34] <Athas> "Most creatures that come out of a tomb like that haven't seen the sun in while, either."
[22:34] * Shalanda delivers another elbow to Athas' mid-section.

[22:34] <Berrian> "I suppose we need to go back to city hall to ask permission to enter the catacombs?"

[22:35] * Athas grins at the flirtatious attention.

[22:35] <DM_Tol> Berrian leads you all to City hall down the street. You enter the main entrance and move back to the desk, three hours after your last visit.

[22:35] <Blake` ` > "perhaps they will have a list of people who entered over the last months"

[22:35] <DM_Tol> The woman does not look up, "Yes, may I help you."

[22:35] <DM_Tol> She scribbles in a notebook.

[22:35] <Blake` ` > "Its us again"

[22:36] <DM_Tol> She looks up, "May I help you?"

[22:37] <Blake` ` > "Someone else ask"

[22:37] <Berrian> "We have reason to believe that the book we are looking for is in the catacombs. Could you please make us an appointment, and see if Portis is available to help as well?"

[22:37] <Shalanda> "This is going to sound a little odd. We are looking for permission to enter the Schneelmelcher tombs."

[22:37] <DM_Tol> CityWorker: "What? You can't go to the catacombs."

[22:38] <DM_Tol> CityWorker: "What business have you with our Minister of Hospitality?"

[22:38] <DM_Tol> At that moment, Portis emerges from a room. He walks over to your group.

[22:38] <DM_Tol> Portis: "Hail. top of the morning to you."

[22:38] <DM_Tol> Portis: "How are things? "

[22:38] <DM_Tol> He looks around.

[22:39] <Berrian> "Portis, we need help."

[22:39] <DM_Tol> Portis: "Any progress?"

[22:39] <Berrian> "We need to enter the catacombs."

[22:39] <DM_Tol> He looks at Berrin with anticipation.

[22:39] <DM_Tol> He frowns. "What? Why?"

[22:39] * Athas waits for some sign.

[22:40] <Berrian> "The information we gained at the archives states we may find the book the creature is looking for is within."

[22:40] <DM_Tol> Portis: "No new person has been buried in the old city Catacombs in over a century. How could it be there?"

[22:40] <DM_Tol> He shrugs.

[22:40] <Berrian> (sorry about grammar, cats are flipping out and distracting me)

[22:41] <DM_Tol> Portis: "Wait here."

[22:41] <DM_Tol> He leaves.

[22:41] <Blake` ` > "It may also be missing"

[22:41] <Blake` ` > "In which case, we need to seek clues"

[22:41] <DM_Tol> After ten minutes, he returns, a large almost orcish man beside him, whom you recognize as Grumlan, the MInister of Protection.

[22:42] <DM_Tol> Grumlan: "You think there's some book in the catacombs that can get rid o this ghost?"

[22:42] <Blake` ` > "That or the book was in there before and was taken from the catacombs"

[22:42] <DM_Tol> Grumlan: "I'll let you in, but if I suspects you're looting, I'll have my men come down on you so hard."

[22:42] <Shalanda> "Or a book that was in the catacombs was stolen that the ghost seeks."

[22:43] <DM_Tol> Grumlan turns to Portis: "And down on you as well."

[22:43] <Shalanda> "Well then have one or more of your men come with us then, so there is no suspicion."

[22:43] * Athas hides a grin from Grumlan.

[22:43] <DM_Tol> Portis nods: "Grumlan, we must try."

[22:43] <Berrian> "We are only interested in a single book, the one the ghost mentioned last night."

[22:43] <DM_Tol> Grumlan sighs, "Let's go."
[22:44] <DM_Tol> He heads out the main hall and out onto the street.
[22:44] * Berrian follows
[22:44] * Athas trails along close to Shalanda
[22:44] * Blake`` comes along also
[22:44] <DM_Tol> (all following?)
[22:45] <Athas> (yep)
[22:45] <DM_Tol> Grumlan leads you out the city, west, past the theater and up the hill, talking as he goes.
[22:46] * Shalanda looks over at Athas, wondering what he's all scared of.
[22:46] <DM_Tol> Grumlan: "Catacombs haven't been opened up in a generation. Only seen inside once before myself. Got looted half-centruy ago. Disturbed things."
[22:46] <DM_Tol> Grumlan: "Bad news, messing with the dead, I say."
[22:46] * Athas looks about carefully
[22:46] <Blake`` > "Agreed"
[22:47] <Berrian> "Is the entrance guarded continuously?"
[22:47] <DM_Tol> Eventually, he leads you to an old stone gate cut into the side of the hill. Grumlan produces an old, large set of iron keys out of a bag.
[22:47] <Shalanda> "I agree. If you suspect some of the dead are not at rest, I would be happy to provide services for them, if the town would provide the proper materials."
[22:48] <DM_Tol> He begins working on unlocking places on the door with the keys. It takes 15 minutes before he commences pushing.
[22:48] <DM_Tol> Grumlan looks at Athas, you, come help me push.
[22:49] * Athas steps up to the door, keeping an eye on Grumlan
[22:49] <DM_Tol> (roll str check)
[22:49] * Athas pushes at the door
[22:49] <DM_Tol> 1d20
[22:49] <TolBot> [DM_Tol's 1d20]: 16
[22:49] <Shalanda> (as the door creeks open to life, Athas feels a chewing sensation on his head and the mutter of "Brrrrraaaaaiiiiiinnnssss")
[22:49] <Athas> (or athletics?)
[22:49] <DM_Tol> (str)
[22:49] <Athas> 1d20+7
[22:49] <TolBot> [Athas's 1d20+7]: 11
[22:50] <DM_Tol> The door does not budge.
[22:50] <Athas> (really?)
[22:50] <DM_Tol> Grumlan moves you aside and looks at Blake, you... you help me.
[22:50] <DM_Tol> 1d20
[22:50] <TolBot> [DM_Tol's 1d20]: 6
[22:50] <Athas> "Gods curse this thing to thirst for dust!"
[22:50] <DM_Tol> (er... 1d20 str check, warb)
[22:50] * Shalanda sighs
[22:50] <Blake`` > 1d20
[22:50] <TolBot> [Blake``'s 1d20]: 10
[22:50] <DM_Tol> Grumlan grunts.
[22:50] * Athas throws his whole weight into it.
[22:50] * Shalanda pushes Blake and Athas aside.
[22:50] <Shalanda> 1d20+6
[22:50] <TolBot> [Shalanda's 1d20+6]: 11
[22:50] <Shalanda> (Ouch)
[22:51] <Blake`` > (add 4 to mine)

[22:51] <Blake``> (forgot to do that)
[22:51] <DM_Tol> Grumlan: "The door is old and stuck."
[22:51] * Athas grabs his axe.
[22:51] <DM_Tol> AFter another 10 minutes or so, you manage to open the door.
[22:51] * Berrian steps up to help, unsure about the door.
[22:51] <Shalanda> "You'll just chip your blade."
[22:51] <Athas> (aww...)
[22:51] <DM_Tol> It pushes forward, stone on stone.
[22:52] <Berrian> (because my 12 str is sooo awesome)
[22:52] <Athas> (I have a 20...)
[22:53] <DM_Tol> Grumlan pulls a torch out of his sack, and starts trying to light it with some flint.
[22:53] <Berrian> (Athas, I'm an archer, my dex is 20.)
[22:53] * Berrian pulls his everburning torch from the sheath and takes a step forward.
[22:53] <DM_Tol> From the light outside, you see a rough cut hall, 5.5 ft high ceiling moving forward into the hillside.
[22:54] <DM_Tol> Grumlan finishes and stands tall: "i'll come with you, but I'm staying in the back to watch you. Go on now."
[22:54] <Berrian> "It's like the hall was made for me."
[22:54] * Berrian smiles, an inch shy of hitting his head.
[22:54] * Athas unsheathes his dagger
[22:54] <DM_Tol> You move forward into a small open space. the hall leads off to the left and the right. Cob webs dot the corners of the hall.
[22:54] <DM_Tol> (You can see inside the tomb at <http://tiny.cc/battlegrid>)
[22:55] * Shalanda ducks her head ever so slightly to be able to walk inside (5'6")
[22:55] <DM_Tol> (right or left?)
[22:55] * Athas hunches over slightly
[22:55] * Blake`` crouches as he enters
[22:56] <Berrian> "Where would the third generation be buried?"
[22:56] <DM_Tol> Grumlan: "Don't ask me."
[22:56] <DM_Tol> Grumlan: "I don't know nothing about the place."
[22:56] * Berrian shrugs. "Figured I'd ask before I started wandering around without a clue."
[22:57] <Shalanda> "I suppose we're going to wander around without a clue for the moment."
[22:57] <DM_Tol> Grumlan moves in the back behind you after he pulls the door closed.
[22:57] <DM_Tol> Grumlan: "Stay together, now. I wanna keep my eyes on you."
[22:58] * Athas looks over his shoulder (as best he can)
[22:58] * Berrian looks for any sign of the proper path, still trying to make up his mind.
[22:58] <DM_Tol> (no sign)
[22:58] * Shalanda takes the lead and picks the right path (left on the map)
[22:58] <DM_Tol> The left and right passages look similar enough...
[22:59] <DM_Tol> Shalanda takes the lead as you move down the right path.
[22:59] <Berrian> "To the right, then..."
[23:00] <Berrian> (the walls are caving in!!!)
[23:00] <DM_Tol> After a bend, you come to a small room.
[23:01] <DM_Tol> The walls are inlaid with three stacks of nooks. You can see skeletal bones inside many of them. Some are covered up with clay seals.
[23:01] * Athas frowns
[23:02] <DM_Tol> 1d20
[23:02] <ToIBot> [DM_Tol's 1d20]: 17
[23:02] * Shalanda looks at some of the seals, without disrupting the bodies.
[23:02] <DM_Tol> Within a minute, something like a missile of magical force flies into the room, smashing against a wall, as you hear a moan and a shriek come from the opposite hall.

[23:03] <DM_Tol> A ghoulish creature turns the corner, howling, entering the room, as you all have the sudden temptation to flee in terror.

[23:03] <Blake```> "That doesnt sound good"

[23:03] <DM_Tol> *** As this session of Können Land comes to a close ***

3-11-2012: OF TOMBS AND SEALS

[20:10] <DM_Tol> *** Game Recap ***

[20:11] <DM_Tol> Our party of adventurers, on their quest to discern the solution to satisfying the haunt that has been attacking the residents of Tibris, went to the city archives to learn about Ham Schneelmelcher.

[20:12] <DM_Tol> Discovering that he was of the family of Schneelmelchers that founded the town, they learned that early descendants were buried in the city tomb, up in the hillside.

[20:13] <DM_Tol> Gaining the city's permission, accompanied by the city Minister of Protection, Portis, they entered the old tomb. After choosing a fork to the right, they came to the first collection of remains.

[20:14] <DM_Tol> A room with three stacks of graves cut out into the walls all around, with signs and symbols in places offered interesting inspection.

[20:14] <DM_Tol> Soon, though, they discovered they were not alone.

[20:14] <DM_Tol> A ghoulish creature turns the corner, howling, entering the room, as you all have the sudden temptation to flee in terror.

[20:15] <DM_Tol> *** And thus begins this session of Können Land ***

[20:15] <DM_Tol> Most of you can see the zombie-ish creature that moves into the room, from the passage opposite from where you came.

[20:15] <DM_Tol> `init rolls please for everyone.

[20:15] <TolBot> Please make an initiative roll (1d20+modifier).

[20:15] <Blake``> (+2 for anyone within 10 feet of me)

[20:15] <Ryu> 1d20+4

[20:15] <TolBot> [Ryu's 1d20+4]: 8

[20:16] <DM_Tol> 1d20+5 for Zombie

[20:16] <TolBot> [DM_Tol's 1d20+5 for Zombie]: 9

[20:16] <Athas> 1d20+8

[20:16] <TolBot> [Athas's 1d20+8]: 23

[20:16] <Blake``> 1d20+4

[20:16] <TolBot> [Blake``'s 1d20+4]: 7

[20:16] <Berrian> 1d20+9

[20:16] <TolBot> [Berrian's 1d20+9]: 27

[20:16] <DM_Tol> `init report

[20:16] <TolBot> Initiative Order: Berrian, 27, Athas, 23, Zombie, 9, Ryu, 8, Blake``, 7

[20:17] <DM_Tol> Berrian, you see a humanoid zombie, long slender arms and finger, squealing and moving towards you.

[20:17] <DM_Tol> (Reminder for combat: Please state your intended action, then move yourself on the grid as you intend, and then make your roll.)

[20:18] * Berrian draws 2 arrows and delivers a twin strike.

[20:18] <Berrian> 2#1d20+10

[20:18] <TolBot> [Berrian's 2#1d20+10]: 18, 13 (Sum:31)

[20:19] * Magestar (darkcleric@4de3efae.cpe.92acce23.net.hmsk) has joined #grovewood

[20:19] * ChanServ sets mode: +o Magestar

[20:19] <Ryu> (Your late!)

[20:19] * Magestar is now known as Shalanda

[20:19] <DM_Tol> The arrows fly across the room

[20:19] <Shalanda> (Grrr, DST)

[20:20] <DM_Tol> (vs AC?)

[20:20] <Ryu> (Told you all! lol)

[20:20] <Berrian> (AC)

[20:20] <DM_Tol> (LOL, Ryu said that exactly.)
[20:20] <Berrian> (We're on our 15th monster already... sheesh)
[20:20] <DM_Tol> The zombie raises its arm and deflects the arrows with ease., as Athas moves to act.
[20:20] <Ryu> (10 points for Grphyndor or however you spell it lol)
[20:21] <Berrian> (not really. I just did the first attack of the night)
[20:22] <Shalanda> (I'm already getting the updated scoop)
[20:22] <DM_Tol> (Athas ??? 10 seconds)
[20:22] * Athas rushes forward, throwing his whole body into the attack
[20:23] <Shalanda> 1d20+6 Init, including +2 blake bonus.
[20:23] <TolBot> [Shalanda's 1d20+6 Init, including +2 blake bonus.]: 16
[20:23] <DM_Tol> (Bull rush or Charge?)
[20:23] <Athas> (brash strike)
[20:23] <Athas> 1d20+12
[20:23] <TolBot> [Athas's 1d20+12]: 13 (That stinks.)
[20:23] <DM_Tol> (please state which defense it's against, my friends)
[20:24] <DM_Tol> Athas charges in, but glances off the Zombie.
[20:24] <Shalanda> (For him I think it's vs. "tripping rock")
[20:24] <DM_Tol> Shalanda moves to act against the zombie
[20:25] <DM_Tol> (Athas, you need to type "Ath" in the square you moved to.)
[20:25] * Shalanda presents her holy symbol strongly and with conviction. Turn Undead Wis vs Will (1/2 dam on fail)
[20:25] <Shalanda> 1d20+7
[20:25] <TolBot> [Shalanda's 1d20+7]: 20
[20:26] <DM_Tol> Shalanda turns the zombie with her spirit-channeling.
[20:26] <Shalanda> 2d10+4 (push 3 and immobilize if successful)
[20:26] <TolBot> [Shalanda's 2d10+4 (push 3 and immobilize if successful)]: 11
[20:29] <DM_Tol> The Zombie seems wounded by Shalanda's turn, and seems incapable of moving from its spot.
[20:30] <DM_Tol> The Zombie slams its body into Athas.
[20:30] <Shalanda> (I pushed it back 1 on the map, since it has push too)
[20:30] <Athas> (AC 19)
[20:31] <DM_Tol> (ok, then)
[20:34] <DM_Tol> (sorry, guys, getting questions in private, and in REAL LIFE)
[20:34] <Ryu> (its all gravy)
[20:34] <Athas> (watching Toy Story 3)
[20:34] <Berrian> (Listening to book 2 of the Bartimaeus Trilogy)
[20:35] <Ryu> (I jus' flipped on Harry Potter and the Goblet of Fire)
[20:35] <DM_Tol> The Zombie roars.
[20:35] <DM_Tol> 1d20
[20:35] <TolBot> [DM_Tol's 1d20]: 14
[20:35] <DM_Tol> Athas, you feel a chill around you. (Take 5 HP of Cold damage)
[20:36] <DM_Tol> Ryu acts.
[20:36] <Ryu> (any answer to my question? lol)
[20:37] * Ryu moves, noticing that he can't get a clear path to engage the zombie directly, musters all his strength and uses it throw his blade at the beast
[20:37] <DM_Tol> (roll)
[20:37] <Ryu> 1d20+12 vs AC
[20:37] <TolBot> [Ryu's 1d20+12 vs AC]: 18
[20:41] <DM_Tol> Ryu throws his blade and misses, as Blake acts.
[20:41] * Blake `` stays in place waiting for a better opportunity to help...(not doing anything this

round)

[20:42] <DM_Tol> Round 2

[20:42] <DM_Tol> Berrian acts.

[20:42] <Athas> (reroll init?)

[20:42] <DM_Tol> Initiative Order: Berrian, 27, Athas, 23, Shalanda 13, Zombie, 9, Ryu, 8, Blake `` , 7

[20:42] * Berrian draws two more arrows and attempts another twin strike.

[20:42] <Berrian> 2#1d20+10

[20:42] <TolBot> [Berrian's 2#1d20+10]: 30, 15 (Sum:45)

[20:42] <Berrian> (one crit, 11 dmg)

[20:44] <DM_Tol> Berrian hits with one arrow as the creature shrieks.

[20:44] <DM_Tol> Athas acts.

[20:44] * Athas scrambles forward, raising his axe for a mighty blow

[20:45] <Athas> "THIRST FOR DUST!"

[20:45] <Shalanda> (Can we reveal the spot behind the zombie on the map, so I can plan placement for my turn. Thanks)

[20:47] <DM_Tol> (roll)

[20:47] <Athas> 1d20+12

[20:47] <TolBot> [Athas's 1d20+12]: 18

[20:47] <DM_Tol> (vs AC?)

[20:48] <Athas> (beats an 18 or lower)

[20:48] <Athas> (brb)

[20:48] <DM_Tol> Athas misses with his attack as Shal acts.

[20:48] * Shalanda fey-steps to behind the zombie, and strikes down with a righteous brand to the creature's backside (Str vs. AC)

[20:49] <Shalanda> 1d20+10

[20:49] <TolBot> [Shalanda's 1d20+10]: 23

[20:49] <Shalanda> 2d4+4

[20:49] <TolBot> [Shalanda's 2d4+4]: 6

[20:50] <DM_Tol> Shal hits the Zombie with a Righteous Brand strike.

[20:50] <Shalanda> (+3 power bonus to hit for Athas)

[20:50] <DM_Tol> 1d20

[20:50] <TolBot> [DM_Tol's 1d20]: 7

[20:51] <Athas> (woohoo!)

[20:51] <DM_Tol> The Zombie rails against the new threat behind it, slamming its limbs into Shalanda.

[20:51] <Shalanda> (AC 20)

[20:51] <DM_Tol> 1d20+11 vs AC Shal

[20:51] <TolBot> [DM_Tol's 1d20+11 vs AC Shal]: 20

[20:52] <DM_Tol> 1d6+4

[20:52] <TolBot> [DM_Tol's 1d6+4]: 6

[20:53] <DM_Tol> Shalanda, you are slammed against the wall (6 damage) as a chill freezes over your body (another 5 HP) and you feel immobilized.

[20:54] * Shalanda yelps a little in pain.

[20:54] <DM_Tol> Athas, the cold radiates out to you as well, as you take more damage (5 HPs of cold damage)

[20:55] <DM_Tol> Ryu acts as his sword lay at the creatures feet.

[20:55] * Ryu calls his blade back to his hand, and holds his ground

[20:56] <DM_Tol> Blake acts.

[20:57] * Blake `` moves and uses a minor action on Shalanda (Shake it Off: get a saving throw +3) and then calls out for Athas to strike again (Commander's Strike: Free melee basic and +2 dmg if you

hit)
[20:57] <Shalanda> 1d20+3
[20:57] <TolBot> [Shalanda's 1d20+3]: 13
[20:57] <DM_Tol> Shalanda shakes off the immobilizing effects.
[20:57] * Athas swings his axe
[20:57] <DM_Tol> Athas strikes once more upon the Zombie.
[20:58] <Athas> 1d20+15
[20:58] <TolBot> [Athas's 1d20+15]: 22
[20:58] <Shalanda> (Reminder +3 to hit for Athas until my turn)
[20:58] <Athas> (I did)
[20:58] <DM_Tol> Athas strikes the Zombie with his axe (roll dam)
[20:58] <Athas> 1d12+11
[20:58] <TolBot> [Athas's 1d12+11]: 14
[20:58] <Athas> (...)
[20:58] <DM_Tol> The Zombie screeches at it is hit.
[20:58] <Athas> (brb)
[20:59] <DM_Tol> ** New Round **
[20:59] * Berrian prepares two more arrows, hoping both connect this time. (Twin strike vs AC)
[20:59] <DM_Tol> Berrian acts.
[20:59] <Berrian> 2#1d20+10
[20:59] <TolBot> [Berrian's 2#1d20+10]: 14, 25 (Sum:39)
[20:59] <DM_Tol> Berrian hits with one arrow.
[20:59] <Berrian> 1d10+1
[20:59] <TolBot> [Berrian's 1d10+1]: 8
[20:59] <DM_Tol> Athas and Shalanda act against the creature.
[21:00] * Shalanda repeats the same attack against the zombie. (Str vs AC)
[21:00] <Shalanda> 1d20+10
[21:00] <TolBot> [Shalanda's 1d20+10]: 15
[21:00] <Ryu> (AFK for a few, gotta put the little turds to bed)
[21:00] <Shalanda> 2d4+4
[21:00] <TolBot> [Shalanda's 2d4+4]: 8
[21:00] <Ryu> (I'll hold my ground, so skip me if I'm not back before its my go)
[21:00] <DM_Tol> Shalanda misses the zombie.
[21:01] <DM_Tol> (ok, take 5 " break for Athas and Ryu to return)
[21:04] <Berrian> (I just realized I don't need a new computer desk, just a long 1x10 or something larger. 2x8 or 2x10 would work, too.)
[21:06] <DM_Tol> (back)
[21:06] <Athas> (back)
[21:07] <Ryu> (OK I'm back too)
[21:07] <DM_Tol> Athas acts
[21:08] * Athas winds up for another harder hit
[21:08] <Athas> (cleave)
[21:08] <Athas> 1d20+12
[21:08] <TolBot> [Athas's 1d20+12]: 32 (Yes!)
[21:08] <Athas> 1d12+9
[21:08] <TolBot> [Athas's 1d12+9]: 20
[21:08] <Ryu> (CRITICAL :-D)
[21:08] <DM_Tol> Athas lets down a massive cleave on the Zombie (for 21 points)
[21:09] <DM_Tol> It continues to attack the Priestess that turned it.
[21:09] <DM_Tol> 1d20+11 vs Shall's AC
[21:09] <TolBot> [DM_Tol's 1d20+11 vs Shall's AC]: 24

[21:10] <DM_Tol> 1d6+4
[21:10] <TolBot> [DM_Tol's 1d6+4]: 5
[21:10] <DM_Tol> Shala, you are slammed and chilled once more (5 HPs and 5 more of cold)
[21:10] <DM_Tol> Athas, the chill bursts out toward you, damaging your flesh as well (5 HP cold damage)
[21:11] * Shalanda feels the stinging cold and slam almost simulanteously, but weathers it well enough.
[21:11] <DM_Tol> 1d20
[21:11] <TolBot> [DM_Tol's 1d20]: 18
[21:11] * Athas shivers through a cold worse than the harsh stepp.
[21:11] <DM_Tol> Ryu acts
[21:11] * Ryu gives his blade another heave
[21:11] <Ryu> 1d20+12
[21:11] <TolBot> [Ryu's 1d20+12]: 30
[21:11] <DM_Tol> (vs AC?)
[21:11] <Ryu> (Yes)
[21:12] <DM_Tol> Ryu hits the Zombie with his blade.
[21:12] <Ryu> 1d10+7
[21:12] <TolBot> [Ryu's 1d10+7]: 9
[21:12] <DM_Tol> Ryu sinks his sword into the rotting flesh of the zombie's leg, as Blake acts.
[21:12] * Blake `` calls out again for Athas to attack (Commander's Strike again: Melee Basic and +2 to dmg)
[21:13] <DM_Tol> Athas strikes once more.
[21:13] * Athas swings up in ahigh arc, looking to split his jaw from his skull.
[21:13] <Athas> 1d20+12
[21:13] <TolBot> [Athas's 1d20+12]: 27
[21:13] <Athas> 1d12+11
[21:13] <TolBot> [Athas's 1d12+11]: 14
[21:13] <DM_Tol> Athas hits the Zombie (AC I presume) with his axe.
[21:14] <Athas> (yeppers)
[21:14] <DM_Tol> The Zombie screeches again, wounded greatly.
[21:14] <Berrian> 2#1d20+10
[21:14] <TolBot> [Berrian's 2#1d20+10]: 12, 14 (Sum:26)
[21:14] <DM_Tol> It falls to the ground.
[21:15] * Athas looks to Shalanda
[21:15] <Athas> "Are you well?"
[21:15] <Berrian> (and my arrows fly through where it once was)
[21:15] * Shalanda looks down at the zombie and up at Athas.
[21:15] <DM_Tol> (oops, nm)
[21:15] <DM_Tol> The Zombie catches itself enough to avoid Berrians arrows.
[21:15] <DM_Tol> Athas acts.
[21:15] <Shalanda> "Let's discuss that after you put your axe into it's head, shall we?"
[21:16] <DM_Tol> (Shal, you're immobilized again, forgot to say that)
[21:16] * Athas swings again
[21:16] <Athas> 1d20+12
[21:16] <TolBot> [Athas's 1d20+12]: 26
[21:16] <DM_Tol> Athas hits the zombie.
[21:16] <DM_Tol> (damage?)
[21:16] <Shalanda> (I figured as much, doesn't matter unless the zombie moves)
[21:16] <Athas> 1d12+9
[21:16] <TolBot> [Athas's 1d12+9]: 18

[21:17] <DM_Tol> The axe severs the creatures head, as it explodes with a burst of chill around it.
[21:17] <DM_Tol> 1d20+9 vs Fortitude for Shal and Athas
[21:17] <TolBot> [DM_Tol's 1d20+9 vs Fortitude for Shal and Athas]: 27
[21:18] <DM_Tol> 2d6+2
[21:18] <TolBot> [DM_Tol's 2d6+2]: 6
[21:18] <DM_Tol> (6 cold damage to you both, and you're Slowed until save)
[21:18] * Shalanda wipes bits of frosty zombie chunks out of her hair.
[21:18] <Athas> 1d20+21
[21:18] <TolBot> [Athas's 1d20+21]: 40
[21:18] <Shalanda> 1d20 save
[21:19] <TolBot> [Shalanda's 1d20 save]: 8
[21:19] <Ryu> (+21, damn lol)
[21:19] <DM_Tol> All goes quiet in the chamber.
[21:19] <Athas> (wait -- is the 21 what the creature is suppose to beat?)
[21:19] * Ryu calls his blade back to his hand and sheaths it
[21:20] <DM_Tol> (huh, Athas?)
[21:20] <Athas> (is the Fort score what the creature needs to roll higher than?)
[21:20] <DM_Tol> (a Save throw in 4e is always just 1d20, unmodified, DC of 10. Some spells and effects can all +/-)
[21:21] <Athas> 1d20
[21:21] <TolBot> [Athas's 1d20]: 11
[21:21] <Athas> (oh... then what are the fort, red and will scores for, then?)
[21:21] <DM_Tol> (yes, the burst effect came at a 27, and if it ties or beats your Fort score, then you are affected)
[21:22] <Athas> (oh -- yeah, beats it by 6)
[21:22] <Blake ` ` > "Well hopefully we don't run into any more of those"
[21:22] <DM_Tol> (and now that you're affected, you need to roll a regular save each round until you make the save and shake off the Slowed effect)
[21:22] <Athas> 1d20
[21:22] <TolBot> [Athas's 1d20]: 16
[21:22] * Athas shivers and glares at the zombie...
[21:22] <Shalanda> (If we aren't in combat anymore, shouldn't it be safe to assume we wait long enough to shake off the effects?)
[21:23] <DM_Tol> As you all catch your breath, taking a short rest, Athas and Shalanda recover with some warmth.
[21:23] <Athas> "CH-ch-choke on dust, you dog."
[21:23] <DM_Tol> (yep)
[21:23] * Shalanda plants her foot firmly, but slowly, into the zombie's carcass.
[21:23] <DM_Tol> The carcass does not move.
[21:23] * Ryu looks over both Shal and Athas trying to determine who took the most damage
[21:24] <Athas> (I did)
[21:24] <Athas> "Shalanda... are yuh-yuh-you well?"
[21:25] * Berrian frowns and looks about the room, keeping his bow at the ready.
[21:25] * Shalanda looks over the multiple wounds and injuries, probably taking the brunt of the injuries, then starts patching herself up magically.
[21:26] <DM_Tol> As you finish recovering, and looking around this first chamber, you assess that it seems fairly disturbed. The seals of all the body chambers have broken open and most likely looted. Some even have bones missing from their skeletons.
[21:28] <DM_Tol> Down the hall ahead, you've see one opening on the left.
[21:28] <Ryu> "Well, if the book was here... safe to assume it may not be now..."
[21:28] <Athas> "Who woke them?"

[21:28] <Shalanda> "Well, that was unpleasant. Why must this entire town stink of Orcus' influence."

[21:29] <Athas> "Who?"

[21:30] <Shalanda> "Orcus, he's the Demon Prince of Undeath."

[21:31] * Athas shakes his head.

[21:31] <Berrian> "We continue on?"

[21:32] <Athas> "Never heard of him. Only Old Man Iron, Old Woman Wood and That Behind The Shadows."

[21:33] <Athas> "But if this Ork-kus thing is stirring the dead to thirst, then I need to put an axe blade in between his eyes."

[21:34] * Shalanda looks over at Berrian.

[21:34] <Shalanda> "Yes, let's continue onwards."

[21:35] <DM_Tol> You move down the hall. On your left, you see another chamber lit up by your torchlight.

[21:36] * Berrian keeps watch from the intersection.

[21:38] <DM_Tol> Inside the chamber, alcoves again line the walls, stacked three high, with most of the clay seals covering each tomb broken in some place.

[21:39] * Shalanda looks around, particularly for more signs of disrupted bodies.

[21:40] * Athas looks around for any moving corpses

[21:41] * Shalanda examines one of the seals, to see if it bears a family name or identifying information.

[21:43] <DM_Tol> (Skill check to read inscriptions, identify nomenclature, recognize surnames, etc.)

[21:44] <Athas> (sorry -- stupid barbarian -- surprised I haven't eaten the books)

[21:44] * Berrian takes a shot at reading the inscriptions.

[21:44] <Berrian> 1d20+8 history

[21:44] <TolBot> [Berrian's 1d20+8 history]: 13

[21:44] <Ryu> 1d20+7 History

[21:44] <TolBot> [Ryu's 1d20+7 History]: 9

[21:45] <Berrian> (+8 is also perception, so...)

[21:45] <Ryu> (OK, Tolbot, I know PlayerKiller is your friend but no need to take it out on me :- ()

[21:45] <Shalanda> 1d20+11 History

[21:45] <TolBot> [Shalanda's 1d20+11 History]: 31 (You da man.)

[21:45] <Athas> (woman)

[21:46] * Blake `` keeps his eyes peeled for any more zombies while the others investigate

[21:46] <Shalanda> (Be a dear and don't correct TolBot when he's rolling well for me.)

[21:47] <Ryu> (This is all I have to say to that... <http://images.t-shirts.com/gumby-face-front.jpg>)

[21:48] <DM_Tol> Shalanda, you can make out a some names, two of them you recognize from the charter documents you read in the archives. You conclude that there are only two family names contained in the chamber.

[21:48] * Athas looks around

[21:49] <Shalanda> (None of them what we are looking for I assume?)

[21:50] <DM_Tol> (correct... there is no Scheelmelcher)

[21:50] <Shalanda> "Looks like they are not entombed here, time to move on to the next one."

[21:50] <Athas> "Where else do we look?"

[21:51] <Ryu> "Lets keep moving, before another creepy crawly creeps up from behind"

[21:51] <Blake `` > "Agreed"

[21:51] <DM_Tol> After the half hour you spend investigating the chamber, you move on down the hall.

[21:52] <DM_Tol> You move down the hall and come to another, similar chamber.

[21:53] * Shalanda looks for signs of the undead, before entering to investigate.

[21:53] <DM_Tol> Grumlan remains behind you all, "This is all fascinating, but how much longer is this all going to take?"

[21:53] <DM_Tol> You see no signs of life or unlike.

[21:53] <Ryu> "It will take as long as it takes, not a moment sooner."

[21:54] <Athas> "Be silent."

[21:54] <Shalanda> "If you had an idea of where the Scheelmelchers were entombed, we could be done by now, besides we are doing your town a service by not charging you to clear these undead."

[21:54] * Berrian looks to Shalanda. "We're not?"

[21:55] <DM_Tol> The chamber, while roughly hewn again, seems to be in the same layout. The clay seals over the individual nooks are not all broken in this chamber. A few of them seem intact.

[21:55] <Berrian> "Arrows aren't free, you know."

[21:55] <Shalanda> "Well then you charge them."

[21:55] * Ryu walks in and checks the seals

[21:55] * Shalanda goes abouts checking the seals.

[21:56] * Athas stands guard

[21:57] <Ryu> 1d20+7 History

[21:57] <TolBot> [Ryu's 1d20+7 History]: 15

[21:57] <DM_Tol> (roll to search this room)

[21:57] <Ryu> (Actually, what check do you want?)

[21:57] <Berrian> 1d20+8

[21:57] <TolBot> [Berrian's 1d20+8]: 16

[21:58] <Shalanda> 1d20+11 History

[21:58] <TolBot> [Shalanda's 1d20+11 History]: 28

[21:58] <DM_Tol> (your choice... knowledge, history, percept...)

[21:58] <Blake` ` > 1d20+9 (history)

[21:58] <TolBot> [Blake` ` 's 1d20+9 (history)]: 24

[21:58] <Ryu> (Wish it was Arcana lol, my highest score)

[21:59] <Shalanda> (There isn't a knowledge roll, unless I'm missing something)

[22:00] <DM_Tol> Collectively, you make out two more family signs or surnames. Within a couple of the tombs, you see a common scene. Two of the nooks have skeletons with an object under its skull in the same fashion.

[22:00] <DM_Tol> (sorry, no knowledge)

[22:01] * Shalanda attempts to examine the object without disrupting it.

[22:01] * Athas peers at the object under its skull

[22:04] <DM_Tol> One object under a skull is a clay jar. Another skull has a quill underneath it.

[22:04] <DM_Tol> Both objects seem mundane.

[22:05] <Ryu> "I see, an object that was important to them is placed under their skulls for them to use when they're in the afterlife..."

[22:05] <Berrian> "Hmm."

[22:06] <Shalanda> "Seems most likely."

[22:06] <Athas> "No axes? No weapons?"

[22:06] <Shalanda> "But this is not the right alcove either, let's move on while our host is still willing."

[22:06] <Ryu> "Athas, they all are not blood thirsty barbarians like yourself, not that I disagree with you, but some of us need to be civilized," he laughs.

[22:07] * Ryu exits the chamber and moves on

[22:07] <Athas> "You mean soft."

[22:07] <DM_Tol> After another half our of inspecting the chamber, you move along.

[22:09] <Shalanda> "There are other skill sets other than soft."

[22:10] <DM_Tol> You find yet another chamber, similar to the other two.

[22:12] <Athas> "There are also bows, knives, staves and clubs."

[22:14] * Shalanda proceeds to start her investigations, letting Athas prattle on about the importance of warfare... obviously not too amused.

[22:14] <Shalanda> 1d20+11 History

[22:14] <TolBot> [Shalanda's 1d20+11 History]: 14

[22:14] <DM_Tol> Grumlan sighs, lighting another torch.

[22:14] <Berrian> 1d20+8

[22:14] <TolBot> [Berrian's 1d20+8]: 17

[22:14] <DM_Tol> You go about inspecting the next chamber.

[22:14] <Ryu> 1d20+7 History

[22:14] <TolBot> [Ryu's 1d20+7 History]: 17

[22:15] <DM_Tol> You find similar arrangements in this chamber, more nooks, and only half of which this time seem to have been corrupted.

[22:17] <DM_Tol> Only two or maybe three surnames and symbols dot this room, and distinct from those before.

[22:18] <DM_Tol> You make out some additional objects placed under skulls in the nooks... a dried bouquet of flowers, a book, a piece of parchment, a small ornamental dagger.

[22:19] * Shalanda looks at the seal on the body with the book.

[22:20] <DM_Tol> You read the name Dranlicker.

[22:20] <Shalanda> "Dranlicker, that name sounds familiar."

[22:21] <Blake` ` > "I don't recall it"

[22:22] * Athas looks around.

[22:22] <DM_Tol> (me neither, seeing as how I just made it up. hehe)

[22:23] * Shalanda shrugs.

[22:23] <DM_Tol> (Additional actions here? or moving on?)

[22:23] <Athas> "What else is this place for."

[22:23] <Berrian> (moving on...)

[22:23] <Shalanda> "It's a place for the dead to rest and the living to remember them."

[22:24] * Shalanda says as she moves on.

[22:24] <Berrian> "It would have been nice if there was an order to these bodies."

[22:27] <Blake` ` > "Well we will find them"

[22:29] <Athas> "Where else would this book be?"

[22:29] * Shalanda continues on down the corridor to the next entombment.

[22:29] * Ryu follows Shalanda

[22:30] * Blake` ` goes as well

[22:31] * Athas follows carefully

[22:31] <DM_Tol> The main hall makes a turn. In this hall, there are occasional nooks on the right side, in the hallway itself. Most of these have been opened up. On the left, there is a menacing door, with smoother-hewn stone around it.

[22:31] <DM_Tol> The hall goes on further and turns left into a hallway that looks much like the first one.

[22:32] * Athas looks at the menacing door... then to the stone door.

[22:32] <Blake` ` > "We should have made notes, so that this place would have a mapped out record from here on out"

[22:33] <Shalanda> "Why don't you start one?"

[22:33] <Athas> "We just look for the light."

[22:33] * Shalanda pauses at the door.

[22:34] * Ryu draws his blade expecting trouble beyond it

[22:35] <DM_Tol> (there's just one door)

[22:35] <Athas> (oh, sorry)

[22:36] * Shalanda looks at the door.

[22:36] <Shalanda> "If I were a founding member of this town, this would likely be where I'd be

entombed."

[22:36] <Berrian> "Perhaps the founders are within?"

[22:36] * Athas looks back at Grumlan.

[22:37] <DM_Tol> Grumlan shrugs.

[22:38] <Berrian> "Well? Are we going in?"

[22:38] * Shalanda gives the door a good push, expecting it to be stuck like the entrance door.

[22:39] <DM_Tol> The door does not budge.

[22:39] <Blake`` ` > "Apparently not easily"

[22:39] <Athas> "Want me to try?"

[22:39] * Athas steps forward

[22:40] <Shalanda> "Yeah, take that end, and I'll get this end."

[22:40] <DM_Tol> (Shal, roll a Str check, then Athas)

[22:41] <Shalanda> 1d20+6

[22:41] <TolBot> [Shalanda's 1d20+6]: 25

[22:41] <DM_Tol> (+2 to Athas' roll)

[22:42] * Athas wedges his fingers in the doorjam and flexes

[22:42] <Athas> 1d20+9

[22:42] <TolBot> [Athas's 1d20+9]: 13

[22:42] <DM_Tol> The door does not budge.

[22:42] <Athas> (really?!)

[22:42] * Shalanda looks at Athas accusingly.

[22:42] * Blake`` ` jokes "Try pulling it?"

[22:43] <Shalanda> "Get up here and put your muscles to work instead of your mouth!"

[22:43] <DM_Tol> (After 20 minutes of trying to open the door, nothing budes it.)

[22:43] <Blake`` ` > "You two should have that open without issue, if not we are missing something"

[22:44] <Shalanda> "Well then we move on, so we don't stay down here longer then we should."

[22:44] <Ryu> (is the door wood?)

[22:44] <Blake`` ` > "Maybe that Zombie we killed didnt want to fight, perhaps it was going to open this door for us"

[22:44] <DM_Tol> The unmarked stone door hasn't budged.

[22:44] <Blake`` ` > "Let's move on for now"

[22:44] <Berrian> "Perhaps we look around the remainder of this underground structure, then return. It does not look to be going anywhere."

[22:45] <Ryu> "Grum, you know anything about this door?"

[22:45] <DM_Tol> You move on down the hall. Some body nooks line the right side of this wall.

[22:45] <DM_Tol> You move around a bend and see another long hall, with chambers off to the side.

[22:46] <DM_Tol> You enter another chamber (#4) and begin to search.

[22:47] * Athas looks around, trying not to touch the bodies.

[22:47] <DM_Tol> Grumlan: "I know nothing."

[22:47] <Shalanda> Take 10 history for a 21.

[22:48] <Berrian> 1d20+8

[22:48] <TolBot> [Berrian's 1d20+8]: 20

[22:48] <Ryu> 1d20+7

[22:48] <TolBot> [Ryu's 1d20+7]: 11

[22:48] <Ryu> (History)

[22:48] <Shalanda> (Kid gloves off, time to pull out the Take 10 rule.) 😊

[22:48] <Berrian> 2#1d20+8 (brb, if not before #5/6, rolled already)

[22:48] <TolBot> [Berrian's 2#1d20+8 (brb, if not before #5/6, rolled already)]: 11, 9 (Sum:20)

[22:49] <DM_Tol> Only one of the clay seals in this room have been broken. After a half hour searching the room, you make out in the end two surnames, one on the left half of the room, the

other on the right.

[22:50] <DM_Tol> The first family name on the left is "Beeblefooter". The name on the right is "Schneelmelcher".

[22:51] * Shalanda examines the Schneelmelcher body/bodies

[22:52] * Ryu joins Shalanda in searching the bodies of the Schneelmelchers

[22:52] <DM_Tol> All the nooks on the right side of the room are still sealed with clay covers.

[22:52] <Ryu> "Well, looks like we might have to forcibly open these."

[22:53] <Shalanda> "We're not here to cause damage to these entombments."

[22:53] * Shalanda tries to identify which one belongs to Ham.

[22:54] <Ryu> "That may be, but the ghosts book may be inside to regardless we will have to defile one."

[22:54] <Ryu> "Unless he still lives, which is not likely."

[22:54] <DM_Tol> You are not able to detect Ham's name, or any distinguishing names on any of the Schneelmelcher alcoves.

[22:55] * Berrian sighs.

[22:55] <Athas> "What does this name look like?"

[22:56] * Shalanda scratches out what Ham Schneelmelcher's name should look like on the floor.

[22:57] * Athas studies the scratching and tries to match it to what he sees.

[22:57] <DM_Tol> Searching, you see that no tombs seem to carry common names. Just associated surnames.

[22:57] <Athas> (roll Intelligence? With a major penalty?)

[22:57] <Shalanda> (What does the broken sealed tomb look like, and was it a Schneelmelcher alcove?)

[22:57] <DM_Tol> (ok, need to describe better.)

[22:58] * Ryu looks at Shalanda, "As I said previously, it looks as if we have no choice but to open these ourselves..."

[22:59] <Shalanda> "I am not defiling a tomb. If needed, we can lure the spirit here to find his book."

[22:59] * Athas takes a defensive stance.

[22:59] <Athas> "Open the tomb."

[22:59] * Ryu picks a random Schneelmelcher took, and checks it for magical traps before tempting to break the seal

[23:00] <Ryu> (took == tomb)

[23:00] <Shalanda> "If you try to break that seal, you better be ready to fight for it."

[23:01] <Ryu> "We have to do what we must."

[23:01] <Ryu> "Unless you have a better idea"

[23:01] <DM_Tol> (http://www.vatican.va/roman_curia/ponti...to_big.jpg)

[23:01] <Shalanda> "And this is something we must not do."

[23:01] <Athas> "I am ready."

[23:01] <Athas> (my new wallpaper)

[23:02] <Ryu> "Your the holy woman, say a prayer for the dead in hopes they remain at rest."

[23:02] <DM_Tol> Each room, just as this one, has the wall covered with nooks where one or two skeletons are placed inside. Most nooks are sealed with a clay seal.

[23:02] <Shalanda> (So where does the clay seal fit into this, the spot on the lower left corner of that picture?)

[23:02] <DM_Tol> (in the pic, see the nook on the lower left is still sealed.)

[23:03] <DM_Tol> (in the pic, the others are broken, but in the room you are in now, all are still sealed)

[23:05] <DM_Tol> (all along, some nooks have had their clay covering intact, and some have been broken.)

[23:05] <DM_Tol> (some seem to be undisturbed, and yet still cracked an open a bit, just from

natural processes)

[23:05] <DM_Tol> (understand now?)

[23:06] <DM_Tol> (Ryu, breaking a seal?)

[23:06] <Ryu> "I know your against this Shalanda, if we do not atleast attempt to find this book here and now, we may have just wasted our time."

[23:06] * Shalanda looks ready to strike Ryu if he tries to open one of the seals.

[23:06] * Athas raises his axe

[23:07] <Shalanda> "As I said before, we can lure the spirit here and have it find the book."

[23:07] <Athas> "Let's try that first."

[23:07] <Ryu> "We had a hard enough time getting it to talk to us in the first place, and you want to try to bring it here, you better get with it then."

[23:08] <DM_Tol> *** And with this empasse, this session of Können Land comes to a close ***

[23:08] * DM_Tol is now known as Tolman

[23:08] * Ryu runs his hand over the seal, trying to brush away any dust that has accumulated over the seal

3-25-2012: BUG BEGONE!

[19:49] <DM_Tol> *** Game Recap ***

[19:50] <DM_Tol> The group made its way into the historic hillside tomb of the city of Tibris.

[19:51] <DM_Tol> On the hunt of a book sought after by the spirit that's been haunting the city, the group finally encountered a catacomb room with the correct family name.

[19:52] <Shalanda> (Sorry, quick afk) 😞

[19:52] <DM_Tol> The room has four walls with three rows high of catacomb entombments surrounding. One half of the room is identified with the name "Schneelmelcher".

[19:53] <Berrian> (crud, my CRT monitor is flickering out at random...)

[19:54] <DM_Tol> All but one of the enclaves are mostly sealed up with the clay coverings, thought some are pretty old and flaked and cracked.

[19:54] <DM_Tol> *** This begins this session of Können Land ***

[19:54] <Berrian> (there it goes again...)

[19:54] * Blake` examines the one that isnt sealed (trying to see why it isnt sealed)

[19:54] <DM_Tol> (Map at : <http://tiny.cc/battlegrid>)

[19:59] * Berrian continues to guard the entrance against possible threats

[19:59] <Shalanda> (Sorry back)

[19:59] <DM_Tol> (place yourself on the map, Berr)

[19:59] <DM_Tol> (probably three squares to the right)

[20:00] <Berrian> (oh, you mean there?)

[20:00] * Shalanda continues to stare down Ryu.

[20:00] <DM_Tol> Blake, the enclave you examine looks to have crumbled from age, mostly. You see a skeleton. Under its skull is a feather.

[20:00] <Ryu> "Your the priestess princess, obviously you should be the one to open it, say a prayer to your god, and lets get this done with. We have no other choice."

[20:02] * Athas looks over his shoulder

[20:04] <Shalanda> "I will not allow the defilement of a tomb. If you want it opened so badly, find a decendant to give you permission to open it.

[20:05] <Blake` > "This one has a feather in it, seems to be the only open one, agreed though, we shouldnt open anything"

[20:05] * Ryu he looks around then sighs, "So be it, go find one."

[20:06] * Athas walks closer to Shalanda.

[20:06] <Blake` > "on the other hand we are down here and we won't have another change to come back down here"

[20:07] <Blake` > "We could at least search the rest of this place, maybe we will find a clue"

[20:08] <Shalanda> "If that's it then, we should finish with the rest of the tombs and get out of here, before our escort grows too unhappy with his situation."

[20:09] <Berrian> "Agreed."

[20:10] <Ryu> "Lead the way then Miss Be-good-to-the-dead-who-dont-really-care-if-their-tomb-is-opened-to-break-a-city-wide-curse."

[20:10] <Athas> "Let's go, then."

[20:10] <Athas> (lol)

[20:11] <Ryu> (More Sake please~)

[20:11] <Shalanda> "You will understand one day when you are dead how the dead really feel. Until then, I hope they don't take too much notice in your actions today."

[20:12] * Athas frowns slightly.

[20:12] * Ryu laughs, "When I'm dead, leave me for the birds, as this physical body will not matter not, unless your suggesting your god does not remove their innerelves to be with them."

[20:12] * Blake` moves out of the room and back into the hall

[20:13] <Athas> "I will slake the thirst of my gods. What I will feel is nothing."
[20:13] <DM_Tol> You all leave the Schneelmelcher room and enter back into the hall.
[20:15] <Blake` > "Tight fit in here"
[20:15] <Shalanda> "The dead often have some sort of attachment to their remains, otherwise spells that would return them to their mortal shells would not work properly."
[20:15] * Ryu heads out of the room and strikes up conversation with Grum, "Do you know of any of these Schneelmelchers remain in the city?"
[20:16] * Blake` heads down the hall
[20:16] <DM_Tol> Grumlan: "I have never heard of a Schneelmelcher family."
[20:17] <DM_Tol> You move along the corridor again and come to another tomb room (#5)
[20:17] <Berrian> "Shall we continue?"
[20:18] * Shalanda enters (room 5) to examine the tombs.
[20:19] <DM_Tol> You find the next room (#5) to be much like the others. A half dozen of the graves are open, from crumbling aged clay, it seems.
[20:19] <Athas> "Nothing here."
[20:21] <Shalanda> (No Schneelmelcher's I assume?)
[20:21] * Athas looks around again and looks to Shalandra.
[20:22] <DM_Tol> You search around for names or other identification. (Roll a check.)
[20:22] <Berrian> 1d20+8
[20:22] <TolBot> [Berrian's 1d20+8]: 19
[20:23] <Shalanda> (Take 10?)
[20:23] <DM_Tol> 1d100
[20:23] <TolBot> [DM_Tol's 1d100]: 93
[20:23] <DM_Tol> (sure)
[20:23] <Shalanda> Take 10 result = 21
[20:23] <DM_Tol> You see no Scheelmelcher name, but one tomb identified with Castlehoffer.
[20:24] <Athas> 1d20+2
[20:24] <TolBot> [Athas's 1d20+2]: 22 (That's awesome.)
[20:25] <DM_Tol> You find nothing further of note in the room, after searching it thoroughly.
[20:26] <Athas> (wasted a 20...)
[20:26] <DM_Tol> (ah, if only this were D&D basic... Athas would've found a secret door to a small treasure room.)
[20:26] <DM_Tol> (Cause every underground area has one back then)
[20:27] <DM_Tol> (moving along?)
[20:27] * Shalanda moves along
[20:28] * Berrian decides to stay outside this time.
[20:29] * Athas follows along
[20:29] <DM_Tol> You move along the corridor and find yet another room similar. The wall opposite the rooms still has the occasional small enclave, all of which are busted out. You find the next room (#6) has a large majority of its corpse dwellings crumbled open.
[20:29] <DM_Tol> (Roll if searching.)
[20:30] <Athas> 1d20+2
[20:30] <TolBot> [Athas's 1d20+2]: 9
[20:30] <Shalanda> Take 10 result = 21
[20:30] <DM_Tol> (Blake, you searching?)
[20:31] <Blake` > (no)
[20:31] <Blake` > (sorry dog is barking at me)
[20:33] <Athas> (I have duct tape)
[20:33] <Blake` > (hehe)
[20:34] <DM_Tol> After a bit of searching, Athas, you are looking deep inside an open tomb.
[20:34] <Ryu> (and a gianormis spider jumps out an dgets your nose!)

[20:34] * Athas looks around for movement.
[20:35] <DM_Tol> As you do so, something comes swarming out of the alcove upon you.
[20:35] <DM_Tol> 1d20+12 vs Refl Athas
[20:35] <TolBot> [DM_Tol's 1d20+12 vs Refl Athas]: 31
[20:35] <DM_Tol> 1d8+5
[20:35] <TolBot> [DM_Tol's 1d8+5]: 7
[20:36] <Shalanda> (SCARABS!!!)
[20:36] <Blake` > (nightmare)
[20:36] <DM_Tol> A swarm of scarab beetles pours out of the hole and onto the floor around you. It surprises you, chomping with multiple mandibles.
[20:36] * Athas staggers back, driving his foot up and down
[20:37] <Athas> (ref is 14 -- I think I failed)
[20:37] <DM_Tol> (Take 2 HP regular, and 5 HPs of necrotic damage.)
[20:37] <DM_Tol> The rest of you hear the sound of the movement (and Athas scream like a girl.)
[20:37] <DM_Tol> `init rolls from everyone, please.
[20:37] <TolBot> Please make an initiative roll (1d20+modifier).
[20:38] <DM_Tol> Grumlan: "What is happening?"
[20:38] <Shalanda> 1d20+6 (includes Blake bonus)
[20:38] <TolBot> [Shalanda's 1d20+6 (includes Blake bonus)]: 21
[20:38] <Berrian> 1d20+7
[20:38] <TolBot> [Berrian's 1d20+7]: 24
[20:38] <DM_Tol> 1d20 for Grumlan
[20:38] <TolBot> [DM_Tol's 1d20 for Grumlan]: 13
[20:38] <Athas> "CURSED GET OF SHE WHO BITES AND STILLS! GET OFF ME!"
[20:38] <DM_Tol> 1d20+7 for Beetles
[20:38] <TolBot> [DM_Tol's 1d20+7 for Beetles]: 27 (Perfect!)
[20:38] <Athas> 1d20+6
[20:38] <TolBot> [Athas's 1d20+6]: 14
[20:38] <Blake` > 1d20+4
[20:38] <TolBot> [Blake`s 1d20+4]: 13
[20:39] <DM_Tol> (everyone rolled?)
[20:40] <Ryu> 1d20+2
[20:40] <TolBot> [Ryu's 1d20+2]: 12
[20:40] <DM_Tol> `init report
[20:40] <TolBot> Initiative Order: Beetles, 27, Berrian, 24, Shalanda, 21, Athas, 14, Blake`, 13, Grumlan, 13, Ryu, 12
[20:40] <Ryu> (sorry, was opening my sheet)
[20:41] <DM_Tol> Shalanda, another swarm of beetles pours out onto the floor from the hole behind you.
[20:41] * Shalanda lets out an audible sigh.
[20:42] <DM_Tol> The first swarm attacks Athas again.
[20:42] <DM_Tol> 1d20+12 vRefl
[20:42] <TolBot> [DM_Tol's 1d20+12 vRefl]: 23
[20:42] <DM_Tol> 1d8+5
[20:42] <TolBot> [DM_Tol's 1d8+5]: 7
[20:42] <DM_Tol> (seven more dam)
[20:42] <Athas> (how do I use Ref?)
[20:42] <DM_Tol> The other swarm nips at Shalanda.
[20:42] <Shalanda> (It's like AC)
[20:42] <DM_Tol> 1d20+12 vRefl
[20:42] <TolBot> [DM_Tol's 1d20+12 vRefl]: 14

[20:42] <Shalanda> (16 Ref)
[20:43] <DM_Tol> Shalanda avoids the swarm's bites.
[20:43] <DM_Tol> Berrian acts.
[20:43] <DM_Tol> (remember all, this is on the battle grid map)
[20:43] <Athas> (under my reflex score -- ok)
[20:44] <Berrian> (hold on. character sheet is giving me problems)
[20:44] <DM_Tol> (I think your best attack is punching with bare fists... iirc)
[20:45] <DM_Tol> (😊)
[20:45] * Berrian pulls a torch from a pocket in his cloak and lights it on fire, then holds it low to the ground by his feet.
[20:45] * Shalanda still a bit riled up from Ryu's irritating actions earlier, unleashes her most potent attack: Avenging Flame (Str vs. AC - dam on fail)
[20:45] <Berrian> (next turn will be much more fun. trust me!)
[20:45] <Shalanda> 1d20+8
[20:45] <TolBot> [Shalanda's 1d20+8]: 22
[20:46] <DM_Tol> (hit)
[20:47] <Shalanda> 4d4+8 (and 5 ongoing fire, no save if continues to attack)
[20:47] <TolBot> [Shalanda's 4d4+8 (and 5 ongoing fire, no save if continues to attack)]: 19
[20:48] <DM_Tol> (is it a burst?)
[20:48] <DM_Tol> (or blast?)
[20:49] <Shalanda> (It's a single target)
[20:49] <DM_Tol> Shalanda blasts the swarm with flames.
[20:49] <DM_Tol> 1d20+9 vs AC
[20:49] <TolBot> [DM_Tol's 1d20+9 vs AC]: 22
[20:49] <Shalanda> (oops, subtract 3 from the damage)
[20:49] <DM_Tol> (Shalanda, the swarm attacks you with a free motion as you attack it.)
[20:50] <DM_Tol> (ok... and your AC?)
[20:50] <Shalanda> (20)
[20:51] <DM_Tol> The swarm seems to have absorbed some of your attack, Shal.
[20:51] <DM_Tol> Shalanda is bitten by the swarm.
[20:51] <Shalanda> (Damn beetles soaking up some of my daily)
[20:51] <DM_Tol> 1d8+5
[20:51] <TolBot> [DM_Tol's 1d8+5]: 9
[20:52] <DM_Tol> (9 damage, Shal)
[20:52] <Shalanda> (ok)
[20:53] <DM_Tol> Athas acts.
[20:54] * Athas swings his axe low to scatter the swarm
[20:54] <Athas> 1d20+9
[20:54] <TolBot> [Athas's 1d20+9]: 29 (You da man.)
[20:54] <DM_Tol> 1d20+9 vs AC
[20:54] <TolBot> [DM_Tol's 1d20+9 vs AC]: 16
[20:54] <DM_Tol> Athas, as you attack, the swarm beets you to it with a free action (misses I think)
[20:55] <Athas> (yes)
[20:55] <DM_Tol> Athas swings and decimates the swarm (full damage?)
[20:55] <Athas> 1d12+9
[20:55] <TolBot> [Athas's 1d12+9]: 21
[20:55] <DM_Tol> (LOL)
[20:55] <Ryu> (^^ 😊)
[20:56] <Shalanda> (Yes, I think you rolled full damage)
[20:56] <Athas> "Back to the Bosom of your Winter Ridden Mother!"

[20:56] <DM_Tol> Athas, the swarm seems to have absorbed a great deal of your crippling damage.
[20:56] <DM_Tol> Blake acts.
[20:56] * Blake` moves in to help out Shalanda, attacking with his Blade (Hammer and Anvil vs Reflex)
[20:57] <Athas> (and if Tyro were here, we'd be peeling her off the ceiling)
[20:57] <Blake` > 1d20+8 vs ref
[20:57] <TolBot> [Blake`s 1d20+8 vs ref]: 25
[20:57] <DM_Tol> Athas, you feel your joints stiffen (take 5 necrotic damage and then roll a simple save to negate the ongoing effect)
[20:57] <DM_Tol> (hit, blake)
[20:57] <Blake` > 1d8+2 (also Shal gets a free basic melee attack and if she hits, gets +3 to dmg)
[20:57] <TolBot> [Blake`s 1d8+2 (also Shal gets a free basic melee attack and if she hits, gets +3 to dmg)]: 6
[20:57] * Shalanda looks over at Athas when he says "Winter Ridden Mother"
[20:58] <Shalanda> 1d20+8
[20:58] <TolBot> [Shalanda's 1d20+8]: 17
[20:58] <Shalanda> 2d4+7 (if hit)
[20:58] <TolBot> [Shalanda's 2d4+7 (if hit)]: 13
[20:59] <DM_Tol> Shalanda misses with her attack.
[20:59] <DM_Tol> Grumlan yells down the hall, "What are you doing back there? There's something swarming your friends in there."
[20:59] <DM_Tol> Ryu acts.
[21:00] <Athas> (brb)
[21:00] * Ryu peers in but is blocked by Berr, so holds his ground
[21:00] <DM_Tol> Ryu presses into position for the next round, as the Beetle swarms attack again.
[21:01] <Shalanda> (ongoing 5 fire)
[21:01] <DM_Tol> 1d20+12 vShal Refl
[21:01] <TolBot> [DM_Tol's 1d20+12 vShal Refl]: 20
[21:01] <Shalanda> (Ref 16)
[21:01] <DM_Tol> The beetles burn a little.
[21:01] <DM_Tol> 1d8+5
[21:01] <TolBot> [DM_Tol's 1d8+5]: 10
[21:02] <Berrian> (brb, my action is:)
[21:02] * Berrian takes a pint of lamp oil from his cloak and pops open the top. "perhaps retreat is in order?"
[21:02] <DM_Tol> Shalanda takes damage (10 HPs, and 5 more necrotic on her turn until save)
[21:02] <DM_Tol> 1d20+12 vShal Athas
[21:02] <TolBot> [DM_Tol's 1d20+12 vShal Athas]: 18
[21:03] <DM_Tol> (Refl, Athas?)
[21:03] <DM_Tol> 1d8+5
[21:03] <TolBot> [DM_Tol's 1d8+5]: 9
[21:04] <DM_Tol> Athas takes damage (9 HPS)
[21:04] <Ryu> (Sake and Popcorn, goes well together)
[21:04] <DM_Tol> Berrian acts as his friends are swarmed in front of him.
[21:06] <DM_Tol> (Berrian?)
[21:06] <Berrian> (action up there a bit)
[21:06] * Berrian takes a pint of lamp oil from his cloak and pops open the top. "perhaps retreat is in order?"
[21:07] * Shalanda ignores Berrian and switches up her attack style to a more healing focused attack, while activating her cloak. (Healing Strike: Str vs. AC. Using Minor action for RESIST 5 - all damage types until next turn)

[21:07] <Berrian> (and if that's not a full action, I wait for the others to escape and drop/light the oil in the doorway)

[21:07] <Shalanda> 1d20+8

[21:07] <TolBot> [Shalanda's 1d20+8]: 12

[21:08] <Shalanda> 1d20 for save

[21:08] <TolBot> [Shalanda's 1d20 for save]: 2

[21:08] * Athas falls to a knee, the loss of blood taking a toll on him.

[21:09] <Shalanda> "Get out of here, I'll handle these messengers from beyond until you do."

[21:10] <DM_Tol> Shalanda misses with her attack.

[21:10] <DM_Tol> (Can still act, Berrian.)

[21:10] * Berrian frowns. "Get out, and I'll light our retreat."

[21:10] <DM_Tol> Athas acts.

[21:11] * Athas tries to fall back while shielding Shal from more damage

[21:11] <Athas> (so long, suckers)

[21:11] <DM_Tol> (move yourself on the map)

[21:11] <DM_Tol> Berrian holds his action while Blake acts.

[21:12] <DM_Tol> 1d20+9 vs Blake's AC

[21:12] <TolBot> [DM_Tol's 1d20+9 vs Blake's AC]: 29 (You da man.)

[21:12] <DM_Tol> The beetles lash out at Blake.

[21:12] <DM_Tol> 1d8+5

[21:12] <TolBot> [DM_Tol's 1d8+5]: 9

[21:12] <DM_Tol> (9 HPs Blake)

[21:13] * Blake` attacks the swarm in front of him again calling out to his companions to keep up the fight and stand strong...(bastion of defense vs AC)

[21:13] <Blake` > 1d20+8 vs AC

[21:13] <TolBot> [Blake`'s 1d20+8 vs AC]: 10

[21:13] <DM_Tol> (what kind of attack is it? melee? close? area?)

[21:14] <Blake` > (melee)

[21:14] <DM_Tol> (Blake misses with his attack as Ryu acts)

[21:14] * Ryu continues to hold, being unable to get through the doorway

[21:15] <DM_Tol> (You can freely move through spaces occupied by a friendly)

[21:15] <Ryu> (fine..)

[21:15] <DM_Tol> (Just can end your move in the same space)

[21:15] <Athas> (moving back)

[21:15] <Shalanda> (He just doesn't want to, it's ok, I understand you want me to haunt you.)

[21:15] * Ryu goes in and tries to drag Athas out of harms way, the room being too crowded to swing a blade

[21:17] <DM_Tol> (ok, move it I guess. Berrian, last chance to act this round.)

[21:17] * Athas tries to move back, continuing to shield Shal.

[21:17] <Ryu> "Athas, you must leave before you die, I'll get Shal next, she's a strong priestess, let her god protect her for another moment."

[21:17] * Berrian lights and tosses the oil into the corner that doesn't have his friends.

[21:18] <DM_Tol> (anybody know where oil attack is in PHB?)

[21:18] <Blake` > (just says taht it instantly kills swarms of scarabs)

[21:18] * Athas leaves, growling to himself

[21:18] <DM_Tol> (hehe)

[21:19] <Shalanda> (Might be in the DMG)

[21:20] <Shalanda> (Otherwise probably a 1d6 for 1 round, with a 1 point splash)

[21:20] <Shalanda> (3.5 rules at least)

[21:22] <DM_Tol> (lemme go get my dog)

[21:22] <Berrian> (did I annoy you?)

[21:22] <Shalanda> (Your dog has rules for oil thrown damage?)

[21:22] <Athas> (You can set your dog on fire?)

[21:24] <DM_Tol> (Can't find it. Gonna say: 1d20+dex for attack vs. Refl. 1d6 area attack, plus +3 ongoing til save)

[21:24] <Berrian> 1d20+7

[21:24] <TolBot> [Berrian's 1d20+7]: 26

[21:24] <DM_Tol> (hit)

[21:24] <Berrian> 1d6

[21:24] <TolBot> [Berrian's 1d6]: 3

[21:25] <DM_Tol> The beetles go up in flame from Berrian's flask. They seem to take more damage from this area attack than you would otherwise have expected.

[21:25] <DM_Tol> (new round)

[21:26] <DM_Tol> The Beetles attack.

[21:26] <DM_Tol> 1d20+12 vs Blake's Refl

[21:26] <TolBot> [DM_Tol's 1d20+12 vs Blake's Refl]: 26

[21:26] <Athas> (I blame Yoko)

[21:26] <DM_Tol> 1d8+5 on Blake

[21:26] <TolBot> [DM_Tol's 1d8+5 on Blake]: 12

[21:27] <DM_Tol> (and +5 ongoing till save)

[21:27] <Shalanda> (ongoing 5 fire reminder for the B2 scarabs)

[21:27] <Ryu> (<http://www.obsidianportal.com/campaigns.../oil-flask> <- maybe that would have halped...)

[21:27] <Ryu> (**helped)

[21:27] <DM_Tol> The Beetles sizzle a bit.

[21:27] <DM_Tol> The swarm attacks Berrian.

[21:27] <DM_Tol> 1d20+12 vs Berrian's Refl

[21:27] <TolBot> [DM_Tol's 1d20+12 vs Berrian's Refl]: 28

[21:27] <DM_Tol> 1d8+5 on Berrian

[21:27] <TolBot> [DM_Tol's 1d8+5 on Berrian]: 6

[21:28] <DM_Tol> (and +5 ongoing till save)

[21:28] <DM_Tol> As Shalanda acts.

[21:28] <DM_Tol> (AFK couple minutes with a kid)

[21:32] * Shalanda calls upon the powers of the Raven Queen to Consecrate the ground beneath her feet, then follows up with a Righteous Brand. (Consecrated marked in lgt. blue, action point: Righteous Brand)

[21:32] <Shalanda> 1d20+8

[21:32] <TolBot> [Shalanda's 1d20+8]: 16

[21:32] <DM_Tol> (vs?)

[21:33] <Shalanda> 2d4+4 (Str vs AC, +3 hit for Blake if successful)

[21:33] <TolBot> [Shalanda's 2d4+4 (Str vs AC, +3 hit for Blake if successful)]: 7

[21:33] <Shalanda> 1d20 for save

[21:33] <TolBot> [Shalanda's 1d20 for save]: 5

[21:33] <DM_Tol> Shalanda misses with her attack.

[21:33] <DM_Tol> Athas acts.

[21:34] * Athas looks back to the crypt

[21:34] <Athas> "Get Out Of There!"

[21:34] <Shalanda> (Anybody in the light blue area will either take 1d6+1 damage at the start of their turn or heal 5 hps if bloodied)

[21:35] <DM_Tol> (k)

[21:35] <DM_Tol> Blake acts (heal 5HP blake)

[21:36] * Blake` calls forth the power from his armour (free action: heals +12 hps) then shouts out

to Shalanda to Shake off the effects of the swarm (minor action, free saving throw) Blake then slashes his blade through the swarm and roars out "stand firm!", trying to rally his companions...(Stand the Fallen, vs AC)

[21:36] <Blake` > 1d20+8 vs AC

[21:36] <TolBot> [Blake`s 1d20+8 vs AC]: 24

[21:36] <DM_Tol> (hit)

[21:36] <Shalanda> 1d20 save

[21:36] <TolBot> [Shalanda's 1d20 save]: 13

[21:37] <Blake` > (so each ally within 10 squares can spend a healing surge with a +3 bonus)

[21:37] <DM_Tol> Blake helps his companion and then slashes through the swarm.

[21:37] <Blake` > 3d8+3 dmg

[21:37] <TolBot> [Blake`s 3d8+3 dmg]: 13

[21:37] <Blake` > 1d20 saving throw

[21:37] <TolBot> [Blake`s 1d20 saving throw]: 1 (That stinks.)

[21:38] <DM_Tol> (take 5 necrotic dam, blake)

[21:38] <DM_Tol> Ryu acts.

[21:38] * Shalanda feels greatly renewed.

[21:38] <Blake` > (so anyone who wants to use a healing surge go for it, its +3 hps)

[21:38] <Blake` > (have to be within 10 squares)

[21:38] <DM_Tol> (everyone is within 10 of you)

[21:39] <DM_Tol> (but, does it require LoS, too?)

[21:39] <Blake` > (doesnt say anything about los, just says within 10 squares)

[21:39] <DM_Tol> (Ryu?)

[21:39] <DM_Tol> (ok, then)

[21:40] <Athas> (spending a healing surge then)

[21:40] * Ryu shouts in "Get out of there?!"

[21:40] <DM_Tol> (I think some of the warlord inspiring thingies require LoS)

[21:41] <DM_Tol> (no action for Ahtas or Ryu?)

[21:41] * Athas takes a deep breath, gathering himself.

[21:41] <DM_Tol> Berrian acts.

[21:41] <Shalanda> "Go Blake, deal with the ones blocking your escape, I'll be fine.

[21:41] * Berrian pulls another flask from his cloak. "Move away, I have another flask."

[21:41] <Athas> "I will drag her out, if I have to."

[21:41] <Berrian> 1d20 save

[21:41] <TolBot> [Berrian's 1d20 save]: 14

[21:41] <Ryu> (No point in becoming another casualty)

[21:42] <Berrian> (that's my action. Next round I'll use the flask)

[21:42] <Blake` > "Let's take these out then focus on those"

[21:42] <DM_Tol> (take the 5 necrotic dam before saving. now act)

[21:42] <Shalanda> "Better you take out the ones by the door, in case you have to make a hasty retreat. I can always step through the fey wild to escape.

[21:43] <Blake` > "We wont be making any escape today, we win or die, they will outrun us"

[21:43] <DM_Tol> (New round)

[21:43] <DM_Tol> The beetles sizzle a bit more and attack.

[21:44] <DM_Tol> 1d2

[21:44] <TolBot> [DM_Tol's 1d2]: 2

[21:44] <Shalanda> "I didn't realize you became so fat and slow that you couldn't outrun some bugs."

[21:44] <DM_Tol> 1d20+12 vs BlakeRefl

[21:44] <TolBot> [DM_Tol's 1d20+12 vs BlakeRefl]: 20

[21:45] <Blake` > (hit)

[21:45] <DM_Tol> 1d8+5
[21:45] <TolBot> [DM_Tol's 1d8+5]: 9
[21:46] <Ryu> (next 'melee' attack of the bugs, I wish to use an encouter power, Immediate Interupt...)
[21:46] <DM_Tol> Shalanda acts.
[21:46] <Ryu> (Figured I better say something prior lol)
[21:47] <Shalanda> (Berrian goes before me)
[21:47] <Berrian> (I shifted back in the order, didn't I?)
[21:47] * Shalanda uses her holy symbol against the beetles, bringing down a sacred flame against them (Wis vs Ref)
[21:47] <Shalanda> 1d20+7
[21:47] <TolBot> [Shalanda's 1d20+7]: 12
[21:48] <DM_Tol> (Shal loses 1 HP for doubting the DM)
[21:48] <Shalanda> (Ow, that tickled)
[21:49] <DM_Tol> Shalanda misses with her attack.
[21:49] <DM_Tol> Athas acts.
[21:50] * Athas rushes back, sweeping scarabs out of the way and looking for the priestess.
[21:51] <Athas> 1d20+9
[21:51] <TolBot> [Athas's 1d20+9]: 29 (Perfect!)
[21:52] <Athas> (Yes!)
[21:52] <DM_Tol> Athas attacks the swarm as he pushes past them.
[21:52] * Shalanda lets out an audible groan when Athas plows through the bugs to make his triumphant return.
[21:53] <Athas> (hush you... I'm trying to save your life)
[21:53] <DM_Tol> (dam is?)
[21:53] <Athas> 1d12+9
[21:53] <TolBot> [Athas's 1d12+9]: 17
[21:54] <Shalanda> (I have tiny little bug bites on me, you look like the "all you can eat scarab buffet".)
[21:54] <DM_Tol> The swarm yields to his powerful attack, some beetles going scampering or altogether crushed.
[21:54] <DM_Tol> Blake acts.
[21:54] <Athas> (getting a perfect doesn't give any other bonuses?)
[21:55] <DM_Tol> (pride)
[21:55] <Shalanda> (Just max damage)
[21:55] * Blake` uses his second wind to use a healing surge the uses an action point and attacks the swarm that has been bugging him...(warlord's strike vs AC)
[21:55] <Blake` > 1d20+8 vs AC
[21:55] <TolBot> [Blake`'s 1d20+8 vs AC]: 17
[21:55] <Blake` > (take 5 dmg right?)
[21:55] <Blake` > 1d20 saving throw
[21:55] <TolBot> [Blake`'s 1d20 saving throw]: 17
[21:56] <DM_Tol> (yes)
[21:56] <DM_Tol> Blake misses with his attack.
[21:56] <Blake` > "These things are annoying"
[21:56] <Shalanda> "Well if you would leave, we wouldn't have to deal with them."
[21:57] <Blake` > "Well we should deal with them"
[21:57] <Blake` > "What if someone wants to come down here and pay their respects?"
[21:58] <DM_Tol> Ryu acts.
[21:58] <Ryu> (Holding until one swarms lands an attack for an immediate interupt)
[22:00] <DM_Tol> Berrian acts.

[22:00] * Berrian tosses the new lit flask to the ground in the doorway, hoping to drive the bugs back within the room.

[22:00] <Berrian> 1d20+7

[22:00] <TolBot> [Berrian's 1d20+7]: 27 (Perfect!)

[22:00] <Blake` > (nice one)

[22:01] <Berrian> (fwoosh!)

[22:01] <DM_Tol> Berrian burns the swarm again. The swarm bursts into flames in the area attack, seemingly wounding double what you'd expect. The squeals of the beetles die down at the last of the scarabs fry.

[22:02] <DM_Tol> (new round)

[22:02] <Shalanda> (B2 => 5 on going fire and 1d6+1 for Concentrated Ground)

[22:02] <Shalanda> 1d6+1

[22:02] <TolBot> [Shalanda's 1d6+1]: 2

[22:02] <DM_Tol> The other swarm sizzles a bit and takes more damage.

[22:02] <DM_Tol> It attacks Shalanda.

[22:03] <DM_Tol> 1d20+12 vRefl Shal

[22:03] <TolBot> [DM_Tol's 1d20+12 vRefl Shal]: 15

[22:03] <Shalanda> (Ref 16)

[22:03] <DM_Tol> Shalanda avoids the attack

[22:03] <DM_Tol> As she acts.

[22:03] * Shalanda returns the attack with one righteous one of her own (Str vs AC)

[22:03] <Shalanda> 1d20+8

[22:03] <TolBot> [Shalanda's 1d20+8]: 12

[22:03] <Shalanda> (and misses)

[22:05] <DM_Tol> Athas acts.

[22:05] * Athas tries to scatter the bugs to give Shalandra a clear path

[22:05] <Athas> 1d20+9

[22:05] <TolBot> [Athas's 1d20+9]: 22

[22:06] <Athas> 1d12+9

[22:06] <TolBot> [Athas's 1d12+9]: 10

[22:07] <DM_Tol> (atlas, the swarm that was in the way is gone)

[22:08] <Athas> (ahh... OK)

[22:08] <DM_Tol> (any other action?)

[22:09] * Athas gets close to Shalanda

[22:09] <Athas> "Move out of here!"

[22:09] <Shalanda> "Shut up!"

[22:09] <DM_Tol> Blake acts.

[22:10] * Blake` turns his blades and attempts to give the bugs a furious smash (vs fort)

[22:10] <Blake` > 1d20+8 vs Fort

[22:10] <TolBot> [Blake`s 1d20+8 vs Fort]: 18

[22:10] <Ryu> (AFK, no action for me if I'm not back in time)

[22:11] <Blake` > (does 2 dmg (if I hit) and gives Shal +3 to hit and dmg if she attack it on her next turn (if I hit))

[22:11] <Blake` > (afk also for a couple mins, dog needs out bad)

[22:11] <DM_Tol> Blak misses with his attack.

[22:13] <DM_Tol> Berrian acts

[22:13] <DM_Tol> (I think, cause so many are bowing out it confuses me)

[22:15] * Berrian pulls another flask and gets ready. "Clear out and I can attempt to destroy the other swarm"

[22:15] <DM_Tol> (Next round)

[22:15] <DM_Tol> The beetle swarm prepares to attack.

[22:15] <DM_Tol> It sizzles a bit.
[22:15] <Shalanda> 1d6+1
[22:15] <TolBot> [Shalanda's 1d6+1]: 6
[22:17] <DM_Tol> In the end, it scatters back into the holes nearby, wholly defeated.
[22:17] <Ryu> (Alright, I'm back, had to put the kiddo to bed)
[22:17] <DM_Tol> Grumlan irks out, "What was that?"
[22:17] * Blake` says while catching his breath "bugs, dangerous ones"
[22:18] * Athas scowls at Grumlan.
[22:18] <Blake` > (afk for a little longer, gonna take Dexter out longer)
[22:18] * Shalanda brushes a few remaining scarabs from her black dress, and gives one a good disapproving flick at Athas.
[22:19] * Ryu looks at Shalanda with a grin, "And here, you where complaining about me, and you all destroy a room due to some bugs..." he shakes his head and moves on.
[22:21] * Shalanda looks around at all the dead bugs and nothing else really destroyed and shrugs.
[22:21] * Athas regards the charred remains.
[22:21] <Ryu> (Two fires in the room, burning remains :-P)
[22:21] <Athas> "Winter Ridden things."
[22:23] <DM_Tol> You do see some damage in the room, including a couple newly broken clay seals.
[22:24] <Berrian> "I would prefer not to deal with more of those things."
[22:24] * Athas points to the broken seals
[22:25] <Athas> "Could be the source of the bugs?"
[22:25] <Shalanda> "Perhaps, or they burrowed in from underground."
[22:26] * Shalanda says a prayer over the seals broken by the fighting and asks for forgiveness from the dead who dwell within, before resuming tomb travel.
[22:27] <DM_Tol> You rest a few minutes and then move on.
[22:28] * Berrian takes a breather (and a heal)
[22:28] <Ryu> (rough time of day?)
[22:29] <Ryu> (can't remember when it was we came in here lol)
[22:29] <DM_Tol> At the turn of the hall, there is a slight enlargement in the hall, with unsealed body coves surrounding on the walls. Most of these have only partial bones remaining.
[22:30] <DM_Tol> (Searching this area?)
[22:30] <Athas> (carefully)
[22:30] <DM_Tol> (hehe)
[22:30] <Shalanda> (Take 10 for a 21)
[22:31] <Ryu> "There is not point to continue the search, as if we did find it, in an open tomb, I do not beleive somebody would allow us to remove it."
[22:32] <DM_Tol> It does not take long to search this looted area. You eventually find yourself back at the entrance to the tomb, three hours from when you entered.
[22:33] * Athas squints at the sunlight filtering in from the opeing of hte tomb.
[22:33] * Ryu heads outside wanting to get soem fresh air
[22:33] <DM_Tol> Athas moves toward the entrance, Grumlan at his side.
[22:34] * Blake` follows with the same thing in mind
[22:34] <DM_Tol> After some effort, you get the door open.
[22:35] <DM_Tol> (I think it was just after noon when you got to the tomb)
[22:37] <Ryu> "I need to speak to the ghost, I have a question for him. I feel he may be a Schnellmester (I can't remember the name)"
[22:37] * Shalanda takes in the fresh air and looks up at the sky.
[22:37] <DM_Tol> (Schneelmelcher)
[22:37] * Berrian goes to a grassy area and sits down.
[22:37] <Ryu> (I want to know how you came up with that hard name lol)
[22:38] <DM_Tol> Berrian blinks as he enters the daylight. He sits upon the grass nearby.

[22:39] * Athas looks around
[22:39] * Shalanda (darkcleric@4de3efae.cpe.92acce23.net.hmsk) has left #grove
[22:39] * Shalanda (darkcleric@4de3efae.cpe.92acce23.net.hmsk) has joined #grove
[22:39] <Shalanda> (oops)
[22:39] <Ryu> (You missed alot, hold on, I'll send you the log)
[22:39] <Berrian> "I suppose we are no further in our task..."
[22:39] <Blake` > (lol)
[22:40] * Athas plops down on the grass.
[22:40] <Blake` > "Well as Ryu said, now we have something to ask perhaps"
[22:40] <Berrian> "And an unopened door at the far end, if we must return."
[22:41] <Ryu> "Indeed"
[22:41] <Athas> "Let us be healed first."
[22:41] <Blake` > "Let's also ask the ghost whats beyond that door"
[22:41] <Blake` > "I won't argue with that Athas, those bugs bite hard"
[22:42] <Berrian> "Agreed. A rest, a round of questioning, then we continue our exploration."
[22:42] <DM_Tol> Grumlan moves down the hill, "Don't understand the point of all this. I need be getting back to my post."
[22:42] <DM_Tol> The group catches their breath and ponders the options ahead...
[22:43] <DM_Tol> *** as this session of Können Land comes to a close ***

4-1-2012: GHASTLY DEEDS DONE DIRT CHEAP

[20:01] <DM_Tol> *** Game Recap ***

[20:02] <DM_Tol> The adventurers spent half a day inside the historic catacombs of the city of Tibris, in search of the family tomb of the Schneelmelchers, in hopes of finding a clue to the whereabouts of a lost book, a book desired by the ghost haunting the dwellers of Tibris.

[20:03] * Warbudgie is now known as Blake` `

[20:03] <DM_Tol> After finding the family area, seeing most of the tombs sealed, the group set back towards the city to obtain permission to open the seals.

[20:04] <DM_Tol> After leaving unsearched one locked door, the group when searching in a final room search, the group disturbed a swarm of Scarab Beetles and took wounds fending off the attack.

[20:05] <DM_Tol> The party exited the catacombs and rested on the hillside, reflecting on the experiences of the day.

[20:05] <Shalanda> (Locked door?)

[20:05] <Shalanda> (Nevermind)

[20:05] <DM_Tol> *** As this session of Können Land comes to a close ***

[20:05] <DM_Tol> (yes, you left an area unexplored.)

[20:05] <Berrian> (wait, so the session is over already?)

[20:06] <DM_Tol> *** As this session of Können Land begins ***

[20:06] <DM_Tol> (oops)

[20:06] <Athas> I hate missing time -- I just hope the aliens were gentle with the probing.

[20:06] <Ryu> (Tol, I have an excuse to be loopy, whats yours? lol)

[20:07] <DM_Tol> The sun has passed out of view to the west, on the other side of the hill.

[20:07] <Berrian> (gah, just lost part of a fingernail...)

[20:08] <Ryu> "I'm returning to the Inn, I have some thinking to do," he stands and heads back towards said inn.

[20:09] <Shalanda> (This is a ghost night or not a ghost night?)

[20:09] <Berrian> "I suppose I will check on Tasso and the others before returning."

[20:10] * Berrian removes a waterskin from his cloak and takes a sip as he walks towards the stables.

[20:12] * Ryu stops for a moment, and pulls a book from his pack, and flips through it as he walks

[20:12] <DM_Tol> (not ghost night)

[20:14] * Ryu replaces the book after a few moments of reading

[20:16] * Ryu smiles as a pleasant though slips through his mind

[20:18] * Athas looks around

[20:20] * Shalanda stares up at the sky a little longer and gets lost in thought.

[20:21] <Athas> "Now what?"

[20:21] <Blake` ` > "I guess we wait"

[20:21] * Ryu looks at Athas, "I need to seek out our ghost friend."

[20:22] <Athas> "So... how do we find it?"

[20:23] <Ryu> "I have the feeling, he will find us tonight."

[20:23] <Shalanda> "I think that's tomorrow night."

[20:24] <Blake` ` > "Well, lets make sure we have the same light"

[20:26] * Ryu cracks his neck, continues his way back to the inn

[20:26] * Athas follows behind

[20:28] * Shalanda also follows suit, brushing some tomb dust off her dress as she goes.

[20:28] <DM_Tol> You move downy he hill, past the theatre, and down into the city streets.

[20:29] <DM_Tol> You get odd looks from a couple street gawkers, as your dusty clothes and bloody-in-places appearance draws a little attention.

[20:30] <DM_Tol> The minister of protection, Grumlan, has left your side and moved on to his

offices. You make it down the street to the inn.

[20:30] <Athas> ("Nothing to see here... move along...")

[20:30] <DM_Tol> The door to the Sea Soaring stands open.

[20:30] <DM_Tol> A beetle scurries out of Blake's backpack.

[20:31] <Blake``> "Hope thats the last of them"

[20:32] * Athas tries to step on it.

[20:32] * Shalanda pauses at the theatre for a moment and gazes at it.

[20:32] * Shalanda then hurries to catch up to the others.

[20:33] <DM_Tol> (roll basic melee to step on)

[20:33] * Ryu heads on into the Inn, and to his room.

[20:33] <DM_Tol> (In a fast-forward, you actually saw a show there, Shal)

[20:33] <Athas> 1d20+7

[20:33] <TolBot> [Athas's 1d20+7]: 25

[20:34] <DM_Tol> Athas quickly and deftly crushes the Scarab on the cobblestone. You hear a sudden shriek and then silence.

[20:34] * Ryu perks at that shriek, and looks around for its source

[20:35] <Blake``> (brb, dog again, hope he calms down soon, sorry)

[20:36] * Shalanda looks down at her clothes and sighs longingly.

[20:36] <DM_Tol> Ryu, you see Athas scraping Beetle goo off the bottom of his boot.

[20:37] <Athas> "Got one."

[20:37] * Ryu looks at Athas "What was that, a screaming bettle" he laughs

[20:38] * Berrian returns from the stables and takes in the sight before him.

[20:38] <Berrian> "I hope you are going to clean that before entering the establishment."

[20:39] * Athas grins as he scrapes the bottom of his boot with his knife.

[20:40] <Athas> "I won't soil the pretty, pretty floors with this bug."

[20:40] <DM_Tol> Berrian finishes checking n the horses. They seem well cared for.

[20:41] <DM_Tol> You enter the inn and wash up for dinner.

[20:42] * Ryu heads to his room, and meditates, after eating a few chunks of Journeybread.

[20:43] * Athas walks in, carrying his boot and grabs some food.

[20:45] <DM_Tol> (plans? move to the morning?)

[20:45] <Berrian> (I'm not sure what to do...)

[20:45] <Athas> (sure)

[20:46] <DM_Tol> You spend a quiet night resting from the day's events. You sleep soundly in your rooms.

[20:47] <DM_Tol> In the morning, you are awakened to the scent of flat cakes filling the hall outside your door.

[20:47] <Athas> (how many hps do we gain back?)

[20:47] <Blake``> (can i use my healing surges to heal up before bed?)

[20:47] <DM_Tol> (yep)

[20:47] * Berrian stretches from his meditation position and goes for some breakfast.

[20:49] * Ryu wakes, and gathers his belongings

[20:50] <DM_Tol> (Athas, spend all your Healing Surges prior to your extended rest)

[20:50] * Blake`` meets the others in the morning, feeling much better after being swarmed the day before

[20:51] <Athas> (spent)

[20:51] <DM_Tol> (your sheet probably says a HS restores one fourth of your max HP value)

[20:51] * Shalanda eats breakfast.

[20:52] <DM_Tol> You begin to gather in the common room on the first floor. A table is stacked with pancakes and a steaming pot of syrup with a brass ladle.

[20:52] <Ryu> "Our ghost companion should show himself tonight correct?"

[20:53] * Berrian takes some pancakes but leaves the syrup in the pot.

[20:53] <DM_Tol> (afk a minute)
[20:53] * Athas sniffs the pot with suspicion.
[20:55] <Shalanda> "I believe that is correct, yes."
[20:55] <Shalanda> "I think today, I'm going to do some research on the descendants of our tomb friends and see about what is behind that locked door."
[20:56] <DM_Tol> The hotcakes are good.
[20:56] <Ryu> "Enjoy"
[20:56] <Athas> "What is this?"
[20:56] * Athas nods at the pot.
[20:57] * Berrian glances over. "Liquid sugar, basically."
[20:58] * Athas wrinkles his nose and moves the pot away.
[20:59] <Blake```> (afk again, sorry, you know why....grrr)
[20:59] <Ryu> (I recommend you get some Doggy Tranqs)
[21:01] <Berrian> (I decided to name my flashlight tonight. Morcrist seemed a proper name)
[21:02] <Ryu> (I thought you said 'fleshlight' instead of 'flashlight' and well... yea...)
[21:02] <Athas> (wow...)
[21:02] <Berrian> (Ryu... ugh)
[21:03] <Berrian> (Morcrist, Night-cleaver in Sindarin. For a fAshlight)
[21:05] <Athas> (brb)
[21:05] * Ryu wanders the town waiting for the ghost to make his appearance
[21:06] <DM_Tol> (You can tell me what you're doing today, and if you need to RP any of it... otherwise, I can ff to tonight)
[21:06] * Shalanda goes off to do her research on the tomb. Descendants and locked door contents.
[21:06] <DM_Tol> (Where, shal?)
[21:08] <Shalanda> (I'm thinking the city hall might be a good start, maybe the library if they will allow it.)
[21:09] <Athas> (I will follow Shal)
[21:09] <Blake```> (guys i am gonna be a while, my dog is being even more horrible then normal, i have no idea why he is so bad on sunday nights, sorry)
[21:09] <DM_Tol> You each spend the day tending to individual needs. Blake spends the day on the porch behind the Noble Canner Tavern, playing with a dog that wanders about. Athas finds a smith that will let him sharpen his blade. Berrian goes for a ride. Ryu explores the city at large.
[21:09] <Blake```> (he won't stop barking though)
[21:09] <Ryu> (Tranq him!)
[21:09] * Berrian shops for a few more sunrods and other light-making supplies, and arrows to replenish previously used.
[21:09] <Athas> (wife thought the DVR wasn't recording Mad Men... it is... so she's watching the rebroadcast of game of thrones.)
[21:09] <Berrian> (and takes a ride 😊)
[21:09] <DM_Tol> Shalanda goes to city hall and in time is granted admission into the city archives.
[21:09] <DM_Tol> (roll skill check(s) Shal)
[21:10] * Athas follows her as a bodyguard.
[21:10] <Shalanda> (Which ones?)
[21:11] <DM_Tol> (whatever you're using.)
[21:12] <Ryu> (I gotta pick up a few minor things too)
[21:14] <Shalanda> 1d20+4 Diplomacy or Streetwise to ask around the town hall about the crypt.
[21:14] <TolBot> [Shalanda's 1d20+4 Diplomacy or Streetwise to ask around the town hall about the crypt.]: 10
[21:14] <Shalanda> 1d20+11 to research at the library if allowed to.
[21:14] <TolBot> [Shalanda's 1d20+11 to research at the library if allowed to.]: 13

[21:14] <Shalanda> (Well, this is going to be a bad day for research)

[21:17] <Athas> (why is all of this written in crayon?)

[21:17] <DM_Tol> Shalanda and Athas end the day at the library, learning not much new. There seems to be no records as to the contents of the city catacombs.

[21:17] <DM_Tol> Evening comes as the group finishes a dinner and meets up in the common room of the inn to discuss plans for the night's potential encounter with the ghost.

[21:19] <Athas> "What should we do if we encounter it?"

[21:19] * Berrian places 4 sunrods atop the table.

[21:19] <Ryu> "I have a feeling those will not be needed tonight"

[21:19] <Berrian> "I went shopping today. Found a few more items we may need."

[21:20] * Ryu looks at Shal, then to the others

[21:20] <Berrian> "I figured it would be better to have them than not."

[21:20] <Ryu> "I have something more interesting to him."

[21:20] * Ryu pulls the book from his pack and sets it on the table

[21:20] <Shalanda> "I would say, lure it to the crypt.

[21:20] <Berrian> (Tol, I removed the cost and if you need an updated sheet, I'll send it later)

[21:20] <DM_Tol> The book on the table is old and very dusty. The edges of some pages have disintegrated.

[21:20] <DM_Tol> (ok, Berr)

[21:21] <Berrian> "What's that book?"

[21:21] <DM_Tol> The brown leather binding is barely holding on. It is not a large book, but wide.

[21:21] <Ryu> "Raising Spirits, the book that our ghost friend seeks"

[21:21] <Berrian> "And you have it? How?"

[21:22] <Ryu> "I have my ways, that is all that matters."

[21:22] * Berrian looks a little annoyed, but only barely.

[21:23] <Athas> "What does it need a book for?"

[21:23] * Shalanda groans

[21:23] <DM_Tol> As one of you carefully turns the book on the table, you can make out letters in Common on the binding.

[21:23] <DM_Tol> "Ra_sing S_ir_ts"

[21:25] <Athas> (I'll buy an 'e')

[21:25] * Ryu looks at Shalanda, "You can chastise me later, but we do not have time to piddle around. If we do not move quickly, our ghostly friend could move on to killing next."

[21:26] <Athas> "Then we must go."

[21:27] * Berrian places the sunrods back into his cloak, the volume fading into seeming nothingness.

[21:27] * Athas stands up

[21:27] * Ryu picks up the book and waits for the ghost

[21:27] <Shalanda> "You robbed that grave didn't you?"

[21:27] <Ryu> "I left payment in its sted"

[21:29] <Ryu> "After this is said and done, I intend to seek out his patron gods temple and leave a donation there as well. I did not like having to do what I did, but it had to be done."

[21:30] * Shalanda sighs, a look of sheer disappointment on her face.

[21:30] <Blake ` ` > "You should have kept everyone in the loop"

[21:30] <Ryu> "As I am now."

[21:30] <Ryu> "The priestess was too heated to break word at the time."

[21:31] <Berrian> "If I may suggest something, perhaps we should take care of the ghost, then finish the conversation? As Ryu suggested, the ghost could start killing at any time. We do not know how aggressive it may become."

[21:32] <Athas> "I agree. We can beat each other at our leisure."

[21:33] <DM_Tol> Ryu has his hand on the interesting book as you ponder it.

[21:34] <DM_Tol> (It's a good three hours from midnight, still)

[21:35] * Shalanda turns away.

[21:35] <Athas> "Are we going to go or not?"

[21:35] <Shalanda> "I'll be in my room watching for the spirit, and brooding."

[21:35] <Ryu> "I'm going regardless," he heads to the door.

[21:35] * Athas follows Ryu.

[21:35] <DM_Tol> (since no one else was around to witness, I'll point out Ryu made an impressive roll to discover the book)

[21:35] * Shalanda heads to her room for spirit watch.

[21:36] <Blake`` > (nice roll then Ryu)

[21:36] <Ryu> (danke)

[21:36] <DM_Tol> As all stand, more of the book's pages begin to disintegrate. A couple pages fall out of the binding and float to the ground.

[21:36] * Berrian prepares for the night, making sure his gear is sorted and easily accessible.

[21:36] <DM_Tol> Shalanda, one page lands on your foot as you retreat.

[21:37] * Ryu picks up the pages and changes how he's holding the book, he views the pages before carefully placing them back in

[21:37] <DM_Tol> Athas, another page skirts by your leg, as Ryu struggles to keep the thing intact.

[21:37] <Berrian> "Make sure that book stays together, at least for the rest of the night."

[21:37] <DM_Tol> (Ryu, your hands a preoccupied)

[21:37] <Ryu> (scratch that last then, but I plan on adjusting my grip)

[21:37] * Shalanda leaves it, not wishing to sully her hands with objects stolen from crypts.

[21:38] * Ryu picks up the page once he's no longer pre-occupied and views it

[21:38] <DM_Tol> (The generous DM tries to give a priestess a ritual, and gets shunned.)

[21:39] <Shalanda> (In character shunned though)

[21:39] <Berrian> (The more IC we are, the harder the DM's job, it seems)

[21:39] <DM_Tol> Ryu, the pages you pick up are difficult to make out. You place them back into the binding and hold the codex intact.

[21:40] <DM_Tol> You each move out into position for the night.

[21:41] <DM_Tol> (name your positions. remember the city map at http://konnen.wg2140.com/index.php?option=com_content&view=article&id=5)

[21:42] * Ryu is standing outside the inn, looking towards the ocean watching for the ghost

[21:42] * Berrian is next to Ryu, looking in the other direction, to cover more area.

[21:42] * Blake`` waits down by the exit

[21:43] * Shalanda is in her room.

[21:43] <DM_Tol> (Is Shalanda the only one spotting from the high up window?)

[21:43] * Athas looks to the crypt.

[21:44] * Berrian glances over his shoulder. "The book is secure for the run?"

[21:44] <DM_Tol> (note the insinuation in the DM's tone, that it's a bad idea to put all your eggs in one Perception roll basket)

[21:44] <Shalanda> (I like my eggs where they are, thank you 😊)

[21:45] <Ryu> (I was hoping the ghost would find us)

[21:45] <DM_Tol> Ryu and Athas and Berrian and Blake... from where you are on the street level, you can not see any of the coast.

[21:45] * Berrian decides to go wait with Shalanda, as the time approaches.

[21:45] <Blake`` > (if i can change my location i got to Shals room)

[21:45] <DM_Tol> Perception rolls everyone.

[21:45] <Shalanda> 1d20+6

[21:45] <TolBot> [Shalanda's 1d20+6]: 18

[21:46] <Berrian> 1d20+8

[21:46] <TolBot> [Berrian's 1d20+8]: 24
[21:46] <Ryu> 1d20+2
[21:46] <TolBot> [Ryu's 1d20+2]: 13
[21:46] <DM_Tol> (you can, Blake)
[21:46] <Athas> 1d20+2
[21:46] <TolBot> [Athas's 1d20+2]: 3 (Sorry.)
[21:46] <Shalanda> (Fear not, Shal will allow you to visit her room... unless your name is Ryu)
[21:46] <Ryu> (Athas walks into a wall)
[21:46] <DM_Tol> Ryu, you perceive footsteps behind you and Athas.
[21:46] * Ryu turns quickly, reaching for the hilt of his blade
[21:46] <DM_Tol> You see Portis, the Minister of Protection approaching you both from behind.
[21:47] * Athas turns around, axe at the ready.
[21:47] <DM_Tol> Portis: "Hold there, friends. On the watch, are ya?"
[21:47] <Ryu> "The ghost should make his appearance tonight, and hopefully we will put an end to this mess."
[21:47] <DM_Tol> Portis: "I heard you were in the city tombs yesterday."
[21:47] <Ryu> "We where."
[21:48] * Athas relaxes slightly and turns back to his post.
[21:48] <DM_Tol> Portis: "It went well then, did it? What's it like in there?"
[21:48] <DM_Tol> Portis: "Nevermind" He shivers "I don't want to know."
[21:48] <Ryu> "Found a locked door. Any idea whats behind it?"
[21:48] <DM_Tol> Portis: "I came to see if you made progress. I've no knowledge of the Tibris catacomb a'tall."
[21:49] <Ryu> "We found that which the ghost seeks, now we have but to return it."
[21:49] <DM_Tol> Portis: "How do you get the ghost to pay attention to you, then?"
[21:50] <Ryu> "That will be easilly enough, I have done it once before."
[21:50] <Berrian> (it's a trap!)
[21:50] <Berrian> (hehe)
[21:51] <Berrian> (grr... brb)
[21:52] <Shalanda> (So you have my book... backstab!!!)
[21:52] <Ryu> (don't think we told him it was ever a book)
[21:54] <DM_Tol> Portis settles in to watch.
[21:54] <Berrian> (I'm back)
[21:54] <DM_Tol> Blake, through the night you see nothing out the window.
[21:54] <DM_Tol> Shalanda, through the night, you see nothing out the window.
[21:54] <Blake `` ` ` > "Maybe we have the wrong night?"
[21:54] <DM_Tol> As the others give up, Berrian, you see a glowing figure moving across the water towards the bank.
[21:55] * Berrian fey steps to ground level outside the inn in his haste, yelling for the others to follow.
[21:55] <DM_Tol> Ryu and Athas, you are startled at Berrian's appearance nearby as you hear him and give chase.
[21:55] <Blake `` ` ` > "nevermind" Blakes heads out
[21:55] * Shalanda looks out the window to where Berrian went and fey-steps after him, telling Blake to shut the door behind him.
[21:56] * Ryu gives chance, pulling a sunrod from his pack
[21:56] <Ryu> **chase
[21:56] <DM_Tol> (perception check in the chase)
[21:56] <Ryu> 1d20+2
[21:56] <TolBot> [Ryu's 1d20+2]: 13
[21:56] <Berrian> 1d20+8

[21:56] <TolBot> [Berrian's 1d20+8]: 21
[21:56] <Shalanda> 1d20+6
[21:56] <TolBot> [Shalanda's 1d20+6]: 14
[21:57] <Blake` ` > 1d20+3
[21:57] <TolBot> [Blake` ` 's 1d20+3]: 6
[21:57] <DM_Tol> Berrian, you continue to see the ghost. It is close to the docks. Others follow you as yo move past the canneries and in front of a large building near the dock. (building #37)
[21:57] <DM_Tol> You see the ghost hovering at a pier.
[21:57] * Ryu ignites the sunrod, and pulls the book from his pack, holding the book tight
[21:57] <DM_Tol> The ghost moves north quickly, about to pass right by you.
[21:58] <Ryu> "I HAVE IT!"
[21:58] <DM_Tol> You hear Portis coming up from behind panting, and then yelping as he sees the ghost.
[21:58] * Athas takes a flanking position near Ryu.
[21:58] * Berrian ignites a sunrod as well, just to make sure. (eh, what's 2GP?)
[21:58] <DM_Tol> As Berrian ignites a second sun rod, the ghost freezes and moves over to he and Ryu.
[21:59] <DM_Tol> Ghost: "Where IS it? I must HAVE it."
[21:59] * Ryu offers the book over to the ghost
[21:59] <DM_Tol> Ryu holds out the book, that nearly falls apart in his hand.
[22:00] <DM_Tol> You are all nearly blinded as the ghost's countenance shines brilliantly.
[22:00] <DM_Tol> 1d20+4
[22:00] <TolBot> [DM_Tol's 1d20+4]: 9
[22:00] <DM_Tol> (vs each of your will to avoid daze. all passed I'm sure)
[22:00] <Ryu> (will is 15)
[22:00] <Blake` ` > (pass)
[22:00] * Shalanda remains undazed, though shields her eyes slightly.
[22:01] <DM_Tol> The ghost suddenly does not notice either of you, focussed only on the book. It reaches out, laughing, "Yes!!!"
[22:01] <Athas> (14)
[22:01] <DM_Tol> Ghost: "Hah... hahahahahaha!"
[22:01] * Berrian watches the ghost.
[22:01] <Shalanda> (Uh oh)
[22:01] <DM_Tol> It grabs the book, and in a brilliant flash of light, the ghost and the book dissappear.
[22:02] <Ryu> "Now do you mind, telling us what this was all about?"
[22:02] <Berrian> "I hope to never see that ghost again."
[22:02] <DM_Tol> A loud snap is heard in the air as you hear "I'm FREEEeee!"
[22:03] <DM_Tol> A old page sways in the breeze, and floats gently to the ground.
[22:03] <Ryu> (is the ghosts name Willie?)
[22:03] * Ryu picks up the page
[22:03] * Athas looks around, anticipating an attack.
[22:04] <DM_Tol> The pack has a couple tears in it, but is mostly intact, and covered with words, legible enough.
[22:04] * Ryu reads it
[22:05] <DM_Tol> Portis muffles: "Wha.... what was THAT?"
[22:05] <DM_Tol> Ryu holds the sun rod, attempting to read the page.
[22:05] <Ryu> "The ghost will not bother you any longer"
[22:05] * Berrian looks to Portis. "That was your ghost."
[22:05] <Athas> "Is that it?"
[22:05] <DM_Tol> Portis: "Oh my... and it wanted an old book?"

[22:05] <Ryu> "Yes"

[22:06] * Berrian continues to glance around, in the event the ghost returns.

[22:06] * Shalanda looks around briefly, before settling on watching Portis.

[22:06] <DM_Tol> Portis: "Well, glad it's done then. I judged you better than I'd thought. It is done, so come in the morning... Tibris owes you a gift as promised."

[22:07] <DM_Tol> As you look around cautiously, no other spirits rise to demand your death.

[22:07] <Athas> (at least... not right now)

[22:08] * Ryu tries to make heads or tails of the page

[22:08] * Berrian nods in Portis's direction.

[22:09] <Shalanda> "What's the page?"

[22:09] <DM_Tol> Ryu, after a bit of time looking over the page, it is difficult out of context, but seems to be referring to growing pure ingredients for something called Cognac.

[22:10] * Ryu offers ot to Shalanda

[22:10] <Athas> (ding!)

[22:10] <Ryu> "I can't make it out..."

[22:10] <Berrian> (hey, that was MY idea...)

[22:10] <Ryu> "Something about Cognac"

[22:10] <Shalanda> "Cognac?"

[22:10] * Ryu shrugs

[22:10] * Shalanda looks at the page.

[22:11] <DM_Tol> (maybe so, Berr, but it was my idea first, hehe)

[22:11] * Berrian shrugs.

[22:11] <DM_Tol> Portis turns and departs.

[22:11] <Berrian> "We shall see you in the morning, then."

[22:11] <Athas> "Is that all?"

[22:12] <Ryu> "Only time will tell"

[22:12] * Shalanda reads the page as Portis goes.

[22:13] <DM_Tol> Shal, after a bit of time looking over the page, it is difficult out of context, but seems to be referring to growing pure ingredients for something called Cognac.

[22:13] <Berrian> "I am returning to the inn. I want to meditate a bit longer than usual after this."

[22:13] <Athas> "I need mead."

[22:13] * Shalanda shrugs and hands the page back.

[22:13] <Berrian> "Perhaps take a warm bath. I still feel odd after the crypt."

[22:13] <DM_Tol> Berrian (and others) make their way in the midnight air back to the inn.

[22:14] * Ryu thinks for a moment then looks at Shalanda

[22:14] <DM_Tol> You take what respite you need, and wind up resting the night more comfortably than you have since you came to Tibris.

[22:14] * Athas trundles to a tavern

[22:14] <Ryu> "Priestess, I would like to have you accompany to a temple tomorrow, so I can repent for my actions of having to break into the tomb to retrieve the book."

[22:16] <Shalanda> "You can repent on your own, and hopefully you will find forgiveness for your actions."

[22:16] <Athas> ("Flog him! Flog him for his crimes!")

[22:16] <Ryu> "I do not find fault in my actions, as it seems to have allowed an earth-bound spirit to be at peace. I am more concerned with having to wrong a friend to do so."

[22:17] <Athas> "She should determine the punishment -- I say five blows from a wet rope."

[22:18] * Shalanda looks at Athas oddly.

[22:18] * Berrian makes his way to the common room of the inn in the morning, hoping for some crisp bacon before the trip to see Portis.

[22:19] <DM_Tol> And eventually, you return to the inn, take what respite you need, and wind up resting the night more comfortably than you have since you came to Tibris.

[22:19] <DM_Tol> You awake the next morning to the scent of bacon in the hallway.

[22:20] <DM_Tol> (LOL, I wrote that before seeing your post, Berrian)

[22:20] * Athas grunts at the smell, sitting up carefully.

[22:20] <DM_Tol> Berrian, as you enter the common room, you are pleased to find your hearts desire. And to boot, Portis is sitting at a table, inviting you over.

[22:20] * Ryu gathers his gear and heads down to the common room

[22:20] * Berrian places 2sp on the table. "Fill my plate with that, please. If you need more coin, just tell me."

[22:20] * Ryu sits at the table, and eats quietly

[22:21] * Athas eats with great vigor

[22:21] * Berrian savors every moment of breakfast, feeling much more refreshed.

[22:22] <DM_Tol> Portis: "Greetings. Good mornings to you all."

[22:22] * Athas grunts

[22:22] <Ryu> "Morning"

[22:23] <Blake` `> "Morning"

[22:23] * Shalanda sits at the table next to Athas and prepares some food.

[22:23] <DM_Tol> Portis: "Tibris is grateful to you."

[22:23] <Athas> (watch your hands)

[22:24] <DM_Tol> The bacon is of great variety, some undercooked, some over... crispy, soft. A bowl of lard and one of simple bread is also on the buffet table.

[22:24] * Shalanda takes some bread and bacon, leaving the lard for the others.

[22:25] * Berrian piles the plate high, higher than he would ever normally think to pile it.

[22:25] <Berrian> (oh, say, 8" high at the peak, and a good 11" plate diameter?)

[22:26] <DM_Tol> Berrian, a server gives a look that says, "Eat your fair share."

[22:26] * Berrian hands the server some coins. "For the extra I took."

[22:27] <DM_Tol> Portis places a sack of coins on the table, "As promised, 200 gold."

[22:27] <Berrian> "Today is a celebration. Bring some ale or mead, please."

[22:27] <DM_Tol> Portis: "And, free fare at the city baths... always. Worth even more."

[22:28] <DM_Tol> Portis drinks from his mug, and after a few minutes speaks up again.

[22:28] <DM_Tol> Portis: "So, how long before you head there?"

[22:29] * Berrian stays silent, save for the crunching of his bacon.

[22:29] * Athas looks for a clue from the others.

[22:29] <Shalanda> "Is that free fare at the baths for life or just once?"

[22:30] <DM_Tol> Portis: "For always... subject to availability, of course, and limit of twice a week, naturally."

[22:30] <DM_Tol> Portis: "But as I'm sure you have discovered by now, the treat of the baths is delectable."

[22:31] <Berrian> "It is something unique." *mumbles through a half-full mouth of bacon*

[22:31] <DM_Tol> Portis: "But I was asking, how long before you head to the mountain?"

[22:32] <Shalanda> "The mountain?"

[22:32] <Ryu> "Soon enough I would say, I do not like staying idle longer than necessary."

[22:32] <Shalanda> (Am I forgetting what the mountain is?)

[22:33] <DM_Tol> Portis: "Yes, Mount Medigo... you are on the trail of that Exotic Trader, right? The one I suspect ruined our Spire..."

[22:33] <Blake` `> "That and Berrian probably needs a break from the city by now"

[22:33] <DM_Tol> Portis stands.

[22:33] * Berrian nods in Blake's direction.

[22:34] <DM_Tol> He sets his empty mug on the table.

[22:34] * Berrian places two more strips of bacon in his mouth.

[22:34] <Shalanda> "So that is where he went, interesting."

[22:35] <DM_Tol> Portis: "I do not know what business he had with the Dwarves in the mountain"

kingdom, but we are certain that is where he went. He'd best stay too, for he'll not be welcome back in my city."

[22:35] * Athas continues to eat

[22:36] <Blake` ` > "Better make sure we have some proper rope and gear if we are going in to the mountains"

[22:36] <DM_Tol> Portis: "If you do go, best to take the long road around the hills... there's were-beast up in those hills I hear."

[22:36] <DM_Tol> *** and thus ends this session of Können Land ***

4-8-2012: A HOBBIT'S DISAGREEMENT

[19:56] <DM_Tol> *** Game recap ***

[19:57] <DM_Tol> The party finishes breakfast in the common room of the Sea Soaring inn, their home for two weeks now.

[19:58] <DM_Tol> After solving the riddle of the haunting ghost of Tibris, they met in the morning with the city's ministry of hospitality.

[20:01] <DM_Tol> Portis rewarded their bravery, and left them in the common room.

[20:01] <Athas> (Now we pillage.)

[20:02] <Shalanda> (Everything but the baths, theater, inn, and crypts)

[20:02] <Blake``> (afk)

[20:03] <DM_Tol> After discussing the whereabouts of the mysterious Master D, in the mountain dwarves kingdom of Medigo, they ponder tracking down the same individual who accosted Shalanda and Blake a year ago, and gave them the slip in the hill cave in the center of Können.

[20:03] <DM_Tol> *** This begins this session of Können Land ***

[20:05] <Blake``> (back)

[20:06] <Ryu> "So my friends? What is the plan?"

[20:06] <Blake``> "Let's get out of town, for Berrian at least"

[20:07] <Blake``> "We could head for the mountains and see if that thief is there, or head elsewhere of course"

[20:07] <Athas> "I say we head for the mountains."

[20:07] <Shalanda> "I have to agree with Blake, even though my heart wishes to linger here a little longer. I have a score to settle and he has a head start on me.

[20:08] <Blake``> (brb again sorry, dog is out of hand)

[20:09] <Blake``> (back)

[20:10] <Ryu> "I do not know about this score fo yours, but I will help regardless. I have discovered it is fun and exciting to travel with you all."

[20:10] <Blake``> "We should make sure we have some rope and a hook, not that I am any good with either, might come in handy, some good rations might be needed as well"

[20:10] <Berrian> "I have plenty of rope, unless we decide to climb a mountain without touching the surface."

[20:11] <Blake``> "well thats good news then"

[20:11] <Blake``> "mountains it is, another thought, should we leave the horses behind incase the trail becomes to steep or dangerous for them?"

[20:12] <DM_Tol> (one of you has this map, remember: [http://konnen.wg2140.com/index.php?opti ... p;Itemid=5](http://konnen.wg2140.com/index.php?opti...p;Itemid=5))

[20:13] <DM_Tol> (the map of the whole region of Können, I was referring to.

[20:13] <Shalanda> (Yeah, I have the map)

[20:14] * Shalanda lays out her map on the table to consult, and checks her rations.

[20:16] * Athas looks to the mountains to see if he can recognize any other tribal lands.

[20:19] * Shalanda runs her finger along the map, south to Scythopis, then west through the forest and plains to Medigo.

[20:20] <Shalanda> (Haven't we been to Medigo?)

[20:20] <Athas> (Medigo? I would prefer to start the end of world through my own efforts, thank you.)

[20:22] * Berrian rubs his neck

[20:22] <Athas> "I don't know any tribes here."

[20:22] <Shalanda> "Hmmm, that's the south road, but it was said he took the north road. I wonder if there is a road from Capreha (sp?) west to Cana, Zippor, Nazret, and Medigo.

[20:22] * Athas points to the mountains.

[20:22] * Ryu waits for the others to come to a decision, not really caring where they go
[20:23] <DM_Tol> (those are grasslands, and rough grasslands... not forest, fyi)
[20:23] <Shalanda> (noted)
[20:24] <Shalanda> "Well if he left by the north road, I would think we should follow suit."
[20:24] * Athas nods.
[20:25] * Shalanda picks up her map and carefully rolls it up and returns it to its safety in her pack.
[20:25] <Berrian> "I know not the person you are chasing, but I am willing to follow."
[20:25] <DM_Tol> (note, from the conversation a couple weeks ago, you would surmise it's been over a month since Master D left Tibris)
[20:26] <DM_Tol> (afk a couple)
[20:26] <Shalanda> (Well then we'll have to travel by Tardis so we can catch up.)
[20:27] <Athas> (I call dibs on the swimming pool)
[20:27] <Berrian> (that had to go)
[20:28] <Athas> (How the heck am I supposed to travel in space and time if I can't get my laps in?)
[20:29] <Shalanda> (Ok, you can bring the bath house with you this time, but I don't want you getting water all over the place like last time!)
[20:29] <Ryu> (I can teleport, just not far enough lol)
[20:30] <Berrian> (could I feystep into the wild, then back into Konnen, but a month's travel forward?)
[20:32] <Athas> "I will go. My god need to drink deep."
[20:34] <DM_Tol> (would one of you two like to recap your interactions with this Master D? for the sake of the game?)
[20:34] <DM_Tol> (or should I?)
[20:35] <Ryu> (I think shal or blake should fill su in, since well they're the only ones left that had direct interactions with Master D if I remember right)
[20:35] <DM_Tol> (correct)
[20:36] <Blake ` ` > (go for it Shal, i am still dealing with demondog)
[20:36] <Athas> (works for me, I have no idea who Master D is)
[20:36] <Shalanda> (Sure, but somebody's going to have to ask in character for the tale.)
[20:37] <Berrian> "However, more knowledge of the man would be good."
[20:39] <Shalanda> "Well it must have been a year or two ago now... hard to remember, it's as if the journey has taken my past life from me. I was a travelling priestess, who recently parted ways with my old mentor Warsh.
[20:40] <Shalanda> "I took a break along the edge of a river bed, in a popular spot frequented by a number of folks. That's when the black carriage came, and that man and his associates arrived.
[20:41] * Athas focuses in on Shalanda's story.
[20:42] <Shalanda> "They started taking people, by force if they were not willing to join him for a ride in his carriage. Several people fell victim to him, and I tried to escape, fey stepping over the river, until his mage froze me in place with some sort of icy spell. Next I recalled, I awoke a prisoner of the carriage."
[20:42] * Athas 's hands tighten around the haft of his axe.
[20:42] <Athas> "Is that man rotting in the earth?"
[20:43] <DM_Tol> (a year ago)
[20:43] <Shalanda> "At some point during the journey, fate stepped in and the wagon went over a cliff. This Master D, and at least 2 of his associates a man and woman escaped.
[20:43] <Shalanda> "No, he still walks among the living."
[20:44] <Athas> "That will change."
[20:44] <Shalanda> "Those of us who survived, fought to escape, Blake being one of the last original survivors I travel with. The others have followed their own leads or gone on to live their own lives."
[20:45] <Blake ` ` > "My story was basically the same, they were organized and prepared"
[20:45] <DM_Tol> A servant boy cleans off your table and takes your mugs away.

[20:46] <Berrian> "We have at least 3 people we are hunting, then?"

[20:46] <Shalanda> "Eventually we tracked him down to a cave, where we fought and killed one of his lackeys, but he escaped. The heirlooms and magical items they stole from us however we recovered. For some reason they are after magic, or at least the residuum they can gather from them."

[20:47] <Berrian> "ah.

[20:47] <Berrian> "

[20:47] <DM_Tol> The leaves hurriedly with your plates.

[20:47] * Athas frowns

[20:47] <DM_Tol> The boy leaves hurriedly with your plates, trying not to be in your way.

[20:47] <Athas> "Why do they need the... rez-idd-umum?"

[20:48] <Shalanda> "Some time passed as the trail went cold, and I lingered near Jalem"

[20:48] <DM_Tol> (six months you tarred before we picked game back up)

[20:48] <DM_Tol> (*tarried)

[20:49] <Shalanda> "Eventually my journey lead me here, as new leads presented themselves, however this Master D. still remains always at arms' length from my grasp and closure."

[20:50] <Shalanda> "And so, here we are, at a table in Tibris, listening to just a small part of my life's story."

[20:54] <Berrian> "And he is a month away, and gaining. We should begin our quest, before the trail is completely gone."

[20:55] <Athas> "Then we should go."

[20:55] <DM_Tol> And at that, you see a commotion at the door of the Common Room.

[20:55] <Shalanda> "Indeed, though now that I think back at the..."

[20:55] * Blake `` looks over

[20:55] * Shalanda looks over at the commotion.

[20:55] <DM_Tol> The servant boy appears in the doorway, panting heavily.

[20:55] <Ryu> "Then why are we still sitting here?"

[20:56] * Ryu looks over at the servant boy

[20:56] <DM_Tol> He takes off his hat, and you can tell from his head, he is in fact, a halfling, not a young boy.

[20:56] <DM_Tol> He points at your table, and then looks out the doorway, "Th... the... there they are."

[20:56] * Berrian frowns.

[20:56] <DM_Tol> He looks out the doorway, then back at your table once more.

[20:56] * Shalanda sighs

[20:57] <Shalanda> "Now what?"

[20:57] <DM_Tol> Another small frame appears in the doorway to the hall.

[20:57] * Athas looks to Shalanda to the small man.

[20:57] <Blake `` > (sigh, afk again, sorry 😞 this is a nightmare)

[20:58] <DM_Tol> A youth or hobbit, draped in a beige cloak looks on, the light behind him from the front door, blocking his stature.

[20:58] <Ryu> "What ails you little man, that you come running back here winded?"

[20:58] <DM_Tol> The halfling steps into the room, towards your table, removing his hood.

[20:59] * Shalanda rises from her seat, her hand sliding up the worn wooden handle of her scythe as she uses it both as support and to have it ready to strike if the need arises.

[20:59] <DM_Tol> His wirey hair falls back, and his large eyes look you over. His head turns as his gaze twice falls upon Blake.

[20:59] <DM_Tol> He looks up at Shalanda.

[20:59] * Shalanda looks down at the halfling.

[20:59] <DM_Tol> He looks at Berrian and Ryu and Athas in turn, "I... do not remember you."

[21:00] <Shalanda> (Uh oh)
[21:00] <Berrian> "Nor I, you."
[21:00] <Ryu> "Aye, I do not know you either, little friend."
[21:00] <DM_Tol> Halfling: "But then, I don't remember much from those days."
[21:01] <Shalanda> 1d20+4 intelligence check.
[21:01] <Blake`` > 1d20
[21:01] <TolBot> [Blake``'s 1d20]: 8
[21:01] <TolBot> [Shalanda's 1d20+4 intelligence check.]: 15
[21:01] * Athas looks back at the halfling.
[21:02] <DM_Tol> The halfling looks at Shalanda menacing at him, "But I remember you, a shifting one. And you." He looks at Blake.
[21:03] <Shalanda> "Try as I might, I have not forgotten much of those few days, or of the victims of that wagon. What business do you have with me today?"
[21:03] * Athas gets his game face ready.
[21:03] <DM_Tol> Halfling: "My brother overheard you talking of the encounter. I have told him about it. He ran to get me."
[21:04] * Blake`` is still trying to figure out who the halfling is
[21:04] * Ryu sits quietly
[21:04] <DM_Tol> Halfling: "I am Darce."
[21:04] <DM_Tol> He steps forward towards Blake.
[21:04] <Shalanda> "So am I to assume to wish to accompany us on my journey of vengeance?"
[21:04] <DM_Tol> Darce: "I was tied to a post on that wagon just beside you for many days."
[21:04] * Athas coils
[21:05] <DM_Tol> Darce looks at Shalanda, "What journey? I only just came since my brother told me he heard a gropu talking that shared my fate."
[21:05] * Ryu leans back in his chair, balancing it on two legs
[21:05] * Blake``'s eyes light up "Thats it, you have a good memory"
[21:06] <DM_Tol> Darce: "How did you all survive? After the crash, I had loosed my bonds and was tossed , clinging to the cliffside. I saw the wagon and all of you go down into the cavern to your death."
[21:07] <DM_Tol> Darce looks once more at Shalanda, "What journey of vengeance?"
[21:07] <Blake`` > "Luck is what I call it"
[21:07] <Blake`` > "sounds like you had some as well"
[21:08] <Ryu> "I was not among them," he shrugs.
[21:08] <Shalanda> "I continue to track the bastard who left us to die."
[21:08] * Shalanda spits on the floor
[21:09] <DM_Tol> Darce: "Are you implying you know where to find those who captured me, and killed my Prinnetta?"
[21:10] <Blake`` > "We have a lead"
[21:10] <Shalanda> "A lead is all I work off of."
[21:10] <DM_Tol> Darce looks at you, "The I would like to go. May I come? When do you leave?"
[21:11] <DM_Tol> The other halfling at the doorway gasps.
[21:11] <Berrian> "I have no reason for you not to go, but I do not think it up to me alone."
[21:11] * Shalanda looks at the other halfling.
[21:12] <Shalanda> "I think your brother may object, judging by the expression on his face."
[21:12] <DM_Tol> Darkle: "Darce, what do you mean, go?"
[21:12] <Blake`` > "I won't stop you from coming"
[21:12] <DM_Tol> The halfling moves over to his brother, and speaks quietly with him.
[21:15] <Athas> (brb)
[21:15] <Shalanda> "As one who as lost a brother and continues to bare the sorrow of his memory, I tell you now that you would do well to stay with your brother and not leave him brotherless."

[21:18] <DM_Tol> The worker halfling pats his brother on the shoulder. Darce turns back towards you.

[21:18] <DM_Tol> Darce: "I would that I may come. Will you have me?"

[21:19] * Shalanda looks at Darce, then looks to the other brother for approval.

[21:20] * Ryu pets the dragonling perched on his shoulder, and shrugs

[21:20] <Blake`` ` > "I've already spoken my mind, hes welcome as far as I am concerned"

[21:20] <DM_Tol> The other brother patted I'm on the shoulder and walked out.

[21:20] <Ryu> "I cannot guarantee your safety..."

[21:20] <Blake`` ` > "we all need to vote though"

[21:20] <DM_Tol> Darce: "I can take care of myself."

[21:21] <Shalanda> "Prove it."

[21:21] * Ryu looks at him plainly "I was talking about from me."

[21:21] <Berrian> "Do you have any skills that may come in handy? I ask before battle, as that is the worst time to learn of these things."

[21:21] <Shalanda> "Athas, will you test this halfling without killing him?"

[21:21] * Athas smirks.

[21:21] <Athas> "What fun is there in that?"

[21:22] * Athas stands up and looks down at the halfling.

[21:22] <Athas> "Best me in the stick game, and I will call you worthy."

[21:22] * Athas walks outside.

[21:22] <Blake`` ` > "In his defense he did survive the wagon"

[21:23] <Blake`` ` > "and made it here"

[21:23] <Shalanda> "In your own words, you said that was luck."

[21:23] <Blake`` ` > "For me"

[21:23] * Athas looks around for a pair of sticks to use as bludgeons.

[21:23] <Blake`` ` > "maybe not him, and the luck was getting out of it alive, not after we were out"

[21:24] <Blake`` ` > "This test is a waste of time, hes invovled with this also, he should be able to come unless people don't want him to"

[21:24] <DM_Tol> Darce shrugs and walks outside: "I'm not so much a fighter."

[21:24] <Ryu> "I do not care if he comes, but something does not sit right with me... "

[21:24] <Blake`` ` > "Don't worry Darce its a silly test anyway"

[21:24] <DM_Tol> Darce follows Athas.

[21:24] <Athas> (until the bruises happen)

[21:25] * Shalanda follows the two outside, leaving Blake's protests unanswered.

[21:25] <Ryu> (check for Magical Aura? Arcana check perhaps?)

[21:25] * Blake`` ` also goes outside

[21:25] * Athas looks around still

[21:26] <Athas> (just something to use for a club while I beat this halfling to near-death. Happy Easter everyone!)

[21:26] <Berrian> "I believe this is the way Athas makes his decision. Most of us are fine with him joining us."

[21:26] * Berrian follows the others outside.

[21:27] <Blake`` ` > "You can go next against him Shalanda, no magic, sticks only"

[21:27] <DM_Tol> Darce stands in front of Athas, shaking a bit.

[21:28] <Blake`` ` > "Athas, I don't recommend hitting him"

[21:28] * Athas stops and looks to Blake

[21:28] <Athas> "Should I kick him?"

[21:29] * Ryu eyes Darce carefully

[21:29] * Athas looks down to Darce.

[21:29] <Blake`` ` > "Don't do anything, Shalanda's test isn't any good"

[21:29] <Ryu> 1d20+13 Arcana

[21:29] <TolBot> [Ryu's 1d20+13 Arcana]: 33 (Wow)
[21:29] <Athas> "This is your chance, little man. If you leave, no one will think less of you."
[21:29] <Ryu> (looking for any sort of magical presence)
[21:30] <DM_Tol> Darce's knees knock a moment, but then stop.
[21:31] <Athas> "Do you have a weapon, halfling?"
[21:31] <Shalanda> "If you can't face a man in non-lethal combat, you'll be of no use to us in lethal combat."
[21:31] <DM_Tol> Darce shakes his head.
[21:31] <Athas> "Want to use your fists?"
[21:31] <DM_Tol> Darce raises his fists.
[21:31] * Blake`` steps in between "I'll fight for him then, he come along with me"
[21:32] * Athas raises his fists, then lowers them when Blake steps in.
[21:32] * Ryu throws a sheathed Short Sword at Darce's feet
[21:32] <Athas> "You will be responsible for him?"
[21:32] <DM_Tol> Darce pushes Blake, "No. Nnno, I can do this."
[21:32] <DM_Tol> Darce raises his fists again.
[21:32] * Blake`` lets him then
[21:33] * Berrian watches from a safe distance.
[21:33] <Athas> "Take that sword, halfling. I give you my word that I will show you some mercy."
[21:34] * Athas unsheathes his dagger and tosses his axe aside.
[21:34] <Ryu> "Use the flat of the blade, it will sting, but not kill."
[21:34] <DM_Tol> Darce: "I have a blade at home."
[21:34] <DM_Tol> He picks up the short sword, pointing it and the sheath at Athas.
[21:34] <Athas> "Let the gods judge you brave."
[21:34] <Blake``> "well if this group is going to do this, im leaving"
[21:35] <DM_Tol> (roll init)
[21:35] * Blake`` goes back to the inn and starts to gather his things
[21:35] <Athas> (note to the DM -- I am only using the flat of the dagger)
[21:35] <Ryu> "I have no objection to him coming, nor do I care if they test him, although it is always wise to know what your companions are capable of"
[21:35] <DM_Tol> 1d20+6
[21:35] <TolBot> [DM_Tol's 1d20+6]: 10
[21:35] <Athas> 1d20+6
[21:35] <TolBot> [Athas's 1d20+6]: 20
[21:36] <DM_Tol> Sweat beads up on Darce's forehead and the tops of his hairy feet.
[21:36] <Athas> (roll to hit?)
[21:37] <DM_Tol> (yes, if your hitting him)
[21:37] <Athas> (passing attack)
[21:37] <Athas> 1d20+11
[21:37] <TolBot> [Athas's 1d20+11]: 24
[21:37] <DM_Tol> Athas nearly clobbers Darce, as Darce does a flip with Athas missing.
[21:38] <DM_Tol> (you get another attack, Athas)
[21:38] * Athas swings around trying to catch Darce unawares.
[21:38] <Shalanda> "For a sweaty halfling, he's fast."
[21:38] <Athas> 1d20+11
[21:38] <TolBot> [Athas's 1d20+11]: 21
[21:39] <DM_Tol> Darce flips again, this time land smack into Athas' swing.
[21:39] <DM_Tol> Darce: "oophht!"
[21:39] <DM_Tol> (roll nl dam)
[21:39] <Athas> 1d4+6
[21:39] <TolBot> [Athas's 1d4+6]: 9

[21:39] <DM_Tol> Darce falls to his knee for moment.
[21:39] <DM_Tol> 1d20+7
[21:39] <TolBot> [DM_Tol's 1d20+7]: 17
[21:40] * Ryu moves a little bit closer, leaning against the wall and watches
[21:40] <DM_Tol> (vs AC)
[21:40] <Athas> (AC is 19)
[21:40] <DM_Tol> Darce hurls the sheathed sword at Athas' crotch.
[21:40] <Athas> (Hey! Hey! Hey! I might be needing that!)
[21:40] <DM_Tol> Darce remains stooped, rubbing his pounding forehead.
[21:41] <DM_Tol> (you, Athas)
[21:41] * Athas whips his arms out again, trying to catch the halfling unawares.
[21:41] <Athas> 1d20+11
[21:41] <TolBot> [Athas's 1d20+11]: 18
[21:42] <DM_Tol> 1d20+9
[21:42] <TolBot> [DM_Tol's 1d20+9]: 19
[21:42] <Athas> (hit me on that one)
[21:43] <DM_Tol> Darce flips back, avoiding Athas' attack. As he does so, at the end of his flip, he hurls a rock that smack Athas on the nose.
[21:43] <DM_Tol> 1d3
[21:43] <TolBot> [DM_Tol's 1d3]: 1
[21:43] * Ryu claps "Quick little bugger."
[21:43] * Athas 's head rocks back with the blow. When he faces forward, he grins.
[21:43] <DM_Tol> Darce has moved 6 squares away.
[21:44] <Athas> (can I do brash strike and catch up to him?)
[21:44] <DM_Tol> (sure)
[21:45] * Athas roars and surges forward like a angered boar, slashing with the flat of his dagger blade.
[21:45] <Athas> 1d20+11
[21:45] <TolBot> [Athas's 1d20+11]: 20
[21:46] <Athas> (hit?)
[21:46] <DM_Tol> Darce is too busy smiling at his hit, and then is clobbered by Athas.
[21:46] <Athas> 1d4+6
[21:46] <TolBot> [Athas's 1d4+6]: 7
[21:47] <DM_Tol> Darce grunts as he flips once more.
[21:47] <DM_Tol> 1d20+10
[21:48] <TolBot> [DM_Tol's 1d20+10]: 15
[21:48] <DM_Tol> (vs AC)
[21:48] <Shalanda> (How bad does Darce look now?)
[21:48] <DM_Tol> He flips towards Athas's head, swinging with a slap, but misses. He lands besides Athas, almost falling over.
[21:48] <DM_Tol> Darce looks to still have at least half his strength left.
[21:49] * Athas whirls around and makes a crushing blow with the flat of his dagger.
[21:49] <Athas> 1d20+11
[21:49] <TolBot> [Athas's 1d20+11]: 25
[21:49] * Blake `` exits with his things at this point, heading out of town...
[21:49] <DM_Tol> Darce is standing himself up from his tumble, at Athas beats him down.
[21:49] <Athas> 2d4+6
[21:49] <TolBot> [Athas's 2d4+6]: 9
[21:50] <DM_Tol> Darce falls to a knee.
[21:50] <DM_Tol> 1d20+10
[21:50] <TolBot> [DM_Tol's 1d20+10]: 17

[21:50] <DM_Tol> Darce swings up at him with his fist and falls onto his back in the dirt.
[21:50] <DM_Tol> (missing)
[21:50] <Ryu> "Enough, he can hold his own."
[21:50] <Shalanda> "Ok, I suppose that's enough."
[21:50] <Athas> "Stay down. No one questions your courage."
[21:51] <Berrian> "I doubt I could do as well, in melee combat."
[21:51] * Athas sheathes his dagger and holds out his hand to help the halfling to his feet.
[21:51] * Ryu walks over and picks up his flung short sword and stows it back in his pack.
[21:51] <DM_Tol> Darce stands and dusts himself off, "So I can come?"
[21:51] <Shalanda> "You can come if you think you can survive."
[21:51] <Ryu> "Tell me this little man, who was this Prinnetta, and did he take anything else from you?"
[21:52] <DM_Tol> Darce looks at Ryu. "My fiance."
[21:52] <Athas> "Your gods gave you the courage of wolf."
[21:52] * Athas 's face hardens.
[21:52] <DM_Tol> Some of you see Blake heading off the street, onto the cross street, carrying his pack.
[21:52] <Ryu> "But what of magical assets?"
[21:53] <Athas> "We will find your beloved, and those that took her will slake the thirst of our gods."
[21:53] * Berrian looks to Darce. "Grab your things, I will find out where Blake is going."
[21:53] <DM_Tol> Darce: "We had a blessed cloak. They took it."
[21:54] <Ryu> "Very well... as Berrian said, gather your belongings for this trip... and let us move."
[21:54] <DM_Tol> Darce: "We leave now? Great then... I'll meet you at the gate. er... where are we going?"
[21:55] <Shalanda> "Just meet us at the gate, and hurry."
[21:55] <Ryu> "To the open road my little friend."
[21:55] * Berrian heads towards Blake.
[21:55] * Ryu grabs up his belongings and heads towards the gate after Blake
[21:56] <Ryu> (Assuming we already settles up with the inn)
[21:56] <DM_Tol> Darce: "The gate? Good."
[21:56] <DM_Tol> Darce scurries off rather quickly.
[21:56] <DM_Tol> Blake, Berrian runs up behind you.
[21:56] <Berrian> "Blake, where are you going?"
[21:57] * Athas gathers his things
[21:57] <Blake``> "Heading out, im done with this group"
[21:57] <Blake``> "Good luck going forward Berrian"
[21:57] <Berrian> "Because Athas wanted to be sure the little one wouldn't die in the first fight we come across?"
[21:58] <Blake``> "Any of us could die in the first fight we came across, and from what I saw, if that was the first fight, he would have died"
[21:59] <Blake``> "Also I don't recall anyone else having to fight someone in a duel to help us out"
[21:59] <Athas> "Shalanda wanted to know his heart. He is ready and I will be proud to stand by him in combat."
[21:59] <Blake``> "Seemed like it she wanted some entertainment and you did as well"
[22:00] <Berrian> "It is ultimately your decision to leave, but you will be missed. Darce will only have a few minor bruises tomorrow, and we did not require him to fight."
[22:01] * Shalanda lingers, watching the halfling go get ready, shaking her head a little as she does.
[22:01] <Blake``> "I get it Berrian, it was everyone decision to let that happen after one of us clearly was against it also"
[22:02] <Blake``> "We could have just brough him along, he wasn't a child, if he chooses to come, then come, he knows the concequences"

[22:02] * Shalanda heads towards the others and the gate.

[22:03] <Berrian> "I believe the alternative was to have him watch the horses?"

[22:03] <Blake`` `> "No, just to let him play his role"

[22:04] <Ryu> "But if I remember my friend, we all met in an arena of sorts, we learned eachothers will then."

[22:05] <Ryu> (Sorry for the delay in that, actually had to dig out old logs XD)

[22:05] <Blake`` `> "Ryu, we were not told, you have to fight this person to come help out"

[22:05] <Blake`` `> "It was different, much different"

[22:06] <Ryu> "I would much rather know one can fight, than to face a beast out in the fields of blood, and die because one could not defend themselves."

[22:06] <Blake`` `> "I'm happy you get to go Darce, sorry you had to prove yourself in such a idiotic way"

[22:06] <Blake`` `> "Well he proved he can't fight from the looks of it"

[22:06] <Ryu> "Vengence is a strong motive, and will often lead one to an early demise"

[22:07] <Shalanda> "No you do not have to fight to help, however he will not give you the chance if it comes to it, and I had to make sure Darce had a chance at survival if that should happen. I do not want to leave his brother short a family member."

[22:07] <Blake`` `> "Again, thats their choice Ryu, he would have went anyway I assume"

[22:07] * Shalanda says as she catches up to the others.

[22:07] * Berrian draws an arrow from his quiver. "Take this, as a sign of friendship. It is one of my original arrows from my homeland."

[22:07] <DM_Tol> Voice: "I wanted to come. I said I could handle myself."

[22:07] * Athas follows along, keeping his counsel to himself.

[22:07] <DM_Tol> Darce is standing beside the gate post.

[22:07] <Ryu> "Actions speak louder than words my little friend."

[22:07] <Blake`` `> "No thanks Berrian, keep it"

[22:08] * Berrian frowns, then furrows his brow in anger.

[22:08] <DM_Tol> Darce walks up to Blake.

[22:09] <Ryu> "I once knew a man, who walked up to a wanderer and challenged him, a blade for a blade, as he was a 'swordsmen' that could fight on par with any, when truth be told, the man was beaten by the wander, as it was his first time weilding a blade in combat."

[22:09] <DM_Tol> Darce: "Thank you. You are kind. But you all are being generous... and I thank you, I want to come."

[22:09] <DM_Tol> Darce: "And I think I want you to come, too."

[22:10] <Blake`` `> "So what Ryu?"

[22:10] <Ryu> "Just because one says they can defend themselves, doesn't mean they can."

[22:11] <Blake`` `> "I don't see things the same as you do...Darce, I don't agree with what happened to you, so I don't really want to be with my so called companions for now"

[22:11] * Shalanda looks between Blake and Berrian.

[22:11] <Ryu> "I'll give our little friend this, I don't know how vicious he is with a blade, but he is quick, and that will be to his advantage."

[22:12] * Berrian holds the arrow, limply in his hands.

[22:13] * Athas looks down at Darce.

[22:13] <Athas> "You've earned your place with us."

[22:13] <Blake`` `> "Darce im happy you are going, you just should have been able to come without having to face him, and he shouldnt have been convinced to do that by Shalanda"

[22:13] * Ryu looks to Darce, "My name is Ryu Xenos, it is nice to meet you."

[22:13] <DM_Tol> Darce just watches.

[22:14] * Berrian turns to Shalanda, a confused look on his face.

[22:14] <DM_Tol> Darce: "Master Ryu, I am happy to go along. Restless I have been since they took everything I had."

[22:14] <Athas> "Athas. Tribe of the Bear."
[22:14] * Shalanda looks at Blake.
[22:15] <Ryu> "Just Ryu my little friend, you said you had a blade at home, are you trained with it?"
[22:15] <Shalanda> "Would a child asked to join us, would you be so willing to let her come?"
[22:16] <DM_Tol> Darce: "I am skilled, yes."
[22:16] <Blake` ` > "A child didn't ask to join us"
[22:16] <DM_Tol> Darce: "But I think not as much so as this giant."
[22:16] <DM_Tol> He looks at Athas.
[22:16] <Ryu> "Good, Good. One can tell alot about another from his blade."
[22:17] * Ryu looks at Shalanda and Athas, "Or their wicked scythe, and meat cleaver."
[22:17] * Berrian finds a tree and walks over to it, sitting down and placing the arrow on the ground before him.
[22:17] * Athas grins.
[22:17] <Athas> "I could show you how to use this..."
[22:18] * Athas hefts his battleaxe.
[22:18] <Ryu> "Athas my friend, it probably weighs as much as he."
[22:19] <Shalanda> "A man with no appearance of any combat skill asked to join this group. Instead of throwing his life away, I made sure he was able to protect it and the loved ones he leaves behind. If that makes me a bad person, then there is the road and I hope someday you find peace in your heart."
[22:19] <Athas> "... well, when he his done -- there will be no one to best him in a test of strength."
[22:19] * Shalanda goes over to sit next to Berrian.
[22:20] <DM_Tol> Darce just chuckles.
[22:20] <Ryu> "Little friend, may I see your blade?"
[22:20] <DM_Tol> Darce pulls out a dagger.
[22:21] * Ryu inspects and and hands it back, "I have a short sword, if you would prefere it?"
[22:21] <DM_Tol> He twirls it in his hands, flipping it from one tot he other very deftly...
[22:21] <DM_Tol> ... before dropping it to the ground.
[22:21] <Blake` ` > "I see it differently, a Halfling who had information about the man that kidnappend him and who wanted revenge asked to join us, if he didnt come with us, he would have likely went alone, he was safer with us regardless if he could fight, which he apparently can't do very well"
[22:21] <DM_Tol> Embarassed, he picks it up and hands it to Ryu.
[22:21] * Ryu inspects and and hands it back, "I have a short sword, if you would prefere it?" (guess I posted this too soon)
[22:22] * Berrian turns to Shalanda. "He wouldn't take an arrow of friendship."
[22:22] <DM_Tol> Darce looks at Blake, "I can do ok!"
[22:22] <Shalanda> "Information, he had none until his brother overheard my story, and even still he does not know where we travel."
[22:22] * Shalanda pauses and looks at Berrian.
[22:23] <DM_Tol> Darce looks at Ryu, "This is all I know."
[22:23] <Blake` ` > "He would have likely followed us, I don't see why you can't admit that the trial was rather uncalled for"
[22:23] <Ryu> "I would not give it to you lacking instruction," he smiles.
[22:23] <Shalanda> "He is angry and emotional at this moment due to my actions. I suspect your gift would be better received on cooler terms. It's a human thing."
[22:24] <Blake` ` > (half elf btw)
[22:24] <Shalanda> (Half human... it's a human thing 😊)
[22:24] <Blake` ` > (hehe)
[22:24] <Berrian> (even worse... You should know better!)

[22:24] <Berrian> (tsk, tsk!)

[22:24] <Athas> (Yes, it was a human thing that got you started 🤔)

[22:25] * Shalanda looks back towards Blake and shouts.

[22:25] * Berrian sighs. "It was easier back in the Feywild."

[22:25] <Ryu> "Use of a sword, is not much different than that of a dagger. Just a slightly longer reach."

[22:25] <Blake`` `> "Either way, if you can't admit the idea was wrong and proved basically that the halfling would lose a fight to Athas hands down, then I do need to move on"

[22:25] <Shalanda> "If we choose to let him follow us, it is on our heads if he should die. If he follows us, it's on his. By accepting him, I take responsibility for his death if it should occur, as I do with the rest of you."

[22:26] <DM_Tol> Darce reaches out for the dagger, "Looks to heavy for me, but thanks."

[22:26] <Ryu> "Very well."

[22:27] <DM_Tol> Darce speaks up, "Great, so, we're all in agreement. I can come, and I will die. Anything else? Should we go now?"

[22:27] <Blake`` `> "He would have died doing something he wanted to do, thats good enough, I wouldnt feel responsible, all I would feel responsible for is avenging him and what our captor did to us"

[22:27] * Ryu laughs heartedly, "I pray that you do not die little friend."

[22:27] <DM_Tol> Darce takes his dagger and sheathes it and walks down the road south.

[22:27] <Athas> "The halfling is eager to slake the thirst of his gods -- let us not keep them waiting."

[22:27] <Athas> (which direction?)

[22:28] <DM_Tol> (the road goes south out of the gate)

[22:28] * Athas heads south.

[22:28] <Blake`` `> "Either way, im moving on then, I just can't stay if you feel that test was needed and fair"

[22:29] * Berrian looks to the others and sighs once more.

[22:29] <Ryu> "Fair, by now way. Athas has ungodly strength, and is much bigger; but, it did prove this, even against a bigger foe he is willing to hold his ground, instead of running away."

[22:29] <Berrian> "I go where you go, Shalanda. I will miss Blake."

[22:29] <Shalanda> "Fair no, needed yes. I knew it was not a fair test, but a needed one to get a feel for his skills and limits."

[22:30] <Shalanda> (We are in-sync tonight)

[22:30] <Ryu> (indeed)

[22:30] <Blake`` `> "I disagree with you both, it wasn't needed and he might run, he didn't have a choice, he wanted to come, for very good reason"

[22:31] <Athas> "If he ran away -- and none would blame him -- he would have been cut down. He held his own, even showed me my blood..."

[22:31] * Athas points to his nose

[22:31] <Athas> "... we know that the line will hold with him."

[22:31] <DM_Tol> Darce stops, and scratches his leg, pondering the bickering.

[22:31] <Athas> "We walk south."

[22:32] * Ryu looks to blake and shrugs, "If you wish to let your personal beliefs stand in the way, so be it, you know the way to the open road. End the end that is your decision, just as it was our little friends, to stand and fight instead of backing down."

[22:32] * Shalanda rises from the tree, offering Berrian a hand up, before catching up with the others.

[22:33] * Berrian gets to his feet, picking the arrow up delicately. "Shalanda, will you accept the token?"

[22:33] * Shalanda looks at the arrow.

[22:34] <Shalanda> "If that is your true wish, and not an offer made because you are upset with another.

[22:34] * Berrian follows along, frowning. "Perhaps I am missing something. Did we decide to leave Tasso and the others here?"

[22:34] * Berrian looks to Shalanda. "You know that I consider you a friend. The token is just a symbol of that friendship."

[22:35] <DM_Tol> (you can have your horses if you want)

[22:35] <Shalanda> "Then I accept it as such. Thank you for the honor of your friendship."

[22:35] <Ryu> (Yea, pretty sure I would have grabbed mine if I thought about it prior lol)

[22:35] <Berrian> (everyone was in a mood. Figured it was an oversight)

[22:36] * Berrian turns back to the stables with the others, then continues South along the road.

[22:36] * Ryu heads back to grab his mount as well

[22:36] <Ryu> "Little friend, do you have a horse?"

[22:36] <Berrian> "Darce, if you would like to ride with me on Tasso, he would be willing."

[22:37] <DM_Tol> The horses seem very happy to be out on the road.

[22:37] <DM_Tol> Darce: "I... er... don't ride horses."

[22:37] <Blake```> "Well Ryu, if you don't have the patience to talk this over properly with me, then i'm happy I know the way to the open road, I would hate to hold all of you up, but clearly we disagree and I have a hard time accepting the apology that some of you tried to give"

[22:38] <Blake```> "Clealy I disagreed with the way things were handled, and we should have done them differently in that case"

[22:38] <Ryu> "I never said, that i was for the demonstration, I just see the reasoning behind it, having traveled the long road for all the time I have."

[22:42] <DM_Tol> You walk down the road, the hillside on your right. Blake walks a distance from the others as they exchange words along the road.

[22:42] <Blake```> "I've also travelled enough and saw no reason behind it"

[22:42] <Ryu> (http://sphotos.xx.fbcdn.net/hphotos-ash...1812_n.jpg <- sorry, found this funny)

[22:43] <Blake```> "There are going to be times were as a group we disagree, when we do, we need to reconsider our actions, today was one of those times"

[22:44] <Blake```> (that is kinda funny)

[22:45] * Berrian rides close to Shalanda, head slightly bowed.

[22:45] <DM_Tol> A bird flutters out of a nearby tree as you head down the road.

[22:45] <DM_Tol> The new companion scuttles along.

[22:45] <DM_Tol> *** as this session of Können Land comes to a close ***

[20:23] <DM_Tol> *** Thus begins this session of Können Land Campaign ***

[20:25] * Berrian watches the others as they travel.

[20:25] <DM_Tol> The young halfling Darce scurries along, reshouldering his bag.

[20:25] * Shalanda travels along-side Berrian on foot as she normally does.

[20:25] <DM_Tol> Blake rides along, grumbling, still upset with some of his companions.

[20:26] <DM_Tol> (or he walks, not sure)

[20:26] <DM_Tol> (reminder, Shalanda has a scroll map of the region on Können. [http://konnen.wg2140.com/index.php?option=... p;Itemid=5](http://konnen.wg2140.com/index.php?option=com_content&view=article&id=5))

[20:28] <DM_Tol> As you know, the North-South road moves south along the Jorna river, which you sailed up for a time.

[20:28] * Athas rides silently, scanning the horizon.

[20:28] <DM_Tol> After a few hours of travel south, the travelers and passersby get more sparse as you move away from Tibris.

[20:29] <DM_Tol> Before you reach Scythopis, you see the road that heads west into the hills and towards the mountains in the horizon and the coastal plain that waits on the other side.

[20:30] <DM_Tol> Not long after you head west on the crossroads (going west, right?), you see a horse carcass not far off the trail.

[20:30] <Shalanda> (West would make sense.)

[20:31] * Berrian looks at the carcass before heading past.

[20:32] * Shalanda also looks at the carcass, particularly at how long it's been dead and what may have been the cause of death.

[20:32] * Athas looks for tracks around the horse

[20:35] * Athas looks around at the horizon.

[20:37] <Athas> (any signs of riders?)

[20:40] <DM_Tol> It looks to be dead less than a week. Some of the flesh has clearly been gnawed at by critters of some sort.

[20:40] * Athas eases his horse away from the corpse.

[20:40] <Shalanda> (Any sign of what caused the death?)

[20:41] <DM_Tol> You see no other riders nearby. In fact, the traffic has ceased since you left the much larger North Road. This western road up into the hills is a wagon path much less travelled.

[20:41] <DM_Tol> No clear indication of the horse's death.

[20:41] <Athas> "This dead horse doesn't mean anything to us or our causes."

[20:42] <Berrian> "poor fellow"

[20:42] <Shalanda> "But it could indicate problems with the road we should be aware of. Never-the-less I can figure no cause of death as the body is too old, so let's continue on and just be on guard."

[20:43] <Athas> "We should leave and leave this creature to feed the gods."

[20:43] * Ryu waits quietly as they inspect, his mind elsewhere

[20:44] <DM_Tol> Darce stands still, waiting.

[20:44] * Athas nudges his horse forward.

[20:45] <Athas> "Come along, good Darce. We need to slake the thirst of our gods and they are not all patient."

[20:45] * Shalanda just shakes her head.

[20:46] <DM_Tol> Darce furrows his brow, shrugs, and follows along.

[20:47] <DM_Tol> In a couple hours, the path maintains the same routine of skirting around and alongside adjacent hills. As you move westward, the hills get more intense. A taller mill, more like a mountain rises closer in front of you.

[20:48] <DM_Tol> 1d20

[20:48] <TolBot> [DM_Tol's 1d20]: 1 (Nooooo!)

[20:48] <DM_Tol> An hour later, all of you notice a couple figures up a hill that rises to your right, but off the road.

[20:48] <DM_Tol> (left, sorry)

[20:49] * Shalanda looks over at the figures briefly.

[20:49] * Athas puts a hand on his axe handle.

[20:50] <Ryu> (afk a few moments)

[20:50] * Berrian wonders what the people are doing.

[20:51] <Shalanda> (Wondering which one of them can come the closest to putting an arrow into your ear.)

[20:51] <DM_Tol> The figures, dressed not in armament but in normal skins, are walking down the hill towards the road, out in front of you.

[20:52] <Athas> (do they look like fellow barbarians?)

[20:54] <DM_Tol> Athas, to your eye, as they approach, they do look like two men, barbarian-like, or wild men at least. They look to be reaching the road about at the point you will be at.

[20:54] * Shalanda pays them no heed and continues along the road.

[20:54] * Warbudgie (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #grovewood

[20:54] * Warbudgie is now known as Blake` `

[20:54] <Blake` `> (hey guys)

[20:55] <Shalanda> (Hail and well met sir.)

[20:55] * Athas nudges his horse forward to meet the wild men.

[20:56] <Athas> ('sup)

[20:57] <Ryu> (ok back)

[20:57] <Berrian> "what news of the road?"

[20:58] * Ryu lets his hood fall back as they good foward, he smiles and his dragonling familiar curls up in his now vacant hood

[20:59] <DM_Tol> You see the two men, bare-footed, crossing the road in front of you. They scoot up the hill about 15 feet and then turn around to watch you approach and go by.

[20:59] * Athas raises his axe in salute.

[20:59] <DM_Tol> One of them looks at you Berrian as you call out, and then at his companion and then back.

[21:00] <DM_Tol> He responds back, but it was hard to make out, perhaps he said, "Bleak".

[21:00] * Berrian nods as he passes by

[21:01] <DM_Tol> The other man points to you, Athas, and at your axe, nodding.

[21:01] * Shalanda nods to the men quietly as she passes.

[21:01] <DM_Tol> Darce scuttles by, as Blake brings up the rear.

[21:02] * Athas rides on.

[21:03] * Ryu continues on, paying no attention to the wildmen

[21:04] <Athas> (brb)

[21:05] <DM_Tol> As you pass by, the men turn, and run up the hill to your right. You have little impression of them, other than they seem quite hairy.

[21:05] <Shalanda> (They are running back the way they came?)

[21:05] <DM_Tol> (no, approached down left hill, crossed road, ran up hill on your right.)

[21:06] <DM_Tol> The light has started to get dim, partially because the lateness of the hour, and because the tallest hill before you, nearly a mountain, is blocking the setting sun in the west.

[21:09] <Blake` `> "Someone has to say it, but we should start looking for a place to make camp"

[21:10] <Shalanda> "We should probably travel for a bit longer before doing so, however I can see why you would want to make camp soon."

[21:11] <Berrian> "Agreed. Soon, but not right now."

[21:12] <DM_Tol> You continue on for another hour, rolling down a hill and up another.

[21:12] <DM_Tol> (Preceptoin rolls, all)

[21:12] <Blake` `> 1d20+3

[21:12] <TolBot> [Blake``'s 1d20+3]: 18
[21:12] <DM_Tol> (sounds like a prescription for breaking down cholesterol)
[21:12] <Berrian> 1d20+11
[21:12] <TolBot> [Berrian's 1d20+11]: 22
[21:12] <Shalanda> 1d20+6
[21:12] <TolBot> [Shalanda's 1d20+6]: 23
[21:13] <DM_Tol> 1d20+7
[21:13] <TolBot> [DM_Tol's 1d20+7]: 12
[21:14] <Athas> 1d20+2
[21:14] <TolBot> [Athas's 1d20+2]: 8
[21:14] <Berrian> "Wolves in the area. Do we camp anyway?"
[21:15] <Shalanda> "We continue onwards. I see no safe spot to make camp here."
[21:15] <Athas> "Agreed."
[21:16] <Shalanda> Softly in Elven: "And lack of friends in the hills nearby."
[21:16] <Blake``> "Same, myswell makes some distance"
[21:16] <Ryu> 1d20+3
[21:16] <TolBot> [Ryu's 1d20+3]: 12
[21:18] <DM_Tol> Some of you start to find it difficult to see the narrow wagon path as yo press on and the light continues to fade.
[21:19] <DM_Tol> Darce speaks to Blake, "Can you see where we're going?"
[21:19] * Athas rides forward, keeping an eye open.
[21:20] * Shalanda keeps careful watch over the surrounding area, looking for signs of trouble, with her keen Eladrin eye-sight.
[21:20] <Blake``> "I can see well enough right now, you?"
[21:22] <DM_Tol> After another hour, the road is movieg up a hill, as the light is now gone.
[21:23] <DM_Tol> (Everyone without Darkvision roll a perception check)
[21:23] <Ryu> 1d20+3
[21:23] <TolBot> [Ryu's 1d20+3]: 17
[21:23] <Blake``> (i have to see which i have, if i have one, i forget)
[21:24] <Athas> 1d20+2
[21:24] <TolBot> [Athas's 1d20+2]: 9
[21:24] <Berrian> (I only have low-light)
[21:24] <Blake``> (same)
[21:24] <Berrian> 1d20+11
[21:24] <TolBot> [Berrian's 1d20+11]: 15
[21:24] <Blake``> 1d20+3
[21:24] <TolBot> [Blake``'s 1d20+3]: 13
[21:24] <Athas> (brb -- have to bludgeon someone to death)
[21:24] <Shalanda> (Low-light roll or no?)
[21:25] <DM_Tol> (Lowligh is not dark vision, so yes)
[21:25] <DM_Tol> (checking dmg)
[21:26] <Shalanda> 1d20+6
[21:26] <TolBot> [Shalanda's 1d20+6]: 15
[21:27] <DM_Tol> Athas and Blake stumble off the path. (If you are riding a horse, roll a Riding check DC15 to avoid spraining horse's ankle.)
[21:28] <Blake``> 1d20
[21:28] <TolBot> [Blake``'s 1d20]: 18
[21:29] <DM_Tol> 1d20+3 for Darce
[21:29] <Blake``> (nevermind i dont think i grabbed my horse)
[21:29] <TolBot> [DM_Tol's 1d20+3 for Darce]: 7
[21:29] <Athas> (I don't have Riding)

[21:32] <DM_Tol> Darce stumbles and rolls down the hill, ending in a tumble.
[21:32] <DM_Tol> Darce dusts himself off and gets back to the path, sighing.
[21:32] <Athas> (is there a default?)
[21:32] <DM_Tol> (none left their horse in Tibris)
[21:32] <DM_Tol> (Athas, is it not on your sheet?)
[21:33] <Athas> (nope)
[21:33] <Blake`` ` > (i actually dont have it either)
[21:33] <Athas> (i was going to default to my Dex)
[21:34] <Blake`` ` > (i just figured i would use diplomacy and get the horse to be good and let me ride it)
[21:34] <Shalanda> (Riding isn't a 4e skill. Might I recommend Dex)
[21:34] <DM_Tol> (yes, just surveyed books, and not sure how to resolve)
[21:35] <DM_Tol> (hehe, blake)
[21:35] <Blake`` ` > (remember 4e is based around crushing the DM mobs)
[21:35] <Athas> (if I used Charisma... well... my horse would just as soon throw me off and trample me)
[21:35] <Blake`` ` > (who cares about riding)
[21:35] <Shalanda> (I'd say make a DC 15 dex check to resolve)
[21:35] <Athas> 1d20+2
[21:35] <TolBot> [Athas's 1d20+2]: 19
[21:35] <DM_Tol> (Roll a saving throw, natural D20)
[21:36] <DM_Tol> (uh, please act on the DM's request. 😊)
[21:36] <Athas> (rolling reflex 14)
[21:36] <Athas> 1d20
[21:36] <TolBot> [Athas's 1d20]: 3
[21:36] <DM_Tol> Athas falls from his horse.
[21:36] <DM_Tol> Athas, as you stand, your horse seems to favor one leg. You think it best not to ride her for a bit.
[21:37] <Athas> "Gods choke on your blood, useless horse!"
[21:37] * Athas grabs the reins.
[21:37] <DM_Tol> The path is very difficult to see as you press on. You seem to be moving along a slope.
[21:37] <Athas> "Follow me, supper with legs."
[21:37] <Ryu> (Sorry, had a phone call)
[21:38] <DM_Tol> (continuing on another hour?)
[21:38] <Ryu> "Friends, less call it a night"
[21:38] <Berrian> "Agreed. I will take a watch."
[21:38] <Shalanda> "We best find a place to make camp, before you all kill yourselves, though I don't yet favor the environment."
[21:39] <Blake`` ` > "Well looks like we are going to have to"
[21:39] <Athas> "I will take the watch before dawn."
[21:39] <DM_Tol> Looking around, you do not see any shelter, though you really can't see much at all, just the landscape in general.
[21:40] * Ryu pulls out his everburning torch to try to increase visibility
[21:41] * Berrian does likewise
[21:42] <Blake`` ` > "We should have done this earlier, but guess we have to make due with our current situation"
[21:42] * Blake`` ` plops is pack down
[21:43] <Blake`` ` > "Do we even bother trying to get a fire going?"
[21:43] <DM_Tol> You light up the area. You can see a few shrubs up the hill to the right you could

pitch camp beside, to block a bit of the wind, which has picked up as night has come.

[21:43] * Athas gets his stuff together and sets it down.

[21:43] * Ryu gets settles in and tends to his mount

[21:44] <Berrian> "Fire scares beasts, but draws those more intelligent."

[21:44] * Shalanda says in a low voice...

[21:44] <Shalanda> "And I saw intelligent ones following us about an hour ago."

[21:44] <Athas> "That is why I will watch."

[21:46] <DM_Tol> You hear a howl in the distance, as from a wolf.

[21:47] * Blake `` guides his horse towards the chosen campsite "I don't feel like we will get much rest tonight"

[21:47] <DM_Tol> You hear the sound of footsteps.

[21:47] * Berrian finds a good place to keep Tasso safe, then prepares for a watch.

[21:48] * Ryu draws his blade, slowly, and prepares to attack should the footsteps prove to be unfriendly

[21:49] <DM_Tol> You see a lone man, one you saw previously on the road... maybe... step into the light and speak: "Hail, travellas."

[21:49] <DM_Tol> (His odd accent seems to omit 'r' sounds)

[21:49] <Berrian> "Good evening."

[21:50] * Ryu stashes his torch and steps back into the shadows the best he can

[21:50] <DM_Tol> He stops at the edge of the light, showing you open palms. He wears skins and a club at his side.

[21:50] <Shalanda> "Hail."

[21:50] * Blake `` looks over the newcomer

[21:50] <DM_Tol> (Blake still has a torch out?)

[21:50] <Blake `` > (didnt take one out)

[21:51] <DM_Tol> (then Ryu's torch was the only one?)

[21:51] <Blake `` > (think it was Berr and Ryu)

[21:51] <DM_Tol> (ah, sorry. Berr, you still hold your torch up, right?)

[21:51] * Athas turns to the sound of the voice, hand on his axe.

[21:51] <Berrian> (I have an everburning torch)

[21:52] <DM_Tol> (you have it 'out', right?)

[21:52] <Athas> "Who speaks in this light?"

[21:52] <Berrian> (using, yes)

[21:53] <DM_Tol> The man looks at Ryu as he hides his light, "This is not a woad you often tavel, no? I've not seen you befow."

[21:53] * Ryu does not respond

[21:53] <Shalanda> "I've only had reason to travel it once before. You travel it often then?"

[21:54] <DM_Tol> The man looks at Shalanda, "My home is nowth, in the hills."

[21:54] <Athas> "Who is your tribe?"

[21:55] <DM_Tol> He looks at Athas, "My tibe? It is my family."

[21:55] <Athas> "No tribe, then."

[21:55] <DM_Tol> Darce moves over to Blake and stands behind him.

[21:56] <DM_Tol> The man raises an eyebrow at Athas.

[21:56] * Athas looks to Shalanda for some clue as to whether or not split him in half.

[21:57] <Blake `` > "Well, why aren't you with them now, its getting late?"

[21:57] * Ryu 's eyes dart between the man and Darce

[21:58] * Shalanda does not give any clue as to a course of action, though her pupiless eyes do move about several times off to the sides.

[21:58] <DM_Tol> The man looks at the sky, "I like the night. And saw you passing, and wonded if you wuh acceptable, if you wuh safe."

[21:58] <DM_Tol> The man scratches his neck.

[21:59] <Berrian> "Safe is a matter of perspective"

[22:00] * Blake`` raises an eyebrow "well we found a good place to camp, trying to avoid those wolves"

[22:01] <DM_Tol> The man looks at Blake, "The wolves? Yes, thuh aw wolves in the hills."

[22:01] <Shalanda> "We are safe if not drawn to action, though we can be a bit abrassive at times we mean well enough."

[22:01] * Athas tries to look around

[22:01] <DM_Tol> "You must be caful."

[22:02] <Blake`` > "How do you avoid them?"

[22:03] <DM_Tol> The man looks at Blake once more, "I don't eelly avoid them."

[22:03] <DM_Tol> He clears his throat, "I don't eesly avoid them."

[22:04] <Athas> "How did you avoid them?"

[22:04] <DM_Tol> He looks at Ryu.

[22:05] <DM_Tol> "How could I avoid?"

[22:05] <DM_Tol> He tilts his head.

[22:05] <Blake`` > "Think we will be safe where we are tonight?"

[22:06] <DM_Tol> The man smiles gently at you Blake, then looking up into the dark night sky, "No, not eely. I don't think you will be safe when you aw."

[22:07] <DM_Tol> In the dim starlight behind the man, as he looks up to the night sky, you think you see his nose and chin growing.

[22:07] <Athas> (can I kill him now?)

[22:07] <Blake`` > "you ok?"

[22:07] <Athas> "What are you?"

[22:07] <DM_Tol> It almost looks like it begins to grow into something like a snout.

[22:07] <Shalanda> "I think that's Old Man Iron's cue to have his thirst slaked."

[22:08] * Berrian draws his bow and an arrow, dropping the torch to the ground.

[22:08] <Athas> (great -- they have a werewolf)

[22:08] * Athas brings up his axe.

[22:08] * Ryu grins as he watches, "Is it playtime now?"

[22:08] * Blake`` pulls out his sword

[22:08] <DM_Tol> You hear a snorting sound, coming not from the man, but from all around the group, as Berrian drops his torch an the area goes all but dark.

[22:09] <Berrian> (technically, just a change in height of the light...)

[22:09] <DM_Tol> The man's voice changes some, more grunty, as he says, "No, not safe at aw."

[22:09] <Athas> "Come to me, then! My gods can drink the blood of the changing as well as the blood of a man!"

[22:10] <Shalanda> "I think you are the mistaken one. Wouldn't be the first time we've killed your kind."

[22:10] * Blake`` holds out his sword and grabs for a sunrod in his other hand

[22:10] <DM_Tol> Some of you remember Portis' warning: "If you do go west to the Mountains of Medigo, best to take the long road around the hills... there's were-beast up in those hills I hear."

[22:11] * Ryu goes back to his pack and breaks out his remaining sun rods and throws them about (3 of them) to give some light for the battle

[22:11] <Ryu> (2 sorry)

[22:11] <DM_Tol> Creatures attack from around you as you each react to the darkness and the sounds around you.

[22:11] <DM_Tol> (5 minute break)

[22:12] <DM_Tol> (so I can make up a battle grid and get snack)

[22:12] <DM_Tol> (note, these getting equipment actions will be your round one action)

[22:12] <Ryu> (k)

[22:12] <Berrian> (snack sounds good)

[22:18] <DM_Tol> (sorry, didn't get one for you)
[22:19] <Ryu> (took the time to make sure the niece and daughter were in bed lol)
[22:21] <DM_Tol> (ok, map up.)
[22:22] <DM_Tol> (<http://tiny.cc/BattleGrid> can't remember if with or without caps)
[22:22] <DM_Tol> (without)
[22:22] <DM_Tol> (<http://tiny.cc/battlegrid>)
[22:23] <DM_Tol> (ready?)
[22:23] <DM_Tol> (wanna have it out, or wait til next week?)
[22:24] <Berrian> (I'm good either way)
[22:24] <Athas> (let's wait until next week... I don't want to leave a battle unfinished)
[22:25] <Shalanda> (I hate to say it, but next week might be better, even if I don't want to stop early.)
[22:25] <DM_Tol> (ok, will do.)
[22:25] <Ryu> (I agree, stopping mid battle makes me forget what skills I've used)
[22:26] <DM_Tol> You all sense the eminent danger and prepare, given the poor lighting circumstances...
[22:26] <DM_Tol> *** As this session of Können Land comes to a close ***

[20:13] <DM_Tol> *** Game Recap ***

[20:14] <DM_Tol> The group left the city of Tibris on their way to the western coastal region of the land of Können. Taking the quicker, more direct route south and over the hills, the group ignored the warnings of the minister in Tibris and seem to have fulfilled the prophecy by encountered a were-wolf-like group.

[20:15] <DM_Tol> In the dark of night, after tricky conversation, the burly man who walked into their camp undergoes some type of transformation, as the sound of others closing in on the camp gets the adrenaline flowing.

[20:15] <DM_Tol> Battle is about to begin...

[20:16] * Harlequin_J_Goat is now known as Athas

[20:16] <DM_Tol> *** as this session of Können Land begins ***

[20:16] <Athas> (map?)

[20:16] <DM_Tol> (tiny.cc/battlegrid)

[20:16] <Shalanda> <http://tiny.cc/battlegrid>

[20:16] <Berrian> (I can't be here... Mom needs me, and it's "More important than some game"...)

[20:16] <DM_Tol> (ok, Berr. Tell mom I said 'hi')

[20:16] <Blake` > (k)

[20:17] <Shalanda> (Alright Berrian, somebody will keep you safe from the were-Blake when he turns.)

[20:17] <Athas> (not it)

[20:18] <Blake` > (hehe)

[20:18] <Berrian> (/me attempts twin strike at 2#1d20+11 repeatedly for 1d10+1 dmg?)

[20:18] <Berrian> (I may be able to get down in an hour or so?)

[20:19] <Ryu> (I'm half-assed here until the niece and daughter go to bed in an hour, but I'll be at my pc for the most part)

[20:19] <Shalanda> (Ok battle music queued up, let's do this!)

[20:20] <DM_Tol> `init rolls please from everyone

[20:20] <TolBot> Please make an initiative roll (1d20+modifier).

[20:20] <Ryu> 1d20+3

[20:20] <TolBot> [Ryu's 1d20+3]: 18

[20:20] <Athas> 1d20+6

[20:20] <TolBot> [Athas's 1d20+6]: 23

[20:20] <Shalanda> 1d20+6 (includes Blake bonus)

[20:20] <TolBot> [Shalanda's 1d20+6 (includes Blake bonus)]: 19

[20:21] <Blake` > 1d20+2

[20:21] <TolBot> [Blake`s 1d20+2]: 5

[20:21] <Blake` > (sorry)

[20:22] <DM_Tol> 1d20+7 Lyc

[20:22] <TolBot> [DM_Tol's 1d20+7 Lyc]: 27 (Yahoo!)

[20:22] <DM_Tol> 1d20+7 for Lyc

[20:22] <TolBot> [DM_Tol's 1d20+7 for Lyc]: 16

[20:22] <DM_Tol> 1d20+7 for Wolf

[20:22] <TolBot> [DM_Tol's 1d20+7 for Wolf]: 27 (Perfect!)

[20:22] <Athas> (well... dang)

[20:23] <DM_Tol> 1d20 for Berrian

[20:23] <TolBot> [DM_Tol's 1d20 for Berrian]: 9

[20:23] <Shalanda> (Shenanigans!!!)

[20:23] <Ryu> (First Round action repost) [22:11] * Ryu goes back to his pack and breaks out his

remaining sun rods and throws them about (3 of them) to give some light for the battle

[20:23] <DM_Tol> `init report

[20:23] <TolBot> Initiative Order: Wolf, 27, DM_Tol, 27, Athas, 23, Shalanda, 19, Ryu, 18, Lyc, 16, Berrian, 9, Blake`, 5

[20:23] <Ryu> (should be 2 Sunrods though)

[20:25] <DM_Tol> Two wolves attack out of the darkness. One on Blake, and one on Shalanda.

[20:26] <Athas> (Lyc = lycanthrope on map)

[20:26] <Athas> (?)

[20:27] <DM_Tol> 1d20+10 vs Blake's AC

[20:27] <TolBot> [DM_Tol's 1d20+10 vs Blake's AC]: 25

[20:27] <DM_Tol> 1d20+10 vs Shal's AC

[20:27] <TolBot> [DM_Tol's 1d20+10 vs Shal's AC]: 17

[20:27] <Blake`> (hit)

[20:27] <Ryu> (having internet issues)

[20:27] <Shalanda> (AC 20 - Miss)

[20:27] <DM_Tol> (yes, Athas... this Lyc is the one who looked more human, and was talking to you before)

[20:28] <DM_Tol> 1d8+4

[20:28] <TolBot> [DM_Tol's 1d8+4]: 10

[20:28] <Athas> (cool... he's gonna look less human and more like ground chuck when I'm done with him)

[20:28] <DM_Tol> A wolf chomps Blake (for 10 damage)

[20:28] <DM_Tol> Athas reacts to the attack.

[20:29] <Athas> "MY GODS DRINK DEEP!"

[20:29] <DM_Tol> (for those of you wanted to check equipment, let's say that your packs are each in a square beside you.)

[20:29] * Athas dashes for the wolf attacking Blake

[20:29] <Athas> (passing attack)

[20:29] <Athas> 1d20+12

[20:29] <TolBot> [Athas's 1d20+12]: 27

[20:30] <DM_Tol> (hit)

[20:30] <Athas> 1d12+9

[20:30] <TolBot> [Athas's 1d12+9]: 18

[20:30] <Athas> (secondary attack -- if there is anything left...)

[20:30] <DM_Tol> A wolf yelps as Athas attacks it.

[20:30] <Athas> 1d20+12

[20:30] <TolBot> [Athas's 1d20+12]: 13 (Better luck next time.)

[20:31] <Athas> "Come here, cur -- let me pretty your face with my axe!"

[20:31] <DM_Tol> Shalnda acts.

[20:32] * Shalanda holds aloft her holy symbol to the heavens and invokes the power of the Raven Queen to BLESS her allies with greater accuracy, as she side steps to a better position. (Bless: +1 power bonus to everybody's hit for encounter, moving on map).

[20:32] <Shalanda> (done)

[20:32] <DM_Tol> (Athas, move yourself on the map)

[20:32] <DM_Tol> Shal moves as Ryu acts.

[20:33] <Berrian> (I'm here)

[20:33] <Ryu> (see repost)

[20:34] <DM_Tol> Ryu stoops to remove sun rods from his pack and then tosses three around the area, granting light to eliminate disadvantage.

[20:34] * Ryu throws his sunrods and waits for his eyes to adjust (holding)

[20:35] <DM_Tol> The humanoid has transformed into some half-wolf-half-human creature. He

moves forward to attack, as another moves out of the shadows into the fray, as well.

[20:37] <Shalanda> "It's not too late to surrender. I will show you mercy."

[20:38] <DM_Tol> 1d20+12 vs Ryu's AC

[20:38] <TolBot> [DM_Tol's 1d20+12 vs Ryu's AC]: 22

[20:38] <DM_Tol> 1d20+12 vs Shal's AC

[20:38] <TolBot> [DM_Tol's 1d20+12 vs Shal's AC]: 24

[20:38] <Shalanda> (hit)

[20:38] <DM_Tol> 2d4+4 on Shal

[20:38] <TolBot> [DM_Tol's 2d4+4 on Shal]: 7

[20:39] <DM_Tol> 2d4+4 on Ryu

[20:39] <TolBot> [DM_Tol's 2d4+4 on Ryu]: 10

[20:39] <DM_Tol> The two creatures step forward slinging clubs.

[20:40] * Berrian fires a twin strike at the nearer wolf-like creature. (HQ set)

[20:40] <DM_Tol> Berrian acts.

[20:40] <Berrian> 2#1d20+11

[20:40] <TolBot> [Berrian's 2#1d20+11]: 25, 29 (Sum:54)

[20:40] <DM_Tol> (2 hits)

[20:40] <Berrian> 2#1d10+1

[20:40] <TolBot> [Berrian's 2#1d10+1]: 11, 9 (Sum:20)

[20:40] <Berrian> 1d8

[20:40] <TolBot> [Berrian's 1d8]: 5

[20:40] <DM_Tol> (I moved you on the grid, oops.)

[20:40] <Berrian> (25 total)

[20:40] <DM_Tol> Berrian sends shots into the first Lycanthrope. (Lyc1)

[20:41] <DM_Tol> Blake acts

[20:41] * Tasso (Tasso@6ca5ed56.6ca5ed3e.24.75.imsk) has joined #grovewood

[20:41] <Shalanda> (reminder: everybody friendly to me is +1 to hit. I think Berrian missed it.)

[20:41] * Blake` reacts with an attack of his own (Hammer and Anvil vs Reflex) (if I hit, it grants Athas a free bonus attack with +3 to dmg)

[20:41] <Berrian> (I did, but not a problem that time)

[20:41] <Blake` > 1d20+8

[20:41] <TolBot> [Blake`s 1d20+8]: 26

[20:42] <DM_Tol> (Vs AC? hit)

[20:42] <DM_Tol> (ah, Refl... hit)

[20:42] <Blake` > 1d8+3

[20:42] <TolBot> [Blake`s 1d8+3]: 5

[20:42] <Blake` > (athas gets a free attack with +3 dmg)

[20:42] <Athas> 1d20+13

[20:42] <TolBot> [Athas's 1d20+13]: 16

[20:42] <DM_Tol> Blake hits the Wolf nearby, as Athas also attacks.

[20:42] <DM_Tol> ... and misses.

[20:43] <Athas> (bah!)

[20:43] <DM_Tol> (Round 2)

[20:44] <DM_Tol> 1d2

[20:44] <TolBot> [DM_Tol's 1d2]: 1

[20:44] <DM_Tol> The wolf moves in and attacks Ryu.

[20:44] <DM_Tol> 1d20+12

[20:44] <TolBot> [DM_Tol's 1d20+12]: 14

[20:45] <DM_Tol> (vs AC, miss)

[20:45] <DM_Tol> 1d2

[20:45] <TolBot> [DM_Tol's 1d2]: 1

[20:45] <DM_Tol> The other wolf attacks Blake.
[20:45] <DM_Tol> 1d20+10 vs AC
[20:45] <TolBot> [DM_Tol's 1d20+10 vs AC]: 21
[20:45] <Blake` > (my ac is 21)
[20:45] <DM_Tol> 1d8+4
[20:45] <TolBot> [DM_Tol's 1d8+4]: 5
[20:46] <DM_Tol> Blake is bitten as Athas reacts.
[20:46] * Athas swings his axe with a snarl
[20:46] <Athas> 1d20+13
[20:46] <TolBot> [Athas's 1d20+13]: 31
[20:46] <Athas> 1d12+9
[20:46] <TolBot> [Athas's 1d12+9]: 12
[20:47] <DM_Tol> Athas cleaves the wolf once more.
[20:47] <DM_Tol> Shal acts.
[20:48] * Shalanda fey-steps behind Lyc2 to get a flanking position with Ryu and swings with an Avenging Flame (Str vs AC 1/2 dam on miss)
[20:48] <Shalanda> 1d20+11
[20:48] <TolBot> [Shalanda's 1d20+11]: 29
[20:48] <DM_Tol> (hit)
[20:49] <Shalanda> 4d4+4 +5 on-going fire
[20:49] <TolBot> [Shalanda's 4d4+4 +5 on-going fire]: 14
[20:49] <Shalanda> (Can't save each round it attacks)
[20:49] <Shalanda> "Burn in the flames of the Raven Queen!"
[20:50] <DM_Tol> The lycanthrope yelps, angered.
[20:50] <DM_Tol> Ryu acts.
[20:50] * Ryu eyes the Lyc(2) and forces his blade to burst into flames as he strikes. (Blazing Pursuit, vs AC)
[20:50] <Ryu> 1d20+14
[20:50] <TolBot> [Ryu's 1d20+14]: 18
[20:51] <DM_Tol> Ryu misses with his blazing pursuit as the Lycanthropes retaliate.
[20:51] <DM_Tol> 1d2
[20:51] <TolBot> [DM_Tol's 1d2]: 2
[20:52] <DM_Tol> They flank the greater threat in Shalanda and attack.
[20:52] <DM_Tol> 1d20+12 vs Shal AC
[20:52] <TolBot> [DM_Tol's 1d20+12 vs Shal AC]: 29
[20:52] <DM_Tol> 1d20+14 vs Shal AC
[20:52] <TolBot> [DM_Tol's 1d20+14 vs Shal AC]: 17
[20:52] <Athas> (I'm going to change my attention to the other lycanthrope...)
[20:53] <DM_Tol> The sizzling lyc chomps down on Shalanda's shoulder.
[20:53] <DM_Tol> 1d6+4 HPs to Shal
[20:53] <TolBot> [DM_Tol's 1d6+4 HPs to Shal]: 6
[20:53] <DM_Tol> The other Lyc swings with his club and misses.
[20:53] * Berrian activates his 'gloves of piercing' as he aims and fires another two arrows at Lyc1.
[20:53] <Berrian> 2#1d20+12
[20:53] <TolBot> [Berrian's 2#1d20+12]: 14, 27 (Sum:41)
[20:54] <Athas> (brb)
[20:54] <DM_Tol> Berrian hits the Lyc with one attack.
[20:54] <Berrian> 1d10+1
[20:54] <TolBot> [Berrian's 1d10+1]: 5
[20:54] <Berrian> 1d8
[20:54] <TolBot> [Berrian's 1d8]: 7

[20:54] <Berrian> (12 total)
[20:54] <DM_Tol> Black acts.
[20:54] * Blake` reels back from the bite and calls out for Athas to strike again at the beast (Commander's Strike, Athas gets a free basic melee with +2 to dmg)
[20:54] <Blake` > (crap, he is afk isnt he)
[20:55] <DM_Tol> (I think)
[20:55] <Blake` > (wanna just roll a melee basic for him?)
[20:56] <Blake` > (1d20+13 i think is what he rolls)
[20:56] <DM_Tol> 1d20+13 for Athas
[20:56] <TolBot> [DM_Tol's 1d20+13 for Athas]: 19
[20:56] <DM_Tol> (+1 bless)
[20:56] <DM_Tol> Athas hits the Wolf
[20:56] <DM_Tol> 1d12+11
[20:56] <TolBot> [DM_Tol's 1d12+11]: 17
[20:57] <DM_Tol> (Round 3)
[20:57] <DM_Tol> The wolfs attack.
[20:57] <DM_Tol> 1d20+10 bite on Ryu AC
[20:57] <TolBot> [DM_Tol's 1d20+10 bite on Ryu AC]: 25
[20:58] <DM_Tol> 1d8+4
[20:58] <TolBot> [DM_Tol's 1d8+4]: 6
[20:58] <Athas> (back)
[20:58] <DM_Tol> Ryu is bitten and falls down prone.
[20:58] <DM_Tol> 1d2
[20:58] <TolBot> [DM_Tol's 1d2]: 2
[20:58] <DM_Tol> The Wolf1 bites at Athas.
[20:59] <DM_Tol> 1d20+10 bite on Athas' AC
[20:59] <TolBot> [DM_Tol's 1d20+10 bite on Athas' AC]: 11 (That stinks.)
[20:59] <Athas> (especially since my AC is 19 -- I hope you chip a tooth)
[20:59] <DM_Tol> The wolf misses Athas as he has a chance to retaliate.
[21:00] * Athas swings again, trying to catch the wolf with a uppercutting swing.
[21:00] <DM_Tol> (Athas retaliates)
[21:01] <Athas> 1d20+13
[21:01] <TolBot> [Athas's 1d20+13]: 24
[21:01] <DM_Tol> (hit)
[21:01] <Athas> 1d12+9
[21:01] <TolBot> [Athas's 1d12+9]: 10
[21:01] <Athas> (really?)
[21:02] <DM_Tol> Ahtas cleaves the wolf.
[21:02] <DM_Tol> Shal acts.
[21:02] * Shalanda grins and says "Right into my trap" and consecrates the ground beneath her feet. (Foes take 1d6+1 if start in area, allies healed 5 if bloody)
[21:02] <Shalanda> (done)
[21:03] <DM_Tol> Shalanda, you take 5 ongoing points of damage from the pain of the bite. (Roll a Sav to end this effect)
[21:03] <Shalanda> 1d20
[21:03] <TolBot> [Shalanda's 1d20]: 17
[21:03] <DM_Tol> Shal, your will still feels weakened.
[21:04] <DM_Tol> (Let me know if you get Bloodied)
[21:04] <Shalanda> (ok)
[21:04] <DM_Tol> Ryu is lying on the ground and acts.
[21:04] <Ryu> (standing would be a move action right?)

[21:04] <DM_Tol> (yes_
[21:05] * Ryu stands and strikes again (standard melee)
[21:05] <DM_Tol> (striking whome?)
[21:05] <Ryu> 1d20+13 vs Lyc2 AC
[21:05] <TolBot> [Ryu's 1d20+13 vs Lyc2 AC]: 26
[21:05] <Blake` > (are we forgetting Dart?)
[21:05] <DM_Tol> (hit)
[21:05] <DM_Tol> (yes we are. hehe)
[21:05] <Ryu> 1d10+7
[21:06] <TolBot> [Ryu's 1d10+7]: 15
[21:06] <DM_Tol> Blake, you look around and do not see Darce.
[21:06] <Shalanda> (He'll get a lecture later for hiding behind Blake and running off)
[21:06] <DM_Tol> (I meant to take him off the grid)
[21:08] <DM_Tol> Ryu hits a Lycanthrope, as they retaliate.
[21:08] <Shalanda> 1d6+1 damage for Lycs by me (Consecrated Ground, reminder 5 ongoing for Lyc2)
[21:08] <TolBot> [Shalanda's 1d6+1 damage for Lycs by me (Consecrated Ground, reminder 5 ongoing for Lyc2)]: 5
[21:08] <DM_Tol> The one Lycanthrope still sizzles.
[21:08] <DM_Tol> As it does, it also seems to shake off the damage.
[21:09] <DM_Tol> 1d2
[21:09] <TolBot> [DM_Tol's 1d2]: 2
[21:09] <DM_Tol> The center Lycanthrop still attacks the source of this magic.
[21:09] <DM_Tol> 1d20+14 vs Shal's AC
[21:10] <TolBot> [DM_Tol's 1d20+14 vs Shal's AC]: 17
[21:10] <DM_Tol> 1d20+14 vs Shal's AC
[21:10] <TolBot> [DM_Tol's 1d20+14 vs Shal's AC]: 29
[21:10] <Shalanda> (Miss/Hit)
[21:10] <DM_Tol> 2d4+4
[21:10] <TolBot> [DM_Tol's 2d4+4]: 9
[21:10] <DM_Tol> Shalanda avoids one club, but not the other.
[21:10] <DM_Tol> Berrian acts.
[21:10] * Shalanda looks a little bloody.
[21:10] * Berrian fires another 2 arrows at Lyc1
[21:11] <Berrian> 2#1d20+12
[21:11] <TolBot> [Berrian's 2#1d20+12]: 16, 15 (Sum:31)
[21:12] <DM_Tol> Berrian sends to missiles into the dark, as Blake acts.
[21:12] * Blake` brings his sword down on the wounded wolf (standard attack vs AC)
[21:12] <Blake` > 1d8+9
[21:12] <TolBot> [Blake`s 1d8+9]: 17
[21:12] <DM_Tol> Blake swings and misses as well.
[21:13] <DM_Tol> (Round 4)
[21:15] <DM_Tol> The wolves bite.
[21:15] <DM_Tol> 1d20+10 vs Ryu AC
[21:15] <TolBot> [DM_Tol's 1d20+10 vs Ryu AC]: 30 (Yes!)
[21:15] <Blake` > (boo)
[21:15] <DM_Tol> Ryu receives a vicious bite. (12 damage) and falls down prone once more.
[21:15] <DM_Tol> 1d2
[21:15] <TolBot> [DM_Tol's 1d2]: 2
[21:15] <DM_Tol> The wolf bites at Athas.
[21:15] <DM_Tol> 1d20+10 vs Athas AC

[21:15] <TolBot> [DM_Tol's 1d20+10 vs Athas AC]: 30 (Nailed it!)

[21:16] <Ryu> (Bloodied)

[21:16] <DM_Tol> (here come the accusations of fixing the fight. 😊)

[21:16] <Athas> (fuzzy little... I'm saving you for last...)

[21:16] <DM_Tol> Athas receives a vicious bite. (12 damage)

[21:16] <Ryu> (Shal are you within Close Burst 2 from me?)

[21:17] <Shalanda> (yup)

[21:19] <DM_Tol> Athas acts.

[21:20] <Athas> (cometfall charge on Lyc 1 -- the look on his face when Old Man Iron splits his skull in half will be hilarious!)

[21:20] * Athas sprints towards rhe Lycanthrope, launching himself into the air

[21:20] <Athas> "OLD MAN IRON DRINKS DEEP!"

[21:20] <DM_Tol> 1d20+10

[21:20] <TolBot> [DM_Tol's 1d20+10]: 18

[21:20] <Athas> 1d20+13

[21:20] <TolBot> [Athas's 1d20+13]: 25

[21:21] <DM_Tol> The wolf snips at Athas as he flees.

[21:21] <DM_Tol> Athas hits the Lycanthrope1

[21:21] <Athas> 3d12+11

[21:21] <TolBot> [Athas's 3d12+11]: 20

[21:22] <DM_Tol> Athas reigns his fury down on the Lycanthrope, though neither as of yet look bloodied.

[21:22] <DM_Tol> Shalanda acts.

[21:23] * Shalanda heals a little as she strikes a Healing Strike at Lyc2 (Str vs AC)

[21:23] <Shalanda> 1d20+9 (+11 if Ryu not prone)

[21:23] <TolBot> [Shalanda's 1d20+9 (+11 if Ryu not prone)]: 28

[21:23] <DM_Tol> (Hit)

[21:23] <DM_Tol> (Ryu is prone)

[21:24] <Shalanda> 4d4+4

[21:24] <TolBot> [Shalanda's 4d4+4]: 13

[21:24] <DM_Tol> Shalanda hits the half-breed with damaging strikes.

[21:24] <Shalanda> (Lyc2 is marked and I use a surge)

[21:24] <DM_Tol> The prone Ryu acts.

[21:24] <Athas> (do any of them need to be alive?)

[21:25] * Ryu stands

[21:25] * Ryu steals the Lyc2's speed (Theft of Alacrity, vs Will :: If Hit, target is slowed, save ends. Aftereffect: target is slowed, save ends)

[21:25] <Ryu> 1d20+11 (Guessing +13 since Shal is standing?)

[21:25] <TolBot> [Ryu's 1d20+11 (Guessing +13 since Shal is standing?)]: 16

[21:25] <DM_Tol> Ryu misses with a fancy attack.

[21:25] <Ryu> (Thats vs Will if you missed it)

[21:26] <DM_Tol> (thanks. I did see that)

[21:26] <DM_Tol> Lycanthrope2 continues to sizzle from a previous attack, though seems to shrug off the damage.

[21:26] <DM_Tol> (Shal... dam)

[21:27] <Shalanda> 1d6+1

[21:27] <TolBot> [Shalanda's 1d6+1]: 6

[21:27] <Shalanda> 1d20

[21:27] <TolBot> [Shalanda's 1d20]: 1 (Not good.)

[21:28] <DM_Tol> 1d20

[21:28] <TolBot> [DM_Tol's 1d20]: 2
[21:28] <DM_Tol> The Lycanthrope 2 turns and bites at Ryu.
[21:28] <DM_Tol> 1d20+14 vs Ryu AC
[21:28] <TolBot> [DM_Tol's 1d20+14 vs Ryu AC]: 29
[21:29] <DM_Tol> 1d6+4 and ongoing 5HP pain damage, save ends
[21:29] <TolBot> [DM_Tol's 1d6+4 and ongoing 5HP pain damage, save ends]: 8
[21:29] <DM_Tol> 1d2
[21:29] <TolBot> [DM_Tol's 1d2]: 2
[21:30] <DM_Tol> The Lyc1 turns on Athas, biting at him.
[21:30] <DM_Tol> 1d20+12 vs Athas AC
[21:30] <TolBot> [DM_Tol's 1d20+12 vs Athas AC]: 14
[21:30] <DM_Tol> It only slobbers on him.
[21:30] <DM_Tol> As Berrian acts.
[21:30] * Berrian spins on the spot and targets the wolf behind him, unleashing a Shadow Wasp Strike.
[21:31] <Berrian> 1d20+12 (vs ref)
[21:31] <TolBot> [Berrian's 1d20+12 (vs ref)]: 22
[21:31] <DM_Tol> (hit)
[21:31] <Berrian> 2d10+6 (and HQ)
[21:31] <TolBot> [Berrian's 2d10+6 (and HQ)]: 15
[21:31] <Berrian> 1d8
[21:31] <TolBot> [Berrian's 1d8]: 2
[21:31] <DM_Tol> (wait, who attacking?)
[21:31] <Berrian> (wolf1)
[21:31] <DM_Tol> (17 HPs?)
[21:32] <Berrian> (yes, 17)
[21:32] <DM_Tol> The wolf yelps very high-pitched, and falls down dead.
[21:32] <DM_Tol> Blake acts, free of the wolf's attacks for the moment.
[21:33] * Blake` calls out from the distance to Ryu offering inspiration and calls out for him to shake off any lingering effects (Inspiring words and Shake it off (minor actions) Ryu can use a healing surge with a 1d6 bonus and role a free saving throw) Blake then calls out for Athas to attack again (commander;s strike +2 dmg if he hits)
[21:33] <Ryu> 1d6
[21:33] <TolBot> [Ryu's 1d6]: 2
[21:33] <DM_Tol> (Ryu, roll a D20, and a surge if you wish)
[21:33] <Ryu> 1d20
[21:33] <TolBot> [Ryu's 1d20]: 11
[21:33] <DM_Tol> (ok, switch the order then)
[21:34] <DM_Tol> Ryu shakes off the damaging effects of the painful bite, though his will still feels weakened.
[21:34] <DM_Tol> Athas attacks, inspired once more by Blake's command.
[21:35] <Athas> 1d20+13
[21:35] <TolBot> [Athas's 1d20+13]: 32
[21:35] <DM_Tol> (hit)
[21:35] <Athas> 1d12+9
[21:35] <TolBot> [Athas's 1d12+9]: 21
[21:35] <DM_Tol> Athas nails the Lyc.
[21:35] <DM_Tol> (Round 5)
[21:36] <DM_Tol> The wolf attacks Ryu.
[21:36] <Athas> (brb)
[21:36] <DM_Tol> 1d20+12

[21:36] <TolBot> [DM_Tol's 1d20+12]: 14
[21:36] <DM_Tol> (vs AC, miss)
[21:37] <DM_Tol> (Just adding the range of the low-light in the area)
[21:38] <DM_Tol> Athas acts.
[21:38] <Shalanda> 1d8
[21:38] <TolBot> [Shalanda's 1d8]: 2
[21:39] * Athas winds up and swings at the lycanthrope
[21:39] <Athas> 1d20+13
[21:39] <TolBot> [Athas's 1d20+13]: 27
[21:39] <Athas> 1d12+11
[21:39] <TolBot> [Athas's 1d12+11]: 23
[21:39] <DM_Tol> Athas nails the Lycanthrope, that looks wounded.
[21:40] <Athas> "YOUR GODS CHOKE ON YOUR BLOOD!"
[21:41] <DM_Tol> In the midst of battle, Shalanda moves around the Lycanthrope2, and makes a melee attack on Ryu.
[21:42] <Shalanda> 1d20+9 (Str vs AC)
[21:42] <TolBot> [Shalanda's 1d20+9 (Str vs AC)]: 13
[21:43] <DM_Tol> Shalanda attacks Ryu and misses, as Ryu reacts.
[21:43] * Shalanda swings at Ryu with a look of malice in her eyes.
[21:43] <DM_Tol> (You action, Ryu)
[21:43] * Ryu teleports away from Shalanda (Amathor's Step)
[21:43] <DM_Tol> (that wolf is dead, btw)
[21:44] <Ryu> (I know, I don't have to end up by a monster, was just getting away)
[21:44] <DM_Tol> (you can change your position, if you like)
[21:44] <Ryu> (Nah, I'm fine where I'm at)
[21:45] <DM_Tol> Lyc2 attacks Shalanda.
[21:45] <Ryu> "What the hell!"
[21:46] <Athas> (is Lyc1 still alive?)
[21:46] <DM_Tol> 1d20+14 vs Shal AC
[21:46] <TolBot> [DM_Tol's 1d20+14 vs Shal AC]: 33
[21:46] <DM_Tol> 2d4+4
[21:46] <TolBot> [DM_Tol's 2d4+4]: 10
[21:46] <DM_Tol> Shalanda gets clubbed.
[21:46] <DM_Tol> 1d20+12 vs Athas AC
[21:46] <TolBot> [DM_Tol's 1d20+12 vs Athas AC]: 22
[21:46] <Athas> (ouch)
[21:46] <DM_Tol> The other Lyc bites at Athas.
[21:46] <DM_Tol> 1d6+4
[21:46] <TolBot> [DM_Tol's 1d6+4]: 6
[21:47] <Athas> (so... he is alive -- well, I'm gonna change that...)
[21:47] <DM_Tol> (6 damage and ongoing 5 from the pain)
[21:47] <Athas> (I took 11?)
[21:47] <DM_Tol> (no, you took 6, you take the 5 on your turn)
[21:47] <Ryu> (I don't have the on goign 5 anymore do i?)
[21:47] <DM_Tol> (nope, Ryu, Blake gave you a save)
[21:48] <DM_Tol> Berrian acts.
[21:48] * Berrian spins once more, aiming at the other lycan (L2), and lets fly 2 more arrows (twin strike, AC)
[21:48] <Berrian> 2#1d20+12
[21:48] <TolBot> [Berrian's 2#1d20+12]: 31, 19 (Sum:50)
[21:48] <Ryu> (Oh! Lyc2 is slowed forgot Theft of Alacrity does that on miss)

[21:48] <DM_Tol> Berrian hits with 1 arrow.
[21:48] <Berrian> 1d10+1 (and)
[21:48] <TolBot> [Berrian's 1d10+1 (and)]: 5
[21:48] <Berrian> 1d8
[21:48] <TolBot> [Berrian's 1d8]: 8
[21:48] <DM_Tol> 1d20
[21:48] <TolBot> [DM_Tol's 1d20]: 14
[21:48] <DM_Tol> 1d20
[21:48] <TolBot> [DM_Tol's 1d20]: 19
[21:49] <DM_Tol> 1d20
[21:49] <TolBot> [DM_Tol's 1d20]: 12
[21:49] <Berrian> (13 hp, and brb)
[21:49] <DM_Tol> (k, it's still slowed.)
[21:50] * Berrian_ ([mkm@6ca5ed56.6ca5ed3e.24.75.imsk](#)) has joined #groveewood
[21:50] * Tasso_ ([Tasso@6ca5ed56.6ca5ed3e.24.75.imsk](#)) has joined #groveewood
[21:50] <DM_Tol> Blake acts.
[21:51] * Blake` moves into range of lycn2 and attack attempting a vicious blow to inspire his companions (Stand of the Fallen vs AC)
[21:51] <Blake` > (do i get a bonus from there for flanking?)
[21:52] <DM_Tol> (no)
[21:52] <Blake` > 1d20+9
[21:52] <TolBot> [Blake`s 1d20+9]: 27
[21:52] <DM_Tol> (in fact, you can't even melee from there... where do you mean to go?)
[21:52] <Blake` > (didnt realize that lycn2 moved)
[21:53] * Tasso ([Tasso@6ca5ed56.6ca5ed3e.24.75.imsk](#)) Quit (Ping timeout: 252 seconds)
[21:53] <DM_Tol> (ah, my fault)
[21:53] <Blake` > (wasnt he there a moment ago, ill fix it)
[21:53] * Tasso_ is now known as Tasso
[21:53] <DM_Tol> (actually, Ryu's fault. Ryu came out and said he was slowed, so I took away his previous move)
[21:53] <DM_Tol> (hit)
[21:53] * Berrian ([mkm@6ca5ed56.6ca5ed3e.24.75.imsk](#)) Quit (Ping timeout: 276 seconds)
[21:53] * Berrian_ is now known as Berrian
[21:54] <DM_Tol> (damage, Blake)
[21:54] <Blake` > 3d8+3 (everyone within 10 squares can use a healing surge with a +3 bonus)
[21:54] <TolBot> [Blake`s 3d8+3 (everyone within 10 squares can use a healing surge with a +3 bonus)]: 20
[21:54] <Blake` > (brb)
[21:54] <DM_Tol> The Lycanthrope looks very wounded.
[21:54] <DM_Tol> (Round 6)
[21:55] <Athas> (healing surge!)
[21:55] <Ryu> (used a surge as well)
[21:56] <DM_Tol> The wolf surrounds Shal and attacks.
[21:56] <DM_Tol> 1d2
[21:56] <TolBot> [DM_Tol's 1d2]: 1
[21:56] <DM_Tol> 1d20+12
[21:56] <TolBot> [DM_Tol's 1d20+12]: 32 (Perfect!)
[21:57] <DM_Tol> Shall is bitten viciously (12 HPs) and falls down prone.
[21:57] <DM_Tol> Athas acts.
[21:58] <Athas> (passing attack on Lyc 1, hitting Lyc 2)
[21:58] <Athas> 1d20+13

[21:58] <TolBot> [Athas's 1d20+13]: 16
[21:59] <Athas> (second attack)
[21:59] <DM_Tol> (You're shifting around, right?)
[21:59] <Athas> (lyc 2)
[21:59] <Athas> 1d20+13
[21:59] <TolBot> [Athas's 1d20+13]: 14 (Better luck next time.)
[21:59] <DM_Tol> (what second attack?)
[21:59] <Ryu> (Wolf2 still alive?)
[21:59] <DM_Tol> Athas continues to fumble around, unable to land a blow on the very wounded Lycanthrope2.
[22:00] <Athas> (passing attack, attack once, get into position and attack a second target... in theory...)
[22:00] <DM_Tol> (ok)
[22:00] <DM_Tol> (take 5 damage, Athas, and roll a save)
[22:01] <Athas> 1d20
[22:01] <TolBot> [Athas's 1d20]: 13
[22:01] <DM_Tol> The Lycanthropes team up on the new assailant, Athas.
[22:01] <Athas> (blows...)
[22:01] <DM_Tol> 1d20+14
[22:01] <TolBot> [DM_Tol's 1d20+14]: 31
[22:01] <DM_Tol> 1d20+14
[22:01] <TolBot> [DM_Tol's 1d20+14]: 20
[22:02] <DM_Tol> (vs AC)
[22:02] <DM_Tol> Athas shakes off the effect of the painful damage.
[22:03] <DM_Tol> (AC, Athas?)
[22:03] <Shalanda> (I think he was 19)
[22:03] <DM_Tol> 2d4+4
[22:03] <TolBot> [DM_Tol's 2d4+4]: 7
[22:03] <Blake` > (yeah pretty sure he said 19)
[22:03] <DM_Tol> 2d4+4
[22:03] <TolBot> [DM_Tol's 2d4+4]: 8
[22:04] <DM_Tol> Athas gets clubbed (15 HPs)
[22:04] <Athas> (yeah AC 19 -- sorry, my wife is still talking at me)
[22:04] <DM_Tol> (did I roll? wait)
[22:04] <DM_Tol> 1d2
[22:04] <TolBot> [DM_Tol's 1d2]: 1
[22:04] <Ryu> (wives, they never know when to shut up... :-P)
[22:04] <Athas> (I'm just reminded why I like to game in the study -- door)
[22:05] <DM_Tol> (Check... 7 HPs on Athas from a club)
[22:05] <Tasso> (then they just call you when they need something...)
[22:05] <Athas> (especially if it's something that they've done before on their own...)
[22:05] <DM_Tol> 1d6+4 bite damage on Blake.
[22:05] <TolBot> [DM_Tol's 1d6+4 bite damage on Blake.]: 7
[22:06] <DM_Tol> Blake is bit by Lycanthrope 2 (7 HP and ongoing 5 damage)
[22:06] * Berrian targets wolf2 as it moves towards him, firing a twin strike at it.
[22:06] <Blake` > (i have 21 ac though)
[22:06] <DM_Tol> (attack was a 31)
[22:06] <Blake` > (k)
[22:06] <DM_Tol> (You only took 7 HPs, Blake)
[22:07] <Berrian> 2#1d20+12
[22:07] <TolBot> [Berrian's 2#1d20+12]: 22, 15 (Sum:37)

[22:07] <DM_Tol> Berrian acts.
[22:07] <DM_Tol> (who?)
[22:07] <Berrian> (wolf2, as it was coming towards me)
[22:07] <DM_Tol> Berrian hits wolf2 with an arrow.
[22:07] <Berrian> 1d10+1 (and)
[22:07] <TolBot> [Berrian's 1d10+1 (and)]: 8
[22:07] <Berrian> 1d8
[22:07] <DM_Tol> The wolf takes its first damage of the battle.
[22:07] <TolBot> [Berrian's 1d8]: 6
[22:08] <Blake` > (brb)
[22:08] <Berrian> (14 total)
[22:08] <DM_Tol> Blake takes 5 additional HPs of damage from the pain of the bite, and acts.
[22:09] <Shalanda> (Did Ryu and I get our turns skipped intentionally?)
[22:10] <DM_Tol> (fizzle sticks... sorry about that)
[22:11] <Berrian> (I went because the lycans attacked...)
[22:11] <DM_Tol> Shalanda acts.
[22:12] * Shalanda strikes with increasing frenzy at Lyc2, attempting to take him down with a Righteous Brand. (Str vs. AC)
[22:12] <Shalanda> (Also shifting 1 for flanking)
[22:12] <Shalanda> 1d20+11
[22:12] <TolBot> [Shalanda's 1d20+11]: 17
[22:13] <DM_Tol> Shalanda makes a noble attack and misses as Ryu acts.
[22:13] * Ryu spins and hurl shis blade at Lyc2 (Whirling Blade, vs AC :: Hit: 2[W], Miss: Next Target within 5 squares, Miss again, 3rd Target within 5 squares, then weapon returns to my hand)
[22:13] <Ryu> 1d20+14
[22:13] <TolBot> [Ryu's 1d20+14]: 25
[22:14] <DM_Tol> (hit)
[22:14] <Ryu> 2d10+7
[22:14] <TolBot> [Ryu's 2d10+7]: 20
[22:14] <DM_Tol> Ryu hurls his blade and nicks the Lycanthrope2 which falls down dead.
[22:14] * Ryu catches his blade after it tastes the blood of its target
[22:14] <DM_Tol> Blake acts.
[22:15] * Blake` uses the power of his armour to heal (healing surge) then moves and attacks the wolf (vs AC)
[22:16] <Blake` > (bons for flanking?)
[22:16] <DM_Tol> 1d20+10
[22:16] <TolBot> [DM_Tol's 1d20+10]: 12
[22:16] <DM_Tol> (yes, +2)
[22:16] <Blake` > 1d20+11
[22:16] <TolBot> [Blake`s 1d20+11]: 23
[22:16] <Blake` > (vs AC)
[22:16] <DM_Tol> (hit)
[22:16] <Blake` > 1d8+3
[22:16] <TolBot> [Blake`s 1d8+3]: 9
[22:17] <DM_Tol> The wolf growls.
[22:17] <Blake` > 1d20 (save)
[22:17] <TolBot> [Blake`s 1d20 (save)]: 8
[22:17] <DM_Tol> (5 HPs of damage, and still ongoing)
[22:18] <DM_Tol> (Round 7)
[22:18] <DM_Tol> 1d2
[22:18] <TolBot> [DM_Tol's 1d2]: 2

[22:18] <DM_Tol> The wolf bites at Berrian.
[22:18] <DM_Tol> 1d20+10 vs AC
[22:18] <TolBot> [DM_Tol's 1d20+10 vs AC]: 25
[22:19] <Berrian> (hit)
[22:19] <DM_Tol> 1d8+4
[22:19] <TolBot> [DM_Tol's 1d8+4]: 10
[22:19] <DM_Tol> Berrian gets chomped.
[22:19] <DM_Tol> Athas acts.
[22:20] <Athas> 1d20+13
[22:20] <TolBot> [Athas's 1d20+13]: 26
[22:20] <Athas> 1d12+9
[22:20] <TolBot> [Athas's 1d12+9]: 18
[22:21] <DM_Tol> Athas hacks at the Lycanthrope.
[22:21] <DM_Tol> It roars intently.
[22:22] <DM_Tol> Shalanda acts.
[22:22] <Athas> "SILENCE!"
[22:22] <DM_Tol> You all hear a loud yelp coming from the direction of the road.
[22:22] * Shalanda moves to flank Lyc1 and attacks with a frenzied righteous blow (str vs ac)
[22:22] <Shalanda> 1d20+11
[22:22] <TolBot> [Shalanda's 1d20+11]: 30
[22:22] <DM_Tol> (hit)
[22:23] <Shalanda> 2d4+4 (+3 hit for Athas for his next attack instead of +1)
[22:23] <TolBot> [Shalanda's 2d4+4 (+3 hit for Athas for his next attack instead of +1)]: 9
[22:23] <DM_Tol> The creature is wounded.
[22:24] <DM_Tol> Ryu acts.
[22:24] * Ryu runs forward and attacks the remaining wolf (Standard Melee Attack)
[22:24] <Ryu> 1d20+14
[22:24] <TolBot> [Ryu's 1d20+14]: 31
[22:24] <DM_Tol> (hit)
[22:24] <Ryu> 1d10+7
[22:24] <TolBot> [Ryu's 1d10+7]: 11
[22:26] <DM_Tol> The Lycanthrope shifts and sprints away into the dark.
[22:26] * Athas takes off after him
[22:26] <Berrian> (I want a parting shot...)
[22:26] <Shalanda> (Is he still visible to low-light vision people?)
[22:27] <DM_Tol> Shal can take a parting shot.
[22:27] <DM_Tol> (Opportunity Attack, standard melee)
[22:28] <Athas> (can I?)
[22:28] <DM_Tol> (nope)
[22:28] <Shalanda> (Can I use a power or just a standard attack?)
[22:28] <DM_Tol> (no power, just stand)
[22:28] <Shalanda> 1d20+9
[22:28] <TolBot> [Shalanda's 1d20+9]: 11
[22:28] <Athas> 1d20+9
[22:28] <TolBot> [Athas's 1d20+9]: 26
[22:29] <DM_Tol> Shalanda swings at the sprinting Lycanthrope, which seems to be shifting into a new form as it hurdles into the dark.
[22:29] <Athas> 1d12+9
[22:29] <TolBot> [Athas's 1d12+9]: 12
[22:29] <DM_Tol> (Athas, you did not get an attack)
[22:29] <DM_Tol> Berrian acts.

[22:29] <Athas> (d'oh...)
[22:30] <DM_Tol> The Lycanthrope is out of sight, in the darkness.
[22:30] <DM_Tol> (Berr? action?)
[22:30] <Tasso> (my computer screens are flickering. one sec)
[22:30] <DM_Tol> Blake's action.
[22:31] <DM_Tol> (wait)
[22:31] * Blake` tries to finish off the wolf with an attack
[22:31] <DM_Tol> 1d5
[22:31] <TolBot> [DM_Tol's 1d5]: 1
[22:31] * Berrian fey steps towards where the werewolf ran, letting lose a Hunter's Bear Trap, right after (move, attack)
[22:31] <Berrian> 1d20+12
[22:31] <TolBot> [Berrian's 1d20+12]: 16
[22:31] <DM_Tol> Blake moves towards Athas and attacks him.
[22:31] <DM_Tol> (Your standard At-will attack power)
[22:32] <Athas> (you're attacking me?)
[22:32] <Blake` > (so just a standard attack?)
[22:32] <DM_Tol> (- for shooting into the dark, Berrian. and miss)
[22:32] <Blake` > (or furious smash?)
[22:32] <DM_Tol> (no, not standard melee, your regular at-will power)
[22:32] <Berrian> (miss is 1/2 damage and target slowed for 1 turn)
[22:32] <Blake` > (i have 2)
[22:32] <DM_Tol> (furious smash, I guess)
[22:32] <Blake` > 1d20+8 vs fort
[22:32] <TolBot> [Blake`'s 1d20+8 vs fort]: 17
[22:33] <DM_Tol> (Berrian, not on a target you can't see, sorry)
[22:33] <DM_Tol> (unless its an area effect)
[22:33] <Berrian> (whatever, I stay right where I was, fiddling my thumbs)
[22:33] <Blake` > (does 2 dmg if it hits and the next person to attack him gets +3 power bonus)
[22:33] <DM_Tol> (or, getting chomped by a wolf?)
[22:34] <Blake` > (my roll was actually an 18)
[22:34] <DM_Tol> (lol, next person to attack Athas?)
[22:34] <DM_Tol> (will, Athas?)
[22:34] <DM_Tol> (er... FORT, I mean)
[22:34] <Athas> (it's a 21)
[22:35] <Athas> 1d20
[22:35] <TolBot> [Athas's 1d20]: 16
[22:35] <DM_Tol> (Next Round)
[22:35] <Blake` > 1d20 for saving throw
[22:35] <TolBot> [Blake`'s 1d20 for saving throw]: 5
[22:35] <DM_Tol> (take 5 damage and roll save, Blake)
[22:35] <DM_Tol> (fail again)
[22:35] <DM_Tol> The wolf attacks Berrian who seems to have forgotten it exists.
[22:36] <DM_Tol> 1d20+10
[22:36] <TolBot> [DM_Tol's 1d20+10]: 17
[22:36] <DM_Tol> (vs AC)
[22:36] <DM_Tol> (Berrian?)
[22:37] <Berrian> (miss)
[22:37] <DM_Tol> Athas acts.
[22:37] <Athas> (there's only the one wolf, right?)
[22:37] <DM_Tol> (Yes, that you see)

[22:38] * Athas rushes to it and swipes at it.
[22:38] <Athas> 1d20+13
[22:38] <TolBot> [Athas's 1d20+13]: 19
[22:38] <Athas> (hit?)
[22:39] <DM_Tol> (hit)
[22:39] <Athas> 1d12+9
[22:39] <TolBot> [Athas's 1d12+9]: 18
[22:39] <DM_Tol> Shalanda acts.
[22:40] * Shalanda strikes at the wolf from range with a Sacred Flame. (Wis vs. REFLEX) then does it a second time (action point)
[22:40] <Shalanda> 2#1d20+8
[22:40] <TolBot> [Shalanda's 2#1d20+8]: 22, 21 (Sum:43)
[22:40] <DM_Tol> (two hits)
[22:41] <Shalanda> 2#1d6+4 (and Blake can choose twice to take +1 temp hp or make a save)
[22:41] <TolBot> [Shalanda's 2#1d6+4 (and Blake can choose twice to take +1 temp hp or make a save)]: 8, 6 (Sum:14)
[22:41] <DM_Tol> The wolf growls.
[22:42] <DM_Tol> ... wounded.
[22:42] <DM_Tol> Ryu acts.
[22:42] <Shalanda> (make that 4 temp hps or a save)
[22:42] <Blake` > 1d20
[22:42] <TolBot> [Blake`s 1d20]: 5
[22:42] <Blake` > (sv)
[22:42] * Ryu makes a strong effort to cleave the wolf in two
[22:42] <Ryu> 1d20+14
[22:42] <TolBot> [Ryu's 1d20+14]: 29
[22:42] <Ryu> 1d10+7
[22:42] <TolBot> [Ryu's 1d10+7]: 9
[22:42] <Blake` > 1d20 (second save)
[22:42] <TolBot> [Blake`s 1d20 (second save)]: 18
[22:43] <DM_Tol> The wolf lets out a loud Yelp as it falls down dead, reminding you of the loud yelp you heard in the darkness near the road a moment ago.
[22:43] <DM_Tol> All goes quiet.
[22:43] <DM_Tol> Blake shakes off the painful damaging effects of the bite.
[22:44] * Shalanda looks around with an unsteady agitation.
[22:44] * Ryu shakes the blood from his blade and sheaths it
[22:44] * Athas looks around, axe at the ready.
[22:44] <Athas> "Who remains?"
[22:44] * Blake` heads to the road where the yelp was heard
[22:44] * Berrian walks over to the downed lycan and shoves his sword in its neck.
[22:44] <Berrian> (brb, again)
[22:44] <DM_Tol> Blake, if you take a light source with you, you stumble upon another wolf.
[22:44] <Shalanda> (Whoa, Berrian has a sword? I would have never thought it.)
[22:45] <DM_Tol> ... a dead one.
[22:45] <Blake` > (i bring one if its needed)
[22:45] <Blake` > "Darce?"
[22:46] <DM_Tol> Blake, you see two furry feet sticking out from under the wolf carcass.
[22:46] * Blake` pulls the carcass off
[22:47] * Athas lowers his axe, grinning as he wipes off the blade with a piece of cloth.
[22:47] <DM_Tol> You pull the carcass off, and underneath you see Darce, still gripping a small sword that is plunged into the wolf's neck.

[22:47] <DM_Tol> Darce opens his eyes and looks up.
[22:47] <DM_Tol> Darce: "I heard it sneaking up on you, Master Blake."
[22:47] <DM_Tol> Darce's eyes close as you loses consciousness.
[22:48] <Blake` > "Good work" Blake picks him up and hurries back to the others
[22:48] <DM_Tol> He seems to still be breathing.
[22:48] <DM_Tol> Ryu and Blake and Athas and Ryu, as you check the area, you each in turn notice that while the pain from your bite wound is less, it seems to bubble over with puss.
[22:49] <DM_Tol> *** As this session of Können Land comes to a close ***

4-29-2012: THE SICKNESS

[21:06] <DM_Tol> *** Game Recap ***

[21:06] * Magestar is now known as Shalanda

[21:07] <DM_Tol> Our band of adventurers are traveling west, over the central hill and mountain valley of the region of Können.

[21:07] <DM_Tol> Taking a direct, if inefficient path over and around hills, the group attempted to set up camp in the dark of night on a hillside.

[21:08] <DM_Tol> Approached by a furry man, who in time transformed into some type of lycanthrope, the party was soon ambushed by a pair of the lycanthropes and three wolves.

[21:09] <DM_Tol> The small halfling Darce who has travelled with them from Tibris, an individual who was also a year ago enslaved by the same "Master D" who captured Shalanda and Blake, battled one of the wolves on the outskirts of the light.

[21:10] <DM_Tol> Once the party dispersed with the attackers, Darce was found in the shadows, near dead.

[21:10] <DM_Tol> The party tended to their wounds and then finished fixing their camp on the hill.

[21:10] <DM_Tol> *** Thus begins this session of Können Land ***

[21:10] <DM_Tol> After setting guards and watches, the night passes with no more incident.

[21:11] <DM_Tol> After long bouts of restless worry, you each in turn find the time to take your rest and meditation by morning break.

[21:11] <Berrian> "We should be more careful. That was not a pleasant night."

[21:11] <DM_Tol> The horses tied not far off neigh at the breaking morning sun that shines brightly from the east.

[21:12] <Blake` > "They should also be more careful"

[21:13] * Shalanda looks at her wound from the other night.

[21:15] <Blake` > "Going to take a while for these bite marks to heal though"

[21:15] <DM_Tol> Many of you shiver as you awake, still feeling effects from the bites you took last night.

[21:16] <Shalanda> "This is not natural. My magic should have healed this wound, we best get our injuries looked at in the next town we visit."

[21:17] <DM_Tol> (All of you infected must make an endurance check.)

[21:17] <Blake` > "Just don't turn into one Shalanda"

[21:17] <Blake` > (was that the dot dmg, with the save from the wolves?)

[21:17] <DM_Tol> (Berrian is the only one not bitten I think)

[21:17] <Ryu> 1d20+8

[21:17] <TolBot> [Ryu's 1d20+8]: 23

[21:18] <Ryu> (Endurance check)

[21:18] * Berrian looks for his wound. (Wolf, not the lycans)

[21:18] <Shalanda> 1d20+8

[21:18] <TolBot> [Shalanda's 1d20+8]: 15

[21:18] <Shalanda> "What's that supposed to mean?"

[21:18] <Blake` > 1d20+10

[21:18] <TolBot> [Blake`'s 1d20+10]: 23

[21:19] <Blake` > "nevermind"

[21:20] <DM_Tol> 1d20+5 for Athas DC20

[21:20] <TolBot> [DM_Tol's 1d20+5 for Athas DC20]: 19 Fail

[21:22] <Shalanda> (Uh oh)

[21:23] <DM_Tol> Blake and Ryu, you each feel you haven't gotten any worse, and yet still you feel no better from the disease that has clearly set in in your body.

[21:24] <DM_Tol> Shalanda and Athas, you feel that through the night, your condition has worsened,

and you at times feel it difficult keep your attention focused on reality, disturbed instead by a rage in your mind.

[21:25] <Shalanda> (Noted)

[21:27] <DM_Tol> (All of you continue to have a -2 penalty to your Will defense while diseased. Shalanda and Athas may have additional effects.)

[21:28] <Blake` > (is that because of their weak endurance?)

[21:29] <Shalanda> (Careful or I'll go into "Super Princess of Bitch" mode on you first!)

[21:32] <Blake` > (you will be mindless, you will go after the weak one first, the npc)

[21:32] <Blake` > "Let's get to that next town"

[21:32] <DM_Tol> (Disease: After each extended rest, you make an Endurance check to improve, maintain or worsen. Each disease has its own progression stages, but usually after a couple steps of worsening, you reach the final stage of the disease (not good) and can no longer improve on your own, but rather, need a Cure Disease ritual)

[21:32] <Shalanda> "Let's get going, standing around here isn't going to accomplish anything."

[21:33] <Berrian> "Agreed."

[21:33] <Ryu> "Agreed as well"

[21:34] * Blake` heads out

[21:36] * Ryu follows blake

[21:37] <DM_Tol> (Also, a PC with a higher Heal check than your Endurance check, can roll a Heal check to improve your Disease, in place of your Endurance check. But, you can't do both after one Extended rest.)

[21:38] <DM_Tol> The group gathers its things and and horses, leaving the carcasses on the hill and heads back towards the path to the western coastal region.

[21:38] <DM_Tol> Darce walks beside Blake: "Are you okay?"

[21:38] <Shalanda> (Did we loot the carcasses?)

[21:39] <DM_Tol> You found nothing but a club on the dead lycanthrope, and fleas on the wolves.

[21:40] <Blake` > "I'm not sure Darce, i know for sure i'm sore"

[21:41] <DM_Tol> Your bite wound is blistering around it.

[21:43] <Blake` > "Hopefully the next town has some healing, I assume it might, im sure we were not the first they have ambushed"

[21:44] <Shalanda> "It better have something, or I'm not going to be happy."

[21:48] * Berrian listens to the conversation while riding Tasso down the road.

[21:49] * Shalanda walks along side Berrian's horse, as she normally does, spacing off at the distant sunrise.

[21:50] <DM_Tol> You make your way down the path, up and alongside valleys as the path turns to skirt around a short mountain up ahead.

[21:50] * Ryu rides quietly, his thoughts purely elsewhere

[21:50] <DM_Tol> Shalanda and Athas find it very difficult to concentrate on the road, and more than once, the rest of you hear one of them ask where you are going or forget for a moment why they are heading there.

[21:51] <Shalanda> (Oh it's that bad, I'll ham it up more then.)

[21:53] <DM_Tol> After midday, you start to leave the short mountain behind you, back and to the right.

[21:53] * Shalanda stops in the middle of the road and looks around.

[21:53] <DM_Tol> The path moves down out of the slow-going hills and by late afternoon, it opens out into a plain ahead.

[21:53] <Ryu> "C'mon Princess, follow along now..."

[21:53] <Ryu> (*grins*)

[21:54] <Shalanda> "Huh... weren't we in the mount... YOU KNOW I HATE IT WHEN YOU CALL ME PRINCESS!"

[21:54] * Shalanda grabs a rock and throws it at Ryu.

[21:55] <Ryu> "Just making sure you're still with us."
[21:55] <DM_Tol> Athas springs quickly back on the path and some of you see a quick action in the back of the group.
[21:55] <DM_Tol> Darce is lying on the path, face down. Athas is standing over him, fists raised.
[21:56] <DM_Tol> Athas: "We were being followed by this halfling."
[21:56] <Ryu> "Athas you moron..."
[21:56] * Blake` goes to help Darce up
[21:56] <DM_Tol> Athas lowers his fists and looks at Ryu quizzically, "What?"
[21:56] * Berrian frowns
[21:57] <Shalanda> "Didn't I tell you to test him... I think I did... did he pass?"
[21:57] <Ryu> "Of course he's following us, he wanted to come with us!"
[21:57] <DM_Tol> Darce, already□ wounded still from the battle last night, is out cold.
[21:57] <Ryu> "Berrian, tie them up before they hurt themselves.. or somebody else.. again..."
[21:57] * Blake` picks up Darce
[21:57] <DM_Tol> Athas asks, "He's with us?"
[21:57] <Shalanda> "So hard to focus, though I am seriously feeling the urge to rip out Ryu's throat for some comment I can't even remember."
[21:58] <Blake` > "We need to get to the next town fast"
[21:58] <Ryu> "Well Shalanda, if it will keep you focused maybe I should keep calling you what I did..."
[21:59] <Shalanda> "Huh?"
[21:59] <Berrian> "Please, focus. We must hurry before this gets worse."
[21:59] <Ryu> "Feet," *points at Shalanda feet, "Road," points at the road, "This way," he points in the distance, "now march!"
[21:59] <Blake` > "He is with us Athas"
[22:00] <Shalanda> "Let's get going, standing around here isn't going to accomplish anything... wait I think I said that earlier?"
[22:01] * Ryu just shakes his head and continues on
[22:01] <DM_Tol> Darce comes to, "What happened?"
[22:01] <Blake` > "Its good to remind us, say it all you want"
[22:01] <Shalanda> "Let's go then."
[22:02] <Berrian> "They suffer some sort of disease. We must get to the next town soon."
[22:03] * Berrian looks at each person, wondering if he should ride ahead for a cure, then frowning.
[22:03] <DM_Tol> Athas walks down the path.
[22:04] * Shalanda hold up her wounded arm
[22:04] <Shalanda> "We need to get this looked... This doesn't look good, we need to stop at a tem..."
[22:04] * Shalanda puts her arm down.
[22:05] * Blake` keeps his eyes on Athas and Shalanda
[22:05] <DM_Tol> The mountain back on the right, and the hill valley on the left open up into a large plain before you, as the path moves forward.
[22:06] <Blake` > "We are going to have a rough one ahead of us"
[22:07] <Ryu> "Yea, expecially if those two don't get their heads back in play."
[22:07] <Blake` > "I need to stop a moment and rest, Darce isnt light"
[22:08] <Shalanda> "Good idea."
[22:08] * Shalanda sits.
[22:08] * Blake` sets Darce down and takes a break, looking more worn out then usual
[22:08] <Berrian> "I am still willing to take Darce, if he decides Tasso is friendly enough for him."
[22:09] <Blake` > "That would be perfect Berrian"
[22:09] * Shalanda pulls out a ration and rips into it.
[22:10] * Blake` loads Darce up with Berrian and prepares to continue

[22:10] <DM_Tol> Darce comes to and walks beside you a moment, "What happened?"
[22:10] <DM_Tol> (I said that earlier)
[22:10] <Blake` > (missed it sorry)
[22:11] <DM_Tol> Darce: "I can walk; I'm fine."
[22:12] <Blake` > "Stay near myself, Ryu or Berrian"
[22:13] <Berrian> "Darce, if you change your mind, Tasso is willing, and I will make sure you do not fall."
[22:14] * Shalanda looks around.
[22:14] <Shalanda> "Why are we just sitting here... geez do you not want to get to wherever we are going?"
[22:15] <Blake` > "Lets keep on going then"
[22:15] <DM_Tol> The light is casting long shadows across the plains as you walk down through it.
[22:17] <Blake` > (any sign of a village in the distance, signs, people ect?)
[22:19] <DM_Tol> Blake, as you look around, you see what seems to be two figures lying on the ground off to the norht.
[22:19] * Blake` points them out
[22:21] * Berrian rides closer to inspect them.
[22:22] <Blake` > "What do you see Berrian?"
[22:22] <DM_Tol> As you move up, you see two mostly composed, and slightly petrified bodies, one dwarf and one human, broken spears laying near.
[22:22] <DM_Tol> As you look around, you see other signs of battle in the vast field.
[22:23] <Berrian> "Battle."
[22:23] * Shalanda snaps to attention and looks around ready to kill something.
[22:24] * Blake` heads over to Berrian "They dead, are they wolf men?"
[22:24] <DM_Tol> You see partial remains of human, dwarf and a one instance of elf spread out on the field, from a battle that must be decades ago.
[22:25] <Berrian> "A battle from long ago. I wonder how long they marched to die here."
[22:25] <Blake` > "I wonder what battle it might have been"
[22:28] * Shalanda looks around confused.
[22:28] <Shalanda> "When did we kill all the mummified corpses?"
[22:28] <Blake` > "Lets keep moving"
[22:28] <Blake` > "A long time ago Shalanda"
[22:29] <Shalanda> "Oh"
[22:29] * Shalanda pouts
[22:30] <Blake` > "if you have to offer them any prayers you should, doesnt look like they were buried properly"
[22:31] <Ryu> "Blake, that may be, but I got the feeling if we touch them, a certain somebody will try to cut our heads off for defiling them"
[22:32] * Shalanda will try to concentrate enough to offer some sort of prayer for them
[22:37] <DM_Tol> You finish examining bodies and return to the path.
[22:39] <DM_Tol> The light fails in the field, going down quickly again.
[22:39] <Blake` > "Lets start looking for camp"
[22:40] <DM_Tol> (making camp?)
[22:41] <Berrian> "Agreed. We need to rest for another day of this."
[22:41] * Blake` nods
[22:42] * Shalanda looks at her arm.
[22:42] <Shalanda> "That doesn't look right, my healing should have taken care of that. We should get this looked at."
[22:42] <Blake` > "Hopefully we can reach a town tomorrow"
[22:46] <DM_Tol> As the light fades, you find a very nice patch of grass to make camp at.
[22:48] * Berrian prepares the site as best he can, taking Shalanda's duties as well as his own.

[22:49] <DM_Tol> You settle in for the night, a slight breeze, with the perceptible sent of salt in the air.

[22:49] * Ryu goes about setting up his site as best as he can

[22:49] <DM_Tol> As the sky goes dark, you can see off in the west the faint glow of lights, a large town perhaps up on a hill in the distance.

[22:50] <DM_Tol> Morning breaks.

[22:50] * Shalanda looks at her arm again, the glint of something metal this time hanging slightly visible under her sleeve on her upper arm.

[22:50] <DM_Tol> (Endurance checks for everyone but Berrian, DC 20)

[22:50] <Shalanda> 1d20+8

[22:50] <TolBot> [Shalanda's 1d20+8]: 11

[22:50] <DM_Tol> Darce hops out of his bedroll, "That was wonderful grass."

[22:50] <Berrian> "Tasso agrees with you."

[22:51] <Shalanda> "WHY!!! WHY DID YOU DO THIS TO MY BROTHER!!!"

[22:51] <DM_Tol> 1d4

[22:51] <TolBot> [DM_Tol's 1d4]: 3

[22:51] * Shalanda screams out into the sky.

[22:51] <Ryu> 1d20+8

[22:51] <TolBot> [Ryu's 1d20+8]: 14

[22:51] <DM_Tol> 1d20+5 for Athas DC20

[22:51] <TolBot> [DM_Tol's 1d20+5 for Athas DC20]: 23 Success

[22:52] <DM_Tol> (Blake` roll Endurance check?)

[22:52] <Berrian> (/me takes Darce under the shoulders, jumps onto Tasso, and rides away from the crazy people around him, to start a new band of adventurers?)

[22:52] <DM_Tol> The rest of you are startled in the morning air as Shalanda yells at the sky.

[22:53] <DM_Tol> Shalanda stands, looking bewildered.

[22:53] * Berrian looks worried

[22:53] <DM_Tol> She grabs her weapon and charges Ryu, swinging.

[22:53] <DM_Tol> *** As this session of Können Land comes to a close ***

[22:53] * Shalanda has tears streaking down her face as her eyes dart around and her hands tighten into white knuckled fists.

5-6-2012: THE SICKNESS PART 2

[19:57] <DM_Tol> *** Recap ***

[19:58] <DM_Tol> The party on its way to the coastal region, specifically towards the mountain kingdom above the plains of Medigo, encountered a small band of Lyconathropes in the hills.

[19:59] * Blake` (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #grove

[19:59] <DM_Tol> Several members of the party have suffered from some mysterious and stubborn disease. After ignoring the problems and pressing on for another day of travel, the party spent the night in view of the dim light of a hilltop civilization in the distance.

[19:59] <DM_Tol> As morning broke, Shalanda seemed particularly weak, succumbing to the madness of the disease.

[20:00] <DM_Tol> While others spend the early moments of the day shaking off ill feelings and tiredness, Ryu finds himself suddenly needing to shake off an attacking Shalanda.

[20:00] <DM_Tol> *** Thus begins this session of Können Land Campaign ***

[20:01] <DM_Tol> Shalanda stands, grabs her weapon and charges Ryu, swinging, surprising her companion.

[20:02] * Topic is 'The Können campaign, a D&D 4th edition at 8:30ET/7:30CT on Sundays. Game logs at <http://konnen.wg2140.com> Game battle grid at <http://tiny.cc/battlegrid>

[20:02] * Set by Tolman! joe@fb8dede8.hsd1.mo.5aa6454b.net.hmsk on Sun May 06 19:29:31

[20:02] <DM_Tol> (Roll attack Shal)

[20:02] <Shalanda> "YOU TOOK MY BROTHER FROM ME, DIE!!!!!"

[20:02] <Shalanda> 1d20+8

[20:02] <TolBot> [Shalanda's 1d20+8]: 11

[20:02] <Shalanda> (Str vs AC)

[20:03] <DM_Tol> Shalanda swings her weapon, missing Ryu, who attempts to decide what to do.

[20:03] * Ryu teleports away (Armthors Step) and summons his blade to his hand, "WHAT ARE YOU DOING!"

[20:04] * Athas looks around, confused.

[20:04] <Blake` > "we need to pin her down"

[20:04] <Ryu> "ATHAS! I think your gods have taken hold of Shalanda!!! She's out for my blood!"

[20:05] * Shalanda breaks into a charge towards Ryu to swing again at him.

[20:05] <Shalanda> 1d20+9

[20:05] <TolBot> [Shalanda's 1d20+9]: 16

[20:05] * Athas nods and drops his axe as he moves towards Shalanda with purpose.

[20:06] * Ryu counters with the flat of his blade

[20:06] <Ryu> 1d20+13

[20:06] <TolBot> [Ryu's 1d20+13]: 24

[20:06] <DM_Tol> (go ahead)

[20:06] <DM_Tol> (vs AC? hit)

[20:06] <Ryu> (normal damage roll for non-lethal?)

[20:06] <Shalanda> (Hit against any defense)

[20:06] <DM_Tol> (roll)

[20:06] <Ryu> 1d10+7

[20:06] <TolBot> [Ryu's 1d10+7]: 11

[20:07] <DM_Tol> Ryu smacks Shalanda, who grabs her head.

[20:07] <DM_Tol> (roll a straight save, Shal)

[20:07] <Ryu> "Calm your rage, Priestess!"

[20:07] <Shalanda> 1d20

[20:07] <TolBot> [Shalanda's 1d20]: 11

[20:07] <DM_Tol> Shalanda, You look up, realizing Ryu just smacked you hard, and you don't know

why.

[20:08] <Shalanda> "What in the Nine Hells did you do that for, you ass!"
[20:08] <Blake` > "Its you Shalanda, you are losing control"
[20:08] <Ryu> "I'd say the same to your priestess, in your rage you tried to remove my head"
[20:08] <Shalanda> "What? You just smacked me!"
[20:09] * Shalanda looks around.
[20:09] <Shalanda> (Waiting to get tackled by Athas here)
[20:09] <Ryu> "If I wanted to hurt you, I would not have used the flat of my blade"
[20:10] * Shalanda looks around very confused.
[20:10] <Blake` > "Its good that Ryu can handle you in combat, perhaps you should let someone else carry your weapons until we find some help at a temple"
[20:10] * Berrian looks at the others, frowning. "We need to get to town."
[20:10] * Ryu backs away from Shalanda, keeping his eyes on her
[20:11] <DM_Tol> ("... from my cold, dead fingers.")
[20:11] * Shalanda touches her face.
[20:11] <Shalanda> "Have I been crying? What the heck is going on here?"
[20:11] <Athas> (waiting to roll initiative)
[20:11] <Shalanda> (Just go)
[20:11] <Ryu> "You said I killed your brother?"
[20:12] <DM_Tol> (sorry, Athas, didn't realize you were wanting to make a standard action)
[20:12] <DM_Tol> (Still do?)
[20:12] <Athas> (not yet -- let's see how this plays out)
[20:13] * Shalanda looks at a spot on her upper arm, then notices the bite wound on her lower arm.
[20:13] <Shalanda> "When did I get that?"
[20:13] * Athas frowns.
[20:14] * Shalanda rubs her forehead.
[20:14] <Shalanda> "I can't think straight."
[20:15] <Blake` > "Its ok, I have a feeling we are all struggling"
[20:15] <Athas> "We need to take you to a healer. Will you come willingly?"
[20:16] <Shalanda> "Why do I need a healer, I'm... where did I get that bite, that doesn't look good."
[20:16] <Blake` > "let's keep moving, we can explain on the way...you don't recall the wolf attack?"
[20:16] <Shalanda> "Huh?"
[20:16] <Blake` > (brb dog)
[20:16] <Shalanda> (The wolf is attacking Warb!!!)
[20:17] <Athas> "You have a bite."
[20:17] <DM_Tol> (hehe)
[20:17] <DM_Tol> (See TolBot's earlier prediction.)
[20:17] <Shalanda> "No I don't!"
[20:17] <Shalanda> "Why are you looking at me like Old Man Iron wants to spill my blood?"
[20:18] <Ryu> "Get your head back on Shalanda, I thought priestesses where s'pose to be level headed"
[20:18] <Berrian> "Let us move on. Nothing is getting better by standing here."
[20:18] <Berrian> "
[20:18] * Shalanda turns and glares at Ryu.
[20:18] * Berrian begins the trip towards the town.
[20:19] * Ryu adjusts his grip on his blade ready for next attack. "Please don't come at me again, I don't like hurting you."
[20:19] <Athas> "We need to find a town. Should we go back?"
[20:19] <Shalanda> (Or move forward to the one that could be seen in the distance last night?)
[20:21] <DM_Tol> During the night, all of you saw the lights of a town off in the distance, up on a

higher elevation, to the west, across these plains.

[20:21] * Shalanda grips her scythe tighter.

[20:21] <Shalanda> "Are you threatening me?"

[20:21] * Berrian is a few hundred yards away now.

[20:22] <DM_Tol> Darce packs up his bedroll, "Should we catch up to him?" He points at Berrian.

[20:22] <DM_Tol> The halfling stuffs his sack and flings it over his shoulder, ready to walk. He looks at Blake for his cues.

[20:22] * Athas studies Shalanda and Ryu as they walk.

[20:23] * Ryu lowers his blade, and gathers his things, then guides his mount, Rhykir towards where they saw the lights

[20:23] * Shalanda looks at Darce, distracted away from Ryu, obviously very confused and more than aggressive at this point.

[20:24] <DM_Tol> Darce walks behind Ryu and beside Blake as they head out into the plains further.

[20:25] <DM_Tol> You do not currently see signs of ancient battles nearby, but you sense the signs are still to be found if you look for them.

[20:26] <DM_Tol> Ahead of you, the triple peaks of mountains in the distance rises in the sky, glimmering from the sun shining from behind you in the east.

[20:27] * Berrian slows enough for the others to catch up.

[20:30] <DM_Tol> You see ahead travelers moving not towards you, but to the north. While your distinct path has faded away, after another hour, you come to a clear path heading northward and south, to the left towards the base of the mountains and the hilltop city you saw the night before.

[20:30] * Shalanda follows pausing every so often to wonder why her head or where Ryu hit her hurts.

[20:31] <DM_Tol> (left/south to th ecity?)

[20:31] <DM_Tol> Darce scuttles along with his short legs, working to keep up.

[20:31] <Athas> (yes)

[20:32] * Berrian_ ([mkm@6ca5ed56.6ca5ed3e.24.75.imsk](#)) has joined #grovewood

[20:32] * Tasso ([Tasso@6ca5ed56.6ca5ed3e.24.75.imsk](#)) has joined #grovewood

[20:32] <DM_Tol> As you turn down the road, towards the hilltop town, you see three riders coming your direction from up ahead.

[20:34] * Berrian_ stays on course, but makes sure there is space for them to pass.

[20:34] * Berrian ([mkm@6ca5ed56.6ca5ed3e.24.75.imsk](#)) Quit (Ping timeout: 252 seconds)

[20:34] * Berrian_ is now known as Berrian

[20:35] * Athas gets his axe ready.

[20:35] <DM_Tol> Two female humans and an elf male moves around you on the road. One of them stares at the Tieflings the whole time.

[20:35] <Blake` > (back)

[20:35] <DM_Tol> (wb)

[20:35] <Shalanda> (Tieflings?)

[20:35] <DM_Tol> (rotfl)

[20:36] * Blake` nods at them

[20:37] <Blake` > "Nearest town?"

[20:37] <DM_Tol> (my bad.... staring at the Dragonborn)

[20:38] <DM_Tol> A skinny human female looks back at the town clearly in view, then at Blake, "Eh?"

[20:38] <Ryu> (Who's the dragonborn lol?)

[20:38] <Blake` > (guess i should read everything lol)

[20:38] <DM_Tol> (sigh....)

[20:39] <Blake` > "is there a temple there?"

[20:39] <Berrian> (are we in the wrong campaign?)

[20:39] <DM_Tol> (The Eladrin. the two Eladrin)

[20:39] <Ryu> (lol...)
[20:39] <Shalanda> (I don't think we have one of those either. Berrian and I are Eladrin, Blake 1/2 elf, Tasso a horse, and Ryu his ass 😊, which leaves Athas the human)
[20:39] <DM_Tol> (next time I'm just gonna say Shal and Berrian)
[20:39] <Athas> (That's Mister Human)
[20:40] * Berrian nods respectfully as they pass.
[20:40] * Shalanda looks at the trio vacantly with a confused look.
[20:40] <DM_Tol> They keep riding on past as the other woman points back from whence they came, "Medigo is just half hour up ahead."
[20:40] <Ryu> (Ok Shal, if I'm an ass, your a Princess)
[20:41] <Shalanda> (You may refer to me as Your Royal Highness.)
[20:41] <Ryu> (I just might, we'll have to wait and see)
[20:41] * Shalanda fidgets with her arm.
[20:41] <Blake` > "Careful if you travel towards (city we came from) along this road at night"
[20:44] <DM_Tol> (Tibris)
[20:44] <Blake` > "Let's hurry"
[20:44] <Shalanda> "Where are we going?"
[20:45] <Berrian> "To the temple."
[20:45] <DM_Tol> Moving forward, you approach the foot of a small mountain, with a larger and an even larger one behind it in the distance. To the south is the tip of the central range of hills, making this area a bit of a pass between more difficult terrain.
[20:46] <Shalanda> "We're going to the Queen's temple?"
[20:46] <Blake` > "Is there where it is?"
[20:46] <Blake` > (there = this)
[20:46] <DM_Tol> As you move ahead, you see a smaller hill, not quite a mountain before you, with signs of a town or city up top. You can see some rudimentary signs of everyday life about. a heard of goats grazing on the sparse pockets of grass... man digging in the ground off to the right...
[20:47] <DM_Tol> As you approach the hill, you see a short path that switches back once on its way up to a gate of a walled city atop the hill.
[20:49] * Athas looks back to see if there is anything follows them.
[20:51] * Shalanda screams in frustration and kicks a rock.
[20:52] * Athas looks at her, tensing slightly.
[20:52] * Blake` keeps an eye on her also
[20:52] <DM_Tol> (Ascending up to the city?)
[20:53] * Blake` heads towards the city
[20:53] * Berrian continues towards the city
[20:54] <DM_Tol> You head up the pathway, passing a few folks standing around at various places. Darce nods and says hello to a halfling on the path, who offers a brief hello in return.
[20:55] <DM_Tol> (Game break.... afk 5 minutes)
[20:56] <Ryu> (putting the kiddos to bed)
[20:58] <Athas> (water...)
[21:07] <DM_Tol> (i'm back.. ready?)
[21:08] <Shalanda> (yup)
[21:08] <Berrian> (yup)
[21:08] <DM_Tol> (Game back on)
[21:09] <DM_Tol> You reach the top of the road-ramp and to the open gate of the city. A small rounded tower stands on each side of the gate. The gate is not tended as you approach to enter.
[21:11] * Blake` enters through the gates
[21:12] * Athas walks through cautiously
[21:12] * Shalanda enters as well, a brief respite of peace of not being harassed by guards a welcome

change.

[21:12] * Ryu heads in as well, keeping his distance from Shalanda

[21:13] <DM_Tol> As you enter, you see a city expanding between walls of the circumference of the hilltop.

[21:13] <DM_Tol> (

[21:14] <DM_Tol> (map at <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)

[21:14] <DM_Tol> It looks to be a city built upon a city, upon a city. You see old ruins, some complete, and then new houses or buildings built upon old ones, or in place of.

[21:15] * Berrian looks around for a stable

[21:15] <Blake` > "This place is sure different"

[21:15] <Shalanda> "Where are we?"

[21:15] <DM_Tol> Colonnaded roads head out in block directions. Up ahead (A) you see stables.

[21:16] * Ryu heads towards the stables

[21:16] * Athas guides his weary horse to the stables.

[21:16] <DM_Tol> (On the map, the dotted lines are roads, and the dotted walls are walls crumbling down.

[21:18] <Athas> (well -- this is where the end of the world is going to happen, they can't be bothered with petty things like masonry)

[21:20] <DM_Tol> As you move ahead on the road, you dismount, seeing a small stable boy giving a horse to a man who then walks towards the gate.

[21:20] <Ryu> (Medigo aka Zombieville)

[21:21] * Athas gives him a silver

[21:21] * Ryu hands him a silver as well

[21:21] * Berrian dismounts and leads Tasso the rest of the way

[21:23] * Shalanda looks around, and stares at Blake while biting her lower lip.

[21:24] <Blake` > "Ready to go to the temple Shalanda?"

[21:24] * Athas walks out, horseless and less a silver, and looks at Shalanda.

[21:24] <Shalanda> "Are we seeing the Queen?"

[21:24] <Blake` > "I don't know, I guess we will know when we get there"

[21:25] <Ryu> "Lets get her some help before her royal highness decides to try to take my head off again."

[21:26] * Shalanda sharply turns her attention away from Blake and angrily glares at Ryu.

[21:26] <DM_Tol> You stable your horses. The boy seems uninterested in speaking of a temple, but points you towards a travel trade oriented complex, including an inn.

[21:26] <Shalanda> "YOU KNOW I DON'T LIKE BEING CALLED THAT!!!"

[21:26] <Ryu> "Jus' making sure your still sane."

[21:29] <Blake` > "Well, lets go get our wounds tended, I for one am not enjoying the pain"

[21:29] <Ryu> "Lets go"

[21:29] * Shalanda grasps her head, as her grip goes white knuckle on her scythe.

[21:29] <Shalanda> "No no no no NO!"

[21:30] * Blake` watches

[21:30] * Ryu hides behind Blake`

[21:30] <DM_Tol> It seems the west road (towards "N" on the map) is toward the travelers' district.

[21:30] * Berrian looks for a temple, fearing for his friends.

[21:30] * Athas carefully walks around to get ready to flank her

[21:31] <Blake` > "You alright Shalanda?"

[21:33] * Shalanda throws her scythe at Blake.

[21:33] <Shalanda> "SHUT UP!"

[21:33] <DM_Tol> You walk down the road. On the right you see an old, abandoned building.

[21:35] <DM_Tol> The rest of you, disturbed by Shalanda's behavior, also feel ill. You also find it hard to concentrate, and feel feeble-minded.

[21:35] <Athas> "This is not the temple... I am certain."
[21:35] * Athas clenches his fist.
[21:36] * Blake` attempts to avoid being hit by it
[21:36] * Shalanda tries to regain her composure, but can barely concentrate as it is.
[21:36] * Ryu pushes ahead towards 'N'
[21:37] <Blake` > "We should have stayed out of town and had Berrian bring us help...we need to hurry.." Blake picks up the weapon that was thrown at him
[21:38] <Berrian> "Perhaps we should spend more time searching for help, and less time fighting amongst ourselves?"
[21:38] <Blake` > "I dont even know where to start looking"
[21:39] <Athas> "WE ARE INJURED AND SEE AID! WHERE ARE THE TEMPLES!"
[21:39] <Blake` > "Whatever has taken over our minds is slowly winning Berrian"
[21:40] * Blake` continues to hold the scythe in his hand...as if armed.
[21:40] <DM_Tol> You come out into a courtyard. On the right, is an inn.
[21:40] * Ryu forces his mind to focus on his most trained instict. To complete his mission, in this case, to make it to the temple, or healer, in one piece.
[21:40] <Berrian> "What do you think we should do?"
[21:40] <Blake` > "Probably find some help"
[21:41] * Blake` seems to be getting uncharacteristically frustrated
[21:41] <DM_Tol> Darce looks worried as he stays quiet, following along.
[21:42] <Blake` > "Darce, help Berrian find a healer"
[21:42] * Athas walks forward
[21:42] <Berrian> "Will you be safe while we are away?"
[21:42] * Ryu looks for a building that could resemble a temple, castle, or any 'presitiges' place that would have a healer
[21:43] <Blake` > "Well its only getting worse I fear"
[21:43] <Blake` > "We will follow you, and Darce and maybe go ahead"
[21:43] <Blake` > (and = can_
[21:44] * Berrian continues to search the city.
[21:44] <Berrian> (brb, no more than 5)
[21:44] <Athas> "DO YOU MEAN TO TELL ME THAT IS SOMEONE IS ILL, YOU JUST SLIT THEIR THROATS AND BE DONE WITH IT?"
[21:45] <Blake` > "Stop yelling Athas"
[21:45] <Shalanda> "Hold no pity for those who suffer and die, for death is the natural end of life."
[21:46] * Blake` heads down the street (i cant get the map up cause this computer is about to explode, give me a sec and i will give a better idea of where i am walking)
[21:46] * Shalanda says as if repeating something long since drilled into her head.
[21:47] * Blake` heads towards (M)? (we are at A right?)
[21:48] <DM_Tol> (You are at "N", outside of an inn)
[21:49] * Berrian heads towards "P".
[21:49] * Blake` turns about and follows Berrian
[21:49] * Shalanda tries to follow Blake.
[21:50] * Blake` beckons the rest to follow
[21:51] <DM_Tol> You all follow Blake, passing up the inn and heading over to what looks like a quarry.
[21:51] <Blake` > (temple of earth?)
[21:52] <DM_Tol> (no, a rock quarry)
[21:52] <Blake` > (hehe)
[21:52] * Athas walks along, grumbling to himself.
[21:53] <Blake` > "Berrian, this isn't the way"
[21:53] <DM_Tol> You walk around and see a couple workers working on upending some stone.

[21:53] * Berrian stops to look at Blake. "I was planning to begin a search along the outer wall, once I reached it."

[21:54] <Blake` > "Fine, lets hope you are right"

[21:56] * Berrian continues to look, heading towards "L"

[21:56] <Shalanda> "Why not ask... Where are we?"

[21:57] <Ryu> (sorry about that, niece decided she didn't want to go to bed yet lol)

[21:57] <DM_Tol> Darce scratches his head.

[21:57] * Ryu heads into N, and decides to just ask

[21:59] <DM_Tol> The rest of you watch Ryu as he hops into the quarry to speak to the men working there.

[21:59] <Blake` > "Probably better we stay out of contact with anyone, just incase we cant control ourselves"

[21:59] <Ryu> (I thought N was the Inn lol)

[21:59] <DM_Tol> (oops... sorry)

[21:59] <Blake` > "especially, you know who"

[22:00] <DM_Tol> Ryu walks into the inn. You see a man at a desk.

[22:00] <Ryu> "Excuse me, is there a local healer, or temple?"

[22:02] * Athas starts pacing back and forth

[22:03] * Shalanda starts to cry.

[22:03] <DM_Tol> The man looks up, "You new into town?"

[22:04] <Ryu> "Yes sir, just go in."

[22:04] <Blake` > "Berrian, you need to figure this out, all signs are showing a disaster incoming soon"

[22:05] <DM_Tol> InnKeep: "Those boys outside with you? Bring em inn. Denny will take care of your needs."

[22:05] <Berrian> "I do not believe I have the proper training for this."

[22:05] <Ryu> "Thank you sir."

[22:05] <Athas> "Old Man Iron will drink deep from my hands, Old Woman Wood will drink deep from my hands -- they know me as faithful and watch over me."

[22:05] * Ryu steps out and tries to herd the group together

[22:08] * Blake` heads over "Lets see what he wants"

[22:09] * Berrian stops his circuit and joins Ryu

[22:10] <DM_Tol> Darce takes Blake's cue and heads into the inn.

[22:10] <Ryu> "Healer for the Prin... Shalanda... name of Denny."

[22:10] * Ryu shakes his head trying to clear it

[22:10] <Ryu> "Sorry... Healer in the Inn, his name is Denny. Can help us... lets go.."

[22:12] * Ryu stumbles slightly and heads back into the Inn

[22:12] <DM_Tol> DennyTheInnkeep welcomes you: "Yes, good, good. Come in, come in."

[22:12] * Blake` enters

[22:13] * Athas looks at the man and walks in, hands clenching rapidly

[22:13] * Ryu points to Shalanda, "She's the worse off, then him, " he points to Athas, "me as well. we where all biten by a beast..."

[22:13] * Shalanda enters the inn and sits.

[22:13] <DM_Tol> Denny looks up at Blake and then Shalanda, "You two are alright?"

[22:14] <Blake` > "We arent"

[22:14] <DM_Tol> Denny sees Shalanda looking for a seat, "Come, this way, we have benches in here."

[22:14] * Shalanda holds up her arm.

[22:14] <Blake` > "We were attacked by wolves and several humanoid wolves"

[22:14] <Shalanda> "This doesn't look good."

[22:14] * Ryu shakes his head again

[22:14] <DM_Tol> Denny looks at her arm, "No, we should get you a healer. Wait here and I can send for her."
[22:14] <Blake` > "Its been hard to focus since, even harder for some"
[22:15] <DM_Tol> Denny nods at Denny, go inside, have a drink.
[22:16] <DM_Tol> (nods at Blake)
[22:16] * Ryu finds a place to sit while he waits his turn
[22:17] * Berrian keeps watch over the others.
[22:17] * Shalanda takes a bench and sits down, looking at Blake.
[22:17] <Shalanda> "Why do you have my scythe?"
[22:18] <Blake` > "Probably cause you threw it at me"
[22:18] <Blake` > "Want it back?"
[22:19] <DM_Tol> You move throughout the door of the large room, each taking a seat.
[22:19] <Shalanda> "I what?"
[22:20] <Blake` > "Just take it back" Blakes gives it back
[22:20] * Athas sits by himself, resting his axe on the table.
[22:20] <DM_Tol> Denny snaps his fingers at the counter and then walks off. Within seconds, a young man brings hurriedly over a bottle of drink and fills glasses.
[22:21] <Shalanda> "Fine, you don't have to be so PUSHY about it!"
[22:21] <DM_Tol> Shalanda takes her scythe from Blake as you all sit at the table for a short rest, happy to be off your feet.
[22:22] <Blake` > "Its been a long couple days, didnt mean to be"
[22:22] * Berrian passes on the drink, pulling a wineskin from within his cloak. "I have my own for now, thanks."
[22:22] <Athas> (brb)
[22:22] * Ryu eyes the drink but decides that its probably poisoned and doesn't drink
[22:22] <DM_Tol> The young man brings over a bowl of crackers...
[22:23] <DM_Tol> ... as Shalanda takes her scythe and plunges it into the young man's gut.
[22:23] <DM_Tol> (roll to hit)
[22:23] <DM_Tol> (same standard at-will power)
[22:24] <Shalanda> 1d20+8
[22:24] <ToIBot> [Shalanda's 1d20+8]: 19
[22:24] <DM_Tol> The scythe pokes out the other side of the young man.
[22:24] <Blake` > "Berrian!!"
[22:24] * Ryu jumps to his feet and tries to restrain Shalanda, "WHAT ARE YOU DOING YOU CRAZY PRIESTESS! GET IT TOGETHER!"
[22:24] * Berrian groans. "What? You gave her the scythe."
[22:24] <DM_Tol> The other half-dozen in the common room at other tables are roused as you hear screams.
[22:25] <DM_Tol> (roll damage)
[22:25] <Shalanda> 2d4+4
[22:25] <ToIBot> [Shalanda's 2d4+4]: 9
[22:25] * Berrian looks to keep the wound from getting worse.
[22:25] <DM_Tol> The young man falls down dead.
[22:25] <DM_Tol> Denny the InnKeep appears in the doorway. He looks at the boy on the floor, then at Shalanda.
[22:25] <DM_Tol> *** As this session of Können Land comes to a close ***

5-13-2012: PRINCESS IN PRISON

[20:14] <DM_Tol> *** Game Recap ***
[20:15] <Berrian> (we're in trouble. *Game on*?)
[20:15] <DM_Tol> The group of adventurers made it to the western city of Medigo, at the foot of the triple mountains on the sea coast of Können.
[20:16] <DM_Tol> Along the way, after a night-time altercation, bitten by lycanthropes, all in the party except for Berrian and the tag-a-long halfling Darce were infected by a disease after being bitten.
[20:18] <DM_Tol> After two days, those infected have not improved, but Shalanda has gotten worse, slipping into some type of hysteria that confuses her ability to keep straight friend from foe.
[20:19] <DM_Tol> Making their way to an inn, hoping to find out about a healer, they rested a moment in the populated common room. After a short rest, Shalanda took her scythe and plunged it into the gut of the young table servant.
[20:19] <DM_Tol> The other half-dozen in the common room at other tables are roused as you hear screams.
[20:19] <DM_Tol> Denny the InnKeep appears in the doorway. He looks at the boy on the floor, then at Shalanda.
[20:19] <DM_Tol> *** Thus begins this session of Können Land ***
[20:20] <Athas> "We should be leaving..."
[20:20] <Berrian> "Shalanda!"
[20:21] * Shalanda looks around, her eyes darting back and forth, her scythe dripping blood as her gaze turns to Berrian.
[20:21] * Ryu shakes his head, "You crazy woman!"
[20:21] <Berrian> "What did you do that for?"
[20:22] <DM_Tol> Shalanda seems to not yet have regained her wit.
[20:22] * Shalanda (darkcleric@4de3efae.cpe.92acce23.net.hmsk) has left #grovewood
[20:22] <Athas> "We need to go -- now."
[20:22] * Shalanda (darkcleric@4de3efae.cpe.92acce23.net.hmsk) has joined #grovewood
[20:22] <Shalanda> (WTF)
[20:22] * Shalanda goes after Berrian next.
[20:22] * Athas starts to move to Shalanda
[20:22] <Athas> "NO!"
[20:23] <Shalanda> (Init?)
[20:24] <DM_Tol> (no)
[20:24] <Shalanda> (ok)
[20:24] <DM_Tol> Shalanda, you see your companions advancing on you.
[20:24] * Athas rushes to shove Berrian aside
[20:25] * Ryu rushes over the now dead guy and drags him away while Shalanda is distracted
[20:25] * Shalanda pauses and grasps her head, and partially lowers her weapon..
[20:26] <Athas> "Rest your blade."
[20:27] <Shalanda> "They... they will... get me."
[20:27] * Shalanda eyes the other people in the room.
[20:27] <DM_Tol> (Roll diplomacy, Athas, and anyone trying to Calm Shalanda
[20:28] <Athas> 1d20+1
[20:28] <ToIBot> [Athas's 1d20+1]: 17
[20:28] <Athas> (holy cow...)
[20:28] <DM_Tol> (Shalanda, what is your Will defense, minus the -2 from the disease?)
[20:28] <Berrian> (gah, brb)
[20:28] <Shalanda> (Will 19)

[20:28] <Shalanda> (I'm strong willed, even sick.)
[20:28] <Athas> (ahh -- we're back to normal)
[20:29] <DM_Tol> Ryu takes the body as Denny rushes over to you to help, "What is going on?"
[20:30] <Ryu> "She's lost it again"
[20:30] <Shalanda> "Get away from me!"
[20:30] <DM_Tol> Darce is moved out of the way by Blake.
[20:30] <DM_Tol> Denny: "Did your friend do this?"
[20:30] * Athas balls up his fists.
[20:31] <Ryu> "Yes, but she is not in her right mind, she's been odd since she was bitten by the beast"
[20:31] <Athas> "Set your blade down, Shalandra..."
[20:31] <DM_Tol> (Warb just texted me... probably own't make it)
[20:32] <Athas> (dang -- I guess I'll use Ryu as a meatshield)
[20:32] <Shalanda> (He's in hiding, because he gave me my weapon back. The guilt is killing him.)
[20:32] <DM_Tol> Denny: "Beast? Well, hope the healer comes soon."
[20:32] <Shalanda> "NO!"
[20:32] * Shalanda eyes Athas' fists.
[20:32] <Berrian> "Shalanda, please calm down."
[20:32] <Athas> "You are ill, and that was not a request."
[20:32] <DM_Tol> Denny: "But you go and get your friend under control... leave us alone."
[20:32] <Athas> "You are ill, and that was not a request."
[20:33] <DM_Tol> Denny wrestles the corpse from your hands, dragging the boy into the hall.
[20:33] <DM_Tol> (roll diplomacy, Berrian)
[20:33] <Berrian> 1d20+4
[20:33] <TolBot> [Berrian's 1d20+4]: 6
[20:33] * Ryu goes to help Berrian calm Shalanda
[20:33] <DM_Tol> Shalanda seems to ignore you as well.
[20:33] <Athas> (we are not a diplomatic bunch)
[20:34] <Ryu> "Shalanda, Drop your weapon at once, or I will be your opponent!"
[20:34] <Shalanda> (I definitely am not. I think Blake is the diplomat.)
[20:34] <Athas> (time for diplomacy by other means...)
[20:34] <Berrian> (I have a 8 cha... Didn't expect much)
[20:34] <Ryu> 1d20+7 Diplomacy
[20:35] <TolBot> [Ryu's 1d20+7 Diplomacy]: 19
[20:35] <DM_Tol> (roll Intimidate or Diplomacy)
[20:35] <Athas> (Charisma -- the one dumpstat to rule them all)
[20:35] * Shalanda glares at Ryu with malace in her pupiless violet eyes.
[20:35] <Ryu> (Intimidate would have been 21, since its only 2 higher lol)
[20:35] <Shalanda> (And in the Darkness bind them)
[20:35] <Shalanda> "Fine!"
[20:36] * Shalanda tosses the weapon in Athas's direction.
[20:36] <Athas> (dodge)
[20:36] <Ryu> "Good, you still have some sense about you, now sit, and wait for the healer"
[20:36] * Athas picks up the weapon carefully.
[20:37] <Shalanda> (Awww come on, Duel of Fates just came on Pandora. Now I feel I have to go all Darth Maul on some peasant's guts.)
[20:38] * Shalanda paces back and forth, obviously aggitated.
[20:38] <Athas> (lol)
[20:41] <DM_Tol> The rest of the common room has cleared out.
[20:41] <Athas> "Have a seat."
[20:42] <DM_Tol> A few minutes pass without anyone entering the common room.

[20:42] <Shalanda> "No, you just want to weaken me."
[20:42] <Athas> "I want to make sure you are safe."
[20:42] * Shalanda paces, occasionally grasping at her forehead.
[20:42] * Ryu looks to Blake and whispers "Take Shalanda's weapon out into the hall, we need to keep it from her for the time being." (Something for the absent Blake to do lol)
[20:43] <DM_Tol> Blake and Darce take the scythe and exit the room.
[20:43] <Shalanda> "You just want to get a position of power over me. You're afraid that I can still beat you, even though you have my blade."
[20:43] <Shalanda> "YOU ARE WRONG!"
[20:43] * Athas grits his teeth.
[20:43] <Ryu> "I've already proven I can beat you Shalanda, you are an able warrior in your right mind, but at this time you are in no condition."
[20:44] <Athas> "Take a seat."
[20:44] <Shalanda> "Make me take a seat, see where it gets you."
[20:44] * Shalanda sneers
[20:44] * Berrian watches Shalanda pacing.
[20:45] <Athas> "It'll get you in seat."
[20:46] * Ryu glares at Shalanda, "Stop acting like a child and take a seat, NOW!" (Intimidate?)
[20:48] <DM_Tol> (sure)
[20:48] <Ryu> 1d20+9
[20:48] <TolBot> [Ryu's 1d20+9]: 18
[20:49] <Shalanda> "Why don't you sit, or maybe I should make you."
[20:49] * Ryu pulls up a chair and sits
[20:49] <Ryu> "I have no problem sitting."
[20:50] * Shalanda looks puzzled for a moment, then smiles to herself.
[20:50] <DM_Tol> Several more minutes go by with no more contact in the room.
[20:50] <DM_Tol> (ask kissing kids...)
[20:50] <Ryu> "Sit with me Shalanda, and have a drink."
[20:51] <Shalanda> (Kissing kids, will daddy cause trouble for auntie Shalanda tonight?)
[20:51] * Shalanda continues to pace back and forth, turning most of her attention towards Athas now.
[20:51] * Athas folds his arms over his chest.
[20:53] <Ryu> "Come Athas, sit with me as well, we are not enemies here, but are friends."
[20:55] * Athas takes a seat, keeping a direct line between him and Shalandra.
[20:57] * Berrian nods and pulls 3 wineskins from his cloak. "Here, have some ale."
[20:57] * Shalanda continues to pace, but calms her pacing a bit.
[21:00] <Berrian> "Anyone? Ale?"
[21:01] <Athas> "No."
[21:01] <Ryu> "Come Shalanda, sit and tell us of your problems"
[21:01] * Shalanda ignores Ryu and continues to pace back and forth, still agitated.
[21:01] <DM_Tol> You hear from out in the hallway Blake's voice, "No. It's not my Scythe."
[21:02] <DM_Tol> Two large men and a stiff-looking woman appear in the doorway from the hall.
[21:02] * Shalanda snaps her attention towards the hallway.
[21:02] <Ryu> "Shit," gets ready to restrain Shalanda.
[21:02] <DM_Tol> Their eyes dart around the room, and land quickly on Shalanda.
[21:03] * Berrian places the skins back in the cloak.
[21:03] <DM_Tol> A man and a woman come onto her quickly, the woman holding shackles.
[21:03] <DM_Tol> Woman: "You are to come with us."
[21:04] <Shalanda> "Like hell I will!"
[21:04] <Ryu> "Hold m'lady, she's not in her right mind. Restraining her now will do more harm than good, best to wait until after the healer has come and gone."

[21:04] * Athas looks from Shalandra to the other woman.
[21:05] <DM_Tol> Woman: "Restrain her I will, before she kills another here in Medigo."
[21:05] * Shalanda visually starts sizing up the woman.
[21:05] <DM_Tol> (Action, Shalanda?)
[21:05] <Ryu> "I cannot allow that, not until she has seen the healer," he starts to stand
[21:06] * Shalanda shakes her head.
[21:06] <DM_Tol> The woman looks at Ryu: "Unless you want to bring our whole garrison down on you, then you will give up your friend... she'll see what healing she needs, if need be.
[21:06] <Shalanda> "Back off..."
[21:06] <DM_Tol> The man by the door takes a step back, almost into the hall, on alert.
[21:07] <Shalanda> "Ryu... back off."
[21:07] <DM_Tol> The man walks behind you, Shalanda.
[21:07] <Ryu> "She was bitten by a beast, and REQUIRES the healer, I'm saying this for your own good. She is a priestess of the Raven Queen."
[21:07] * Shalanda struggles with the words.
[21:07] * Athas shifts his weight, getting ready to spring.
[21:07] <DM_Tol> The woman moves before you, "Did you kill the young man here? She looks down at the pool of blood."
[21:07] * Shalanda slips a dagger from the folds of her dress, and pauses.
[21:08] * Shalanda struggles with herself for a moment before throwing it down near Berrian.
[21:09] <DM_Tol> Woman: "I'm here to secure her. And that's what we're going to do."
[21:09] * Ryu sighs, "Give me the shackles."
[21:09] <DM_Tol> She holds out that shackles, "Put these on, dear."
[21:09] <Shalanda> "I... I... can barely keep my thoughts straight. I feel rage and hate and malice in my heart and I know these should not be on the surface of my heart but buried deep."
[21:10] * Shalanda looks at her arm.
[21:10] <Shalanda> "Where did that come from?"
[21:10] <DM_Tol> The woman looks at the bite on Shalanda's arm, "That does not look good."
[21:11] <Ryu> "A were-beast did that, as I have said... now Priestess may I?"
[21:11] <Berrian> "Healers are required. She is not leaving the room, as you can see."
[21:11] <Berrian> "Post a guard, if needed, but send a healer to check on her."
[21:12] <Shalanda> "Throw them here, I never really liked you and you would just risk yourself."
[21:12] <Shalanda> "Be quick... about it."
[21:12] * Shalanda slowly starts to pace again.
[21:12] * Ryu grins, and goes to put them on. "I know we never got along," waits till he gets close, and whispers "I will see to it that you are released."
[21:12] <DM_Tol> The man at the door speaks, "The healer took the boy away."
[21:13] <Shalanda> "I SAID BACK AWAY!"
[21:13] * Athas tenses
[21:13] * Shalanda snaps forward as if to hit Ryu with her fist, but stops.
[21:13] * Ryu bows and places them on the table near Shalanda
[21:13] * Ryu backs away slowly
[21:13] <DM_Tol> The woman speaks up, "Come, that's a good dear." She looks cautious.
[21:14] <Shalanda> "SHUT IT, I'm not a child!"
[21:14] * Shalanda starts getting more aggitated again.
[21:14] * Ryu turns back to the woman, fires burning in his eyes, "If she does not get the treatment she needs, I will rip this town apart and have your head woman," his blade quivers in his sheath, ready to leap from it and taste blood.
[21:16] * Shalanda bites down on her lips and snatches at the shackles like a wolf to the kill, and quickly snaps one on around her wrist, then drops to her knees sobbing before getting the other one on.

[21:16] <Shalanda> "Move quickly, and Athas keep Ryu away."
[21:17] <Ryu> "No need. Come Kiira," the dragonling chirps before returning to his masters shoulder, as they leave the room, pushing past the guard and woman.
[21:18] <DM_Tol> The man steps around the side and reaches out for Shalanda's elbow, "Come with us, please."
[21:18] <DM_Tol> The woman speaks up, "Will the rest of you come, to make witness?"
[21:19] * Shalanda thrashes against the man's grip.
[21:19] * Athas keeps an eye on Ryu.
[21:19] <Berrian> "I will come, to make sure no harm comes to her."
[21:19] <DM_Tol> The man grabs Shalanda's elbow and pulls her up.
[21:20] <DM_Tol> The woman moves towards Ryu, glaring at her, "Threaten me again, and you will get a lockup too, man."
[21:20] <DM_Tol> (glaring at him)
[21:20] * Ryu grins "I do not make threats m'lady, I make promises."
[21:21] <DM_Tol> She turns, satisfied with Ryu's clever backing down, and reaches out for Shalanda's other elbow.
[21:22] <DM_Tol> Woman: "Come on; we're going to walk to city center."
[21:22] * Ryu looks for the innkeep
[21:22] <DM_Tol> Denny the InnKeep is not in the room.
[21:23] * Shalanda thrashes against the grip of both of them and tries to focus her mind on not fey stepping out of their grasps.
[21:23] <DM_Tol> The two city officials move towards the hall, the other official moving ahead of them.
[21:23] * Athas stands up quickly
[21:24] <DM_Tol> You move into the hallway and out the front door.
[21:25] <Ryu> (the innkeep is back at the inn right?)
[21:28] <DM_Tol> Ryu, you see another man at the front stool, but not Denny.
[21:28] <DM_Tol> You begin to be walked into the city, one on each side of Shalanda.
[21:28] <Ryu> "Where has Denny gone... I wish to apologize for this recent string of events."
[21:28] * Athas follows behind
[21:29] * Shalanda thrashes against her captives.
[21:29] <Shalanda> "LET ME GO! WHY ARE YOU DOING THIS TO ME?"
[21:29] <DM_Tol> Man: "Denny went with the healer who took Bryan's body. This is so weird, did you just kill Bryan for nothing?"
[21:30] <DM_Tol> The very strong woman and man on each side have a nice grip.
[21:31] <Ryu> "Our friend is very ill, that is why we were seeking a healer. Where can I find the healers quarters I will go there."
[21:32] <DM_Tol> ManAtTheInn: "Near the temples, maybe?"
[21:32] * Athas watches the pair, hand near the handle of his dagger.
[21:32] <DM_Tol> (You are heading towards area J)
[21:32] <Ryu> "Thank you," he heads out looking for the temples and potentially the healer
[21:33] <DM_Tol> Blake and Darce follow behind Athas.
[21:33] <DM_Tol> You head down a main street, and approach a large complex of buildings.
[21:34] <DM_Tol> The woman turns and says to the rest of you, "Go in there (pointing to a door into a building), and you'll be seen to."
[21:34] <DM_Tol> The three officials take Shalanda towards another door.
[21:35] <Berrian> "Where are you taking her?"
[21:35] <DM_Tol> Woman: "To the cells, where she can wait decision. Best you can do for her is wait in there an plead her case."
[21:36] <DM_Tol> You see a half dozen of similarly dressed city officials (guards?) walking by.
[21:36] <Athas> "No -- you're taking her to the temple to be healed."

[21:36] * Athas speeds up.
[21:37] <Shalanda> "Athas...stay back."
[21:37] * Berrian frowns and stares at the guards. "She needs healing."
[21:37] <Athas> "Hey! I spoke to you!"
[21:38] <Shalanda> "I'm dangerous, you're both safer if I'm there."
[21:38] <DM_Tol> The woman stops and calls one of the other officials over.
[21:39] <DM_Tol> The woman stops and looks at Athas a moment, "You will be stepping away from us now."
[21:39] * Athas approaches the woman.
[21:39] * Shalanda thrashes against her captors.
[21:39] <DM_Tol> She whistles loudly.
[21:40] <Athas> "Take her to the temple, or my gods will drink deep."
[21:40] <Shalanda> "DON'T BE STUPID!"
[21:40] <DM_Tol> The other half-dozen officials stop their progress and move towards the two officials that stand beside Shalanda.
[21:40] <Berrian> "She will cooperate better if she is healed first."
[21:41] <Shalanda> "BACK OFF!"
[21:41] <DM_Tol> She signals for three of them to take Shalanda inside, which they do. Nudging Shalanda forward toward a door, waiting for her compliance.
[21:41] * Shalanda thrashes harder.
[21:41] * Shalanda resists complying.
[21:41] <DM_Tol> The woman then steps towards Athas, "You best go get your drink, then."
[21:42] * Athas drives his fist into her face.
[21:42] <DM_Tol> The woman calls the companion over once more.
[21:42] <Ryu> (well, she did ask for it lol)
[21:42] <DM_Tol> (roll the hit)
[21:42] <Shalanda> (I request init)
[21:42] <Shalanda> (I want to act before Athas)
[21:43] <Athas> (DM? Init or the creation of the EPO?)
[21:43] <DM_Tol> `init rolls please
[21:43] <TolBot> Please make an initiative roll (1d20+modifier).
[21:43] <Athas> 1d20+6
[21:43] <TolBot> [Athas's 1d20+6]: 16
[21:43] <Shalanda> 1d20+4
[21:43] <TolBot> [Shalanda's 1d20+4]: 5 (Sorry.)
[21:43] <Berrian> 1d20+8
[21:43] <TolBot> [Berrian's 1d20+8]: 28 (Nailed it!)
[21:44] <Ryu> (I'm off elsewhere)
[21:44] <DM_Tol> 1d20+3
[21:44] <TolBot> [DM_Tol's 1d20+3]: 10
[21:44] <DM_Tol> `init report
[21:44] <TolBot> Initiative Order: Berrian, 28, Athas, 16, DM_Tol, 10, Shalanda, 5
[21:45] <DM_Tol> Athas swings at the woman, who deflects the blow with ease.
[21:45] <DM_Tol> She hollers out, "Hold!" as the 4 other guards converge.
[21:45] <Athas> (awww... dang...)
[21:45] <DM_Tol> (Action, Shal)
[21:46] <Berrian> "Is there a room where we all can wait?"
[21:46] <DM_Tol> "You want to calm yourself and your drinking, so I can send for the healer, you buffoon."
[21:46] * Shalanda fey steps out of the grasp of her captors and attempts to Bull rush Athas away from the woman as she appears beside him.

[21:46] <DM_Tol> "?"

[21:46] <Shalanda> 1d20+6 vs Fort

[21:46] <TolBot> [Shalanda's 1d20+6 vs Fort]: 23

[21:46] <DM_Tol> The three men with hand on Shalanda's back feel her disappear.

[21:46] <DM_Tol> Shalanda charges Athas successfully.

[21:47] <Shalanda> "STOP IT"

[21:47] * Shalanda screams as she appears next to Athas and knocks him back towards Berrian with a well placed body check.

[21:48] <DM_Tol> Shalanda knocks Athas back one square.

[21:48] <DM_Tol> The three guards rush over to Shalanda.

[21:48] <DM_Tol> The woman speaks, "Take her to cell 2... she's a shifting elf, can't you see?"

[21:48] * Shalanda attempts to resist the guards to advance on Athas.

[21:50] * Athas steadies himself

[21:50] <DM_Tol> The woman turns to talk to her comrade, but first looks at Athas again, "You going to spare yourself more humiliation, so I can finish here, man?"

[21:50] <Athas> "Take her to the temple... woman."

[21:51] * Shalanda glares at Athas, her face turning more and more furious with each passing second, the look of control diminishing quickly.

[21:51] <DM_Tol> She sighs and then speaks to the other official. "Go tell Vida or her companion they must come to see to her."

[21:51] * Berrian realizes in the commotion, his question went unanswered.

[21:52] <DM_Tol> Berrian, one of the other officials points to the door which the woman earlier told you to go to, which is a room where you can wait.

[21:52] <DM_Tol> The guards push Shalanda towards a different door, waiting to see if she complies before getting forceful.

[21:52] * Shalanda thrashes against the guards restraining her and wildly kicks at Athas' direction.

[21:52] <DM_Tol> They try and pull her along by the shackled arms.

[21:53] * Athas moves quickly to teh group

[21:54] <DM_Tol> Ryu: you make it with the help of others to an area that seems to have temples and shops.(H, F E)

[21:54] <DM_Tol> Ryu: After asking around, you go to a place where Denny, comes to the door.

[21:54] * Shalanda kicks at Athas more, trying to keep him back, while fighting the guards. Tears stream down her wild looking face."

[21:55] <DM_Tol> Denny: "I... I don't want to talk to you or your friends right now. We can talk later at the inn. Please."

[21:55] <Shalanda> "GO!"

[21:55] <DM_Tol> The guards pull increasingly forcefully as the and Shalanda disappear into the door.

[21:56] <DM_Tol> Shalanda, you are lead into a room, then another, then down a hall, and then down steep narrow steps.

[21:56] * Athas tries to push himself against the steps.

[21:56] <Athas> (*door)

[21:56] <DM_Tol> (which door?)

[21:57] <DM_Tol> (The door they took Shalanda into?)

[21:57] <Athas> (the door Shal was shoved through)

[21:57] <DM_Tol> Athas, you find the door open.

[21:57] * Shalanda shouts out "BERRIAN HELP!"

[21:57] <Ryu> "Denny, I only wish to know his condition, and to see if there is anything I can do to help"

[21:58] * Athas walks through the door and follows the others as closely as he can.

[21:58] <DM_Tol> Athas, as you enter the building, you are met by another official, "You can't be in

here, sir."

[21:58] <Athas> "Be silent."

[21:58] <DM_Tol> Denny to Ryu: "We are busy. We are trying. Nothing now, I thank you. Leave us please."

[21:58] <DM_Tol> Denny steps back in and shuts the door.

[21:58] * Athas moves forward.

[21:58] * Berrian follows to the door Athas walked through, but doesn't enter.

[21:59] <DM_Tol> The guard gives the same high pitched unique whistle that the woman gave.

[21:59] * Ryu bows "Very well", he bows slightly and walks away, to look for the others

[21:59] <DM_Tol> Berrian, the remaining two guards push past you as you hear a whistle come from inside the door.

[22:00] <Athas> (just follow the guards, Ryu.)

[22:00] <DM_Tol> Athas, you see an additional guard join the first from the adjacent room.

[22:00] <Ryu> (I know, right lol)

[22:00] <DM_Tol> (Ryu, you saw where the others were generally speaking. Area J)

[22:00] <Athas> (another day... another city we're escorted out of)

[22:00] <Athas> "Take me to Shalandra."

[22:01] * Ryu walks to area J hoping he'll run into them

[22:01] * Shalanda calms down slightly when she is dragged down the stairs out of sight of Athas.

[22:02] <DM_Tol> Shalanda, around the corner, A guard has unlocked a solid iron door, which you are led through, down a cramped hallway. The third guard behind peels away and heads up the stairs as you hear a whistle.

[22:02] <DM_Tol> The other guard who blocks your entry into the hall, Athas, speaks, "You have one last chance to exit the building.

[22:03] <Ryu> (can I assume I hear Athas talking?)

[22:03] * Athas looks over his shoulder.

[22:03] <Berrian> "Athas, I believe Shalanda is already beyond our help right now. Perhaps we wait?"

[22:03] <DM_Tol> Two more guards enter from the external door, standing behind Athas.

[22:03] <Athas> "Take me to the elf. I will see to her safety."

[22:03] * Athas grins...

[22:03] <Athas> "Certain you have enough?"

[22:03] <DM_Tol> Berrian, the door is shut on you after you speak in to Athas.

[22:04] <Shalanda> (This is not good)

[22:04] <Shalanda> (And I'm not an elf, you barbaric-moron)

[22:04] <DM_Tol> Shalanda, a guard opens up a door at the end of the narrow hall and motions for you to enter.

[22:05] <DM_Tol> (hehe)

[22:05] <Ryu> (nah, your a princess)

[22:05] <Athas> (all non-barbarians look alike to me)

[22:05] <Shalanda> (Nah, just a noble)

[22:05] <Athas> (even worse)

[22:06] * Shalanda pauses at the door, then looks down the direction she came.

[22:06] <DM_Tol> The man speaks, "They called for a healer... wait in here."

[22:06] * Berrian looks shocked, turning to look back the way he came.

[22:06] <DM_Tol> Berrian, Blake and Darce stand beside you.

[22:06] * Shalanda slowly steps through the door way, fighting the urge to tear out the guard's throat instead.

[22:06] <DM_Tol> Darce: "Here comes Ryu. do we just wait in this other building, then?"

[22:06] <Athas> (brb)

[22:08] <Berrian> "I think that would be wise. Perhaps Ryu knows what can be done."

[22:08] <Ryu> "Wheres Athas?"

[22:08] <Shalanda> (Hope they took my backpack, otherwise they are going to have a hassle on their hands if they open that cell door.)

[22:09] <Shalanda> (Actually, hope they checked me for weapons, because they will definitely have a hassle.)

[22:10] <DM_Tol> The solid door is shut behind you, Shalanda. The room is very dark, only a small light coming from the roof.

[22:11] <Berrian> "He entered the other door. The guards told us to wait in that room over there."

[22:11] * Berrian points.

[22:12] * Ryu goes and tries the door that Athas entered

[22:12] * Shalanda begins pacing.

[22:12] <DM_Tol> (well, no backpack... had to leave that at the first metal door. But didn't retrieve anything in your pockets or belt)

[22:13] <Berrian> "Ryu, we should go to the other room and wait."

[22:14] <Shalanda> (That's not good for them if I get violent again. I'm still armed with a dagger.)

[22:15] <Athas> (I say we kill 'rm all)

[22:15] <DM_Tol> The guard opens the door, motioning for Athas to exit.

[22:16] <Berrian> (Shal, in addition to the one I grabbed from the floor of the inn?)

[22:16] * Athas curls his lip in a snarl

[22:17] <Shalanda> (Yup, I just reviewed my character sheet to see what happened if I got hostile again.)

[22:17] <Ryu> "Come Athas, Shalanda is safe in the cell for the time being."

[22:17] <DM_Tol> (keep in mind you're still shackled)

[22:18] <Athas> "If not -- Old Man Iron will drink deep and long."

[22:19] <DM_Tol> Guard: "Fine. Let him sit in the cell with her."

[22:19] <Shalanda> (Oh yes, do that and see what happens to him.)

[22:19] <DM_Tol> The guard shuts the door and the other motions for you to follow down the hall, Athas.

[22:20] <DM_Tol> (hehe)

[22:20] <Shalanda> (Remember kids, don't enter the cage with the wild animals.)

[22:20] * Athas follows along

[22:21] <Athas> (please do not feed the Shalanda... she will depend on it and forget how to forage in the wild.)

[22:22] <DM_Tol> Athas, you follow down the hall, through two rooms, down the stairs and to a solid iron door.

[22:22] <DM_Tol> Guard: "You must leave your stuff here."

[22:22] <DM_Tol> He points to an alcove outside the door.

[22:23] <Athas> "Stuff?"

[22:23] * Athas sets the dagger in the alcove.

[22:23] <DM_Tol> One of the other three other guards moves ahead into the narrow passage, toward a cell door up ahead.

[22:24] <DM_Tol> (your pack is still at the inn?)

[22:24] <Athas> (Yeah -- just my dagger and swining codpiece)

[22:25] <Athas> (oh, and the armor)

[22:25] <DM_Tol> (You have no visible equipment, weapons, ?)

[22:25] <DM_Tol> The guard motions you forward.

[22:25] <Athas> (nope, just the dagger)

[22:25] * Berrian moves to the door to the room the guards suggested the party use.

[22:25] <DM_Tol> Another guard opens the cell door.

[22:26] <DM_Tol> Berrian, you move to the next over building. Through the door, inside, you see a room, large, with benches all around the sides. Two doors lead to other areas of the building. A

Tiefling sits on one of the benches.

[22:27] * Ryu follows Berr

[22:28] <Berrian> "They said they would send for a healer, and we could wait here. Athas chose to follow his own advice, of course."

[22:28] <DM_Tol> Blake and Darce follow in kind.

[22:28] <Berrian> "How are you feeling?"

[22:28] <DM_Tol> Darce: "So, we just wait here?"

[22:29] <DM_Tol> Athas, the Guard holds the door of the cell, waiting for you to enter.

[22:29] <Shalanda> (My cell?)

[22:29] * Athas steps inside and turns to face him.

[22:29] <DM_Tol> The door is slammed shut.

[22:29] <DM_Tol> Athas, you still look at his face through a small square opening in the iron door.

[22:30] <Athas> "Old Man Iron will drink deep and long."

[22:31] <DM_Tol> Athas, the room is very dark, save for the small 3" window in the door, and a light through a hole in the ceiling.

[22:32] <DM_Tol> Shalanda, you here the door slam in a cell which you assume is nearby yours.

[22:32] * Shalanda sighs

[22:33] <Athas> (Figures that the one time I don't play a thief...)

[22:34] <DM_Tol> Two hours pass.

[22:34] * Berrian looks to Ryu and Blake, checking them for signs of unusual behavior.

[22:35] <Ryu> "Has our friend seen the healer yet?"

[22:35] <DM_Tol> Athas, as you move to explore another corner of the room, you hear a voice out of the dark, "Back off, hulk."

[22:35] <Athas> "Who are you?"

[22:35] <DM_Tol> (Sorry, one hour passes)

[22:36] <DM_Tol> VoiceInTheDark: "Keep it to yourself."

[22:37] <DM_Tol> Shalanda, your door opens. A figure walks into the room, and you attack them.

[22:37] <Shalanda> 1d20+9

[22:37] <TolBot> [Shalanda's 1d20+9]: 28

[22:37] <DM_Tol> Shalanda clubs a woman with the blunt of her shackle.

[22:38] <DM_Tol> (roll d4)

[22:38] <Shalanda> 1d4+3 str

[22:38] <TolBot> [Shalanda's 1d4+3 str]: 4

[22:38] <DM_Tol> The frail woman falls backward, as two guards press in.

[22:39] <Ryu> (warned them lol)

[22:39] <DM_Tol> 1d20+6 vs Fort

[22:39] <TolBot> [DM_Tol's 1d20+6 vs Fort]: 12

[22:39] <DM_Tol> 1d20+6 vs Fort

[22:39] <TolBot> [DM_Tol's 1d20+6 vs Fort]: 16

[22:40] <Shalanda> (Fort 18)

[22:40] <Berrian> (you know... These guards seem stupid. Perhaps I should attempt a jail-break...)

[22:40] <DM_Tol> 1d2

[22:40] <TolBot> [DM_Tol's 1d2]: 2

[22:40] <DM_Tol> Shalanda attacks a guard.

[22:40] <DM_Tol> (roll)

[22:40] <Shalanda> 1d20+6

[22:40] <TolBot> [Shalanda's 1d20+6]: 7 (Sorry.)

[22:41] <DM_Tol> Shalanda swings wildly in the dark.

[22:41] <Athas> "Keep what to myself?"

[22:41] <DM_Tol> Voice in the Dark: "I'm not looking for a friend."

[22:42] <DM_Tol> Athas: As you focus, you can see a Tiefling sitting in the dark corner.

[22:42] <DM_Tol> 1d20+6
[22:42] <TolBot> [DM_Tol's 1d20+6]: 15
[22:42] <DM_Tol> 1d20+6
[22:42] <TolBot> [DM_Tol's 1d20+6]: 14
[22:42] <Shalanda> 1d20+6
[22:42] <TolBot> [Shalanda's 1d20+6]: 15
[22:42] <DM_Tol> The guards try and subdue Shalanda and fail.
[22:42] <Shalanda> "ARRRRGH!"
[22:43] <Athas> "Good -- I have enough friends."
[22:43] <DM_Tol> (-2 for being shackled)
[22:43] * Athas hears the cry and rushes to the door
[22:43] <DM_Tol> Shalanda flails.
[22:43] <DM_Tol> 1d20+6
[22:43] <TolBot> [DM_Tol's 1d20+6]: 10
[22:43] <DM_Tol> 1d20+6
[22:43] <TolBot> [DM_Tol's 1d20+6]: 19
[22:43] <DM_Tol> One guard piles onto Shalanda.
[22:44] <DM_Tol> (Str check to free yourself, Shal. -2)
[22:44] <Shalanda> 1d20+6
[22:44] <TolBot> [Shalanda's 1d20+6]: 20
[22:44] <DM_Tol> 1d20+6
[22:44] <TolBot> [DM_Tol's 1d20+6]: 7 (Uh oh.)
[22:44] <DM_Tol> Shalanda pushes the guard off.
[22:45] * Shalanda rolls with him and attempts to choke him with the shackle chain.
[22:45] <Shalanda> 1d20+4
[22:45] <TolBot> [Shalanda's 1d20+4]: 5 (Uh oh.)
[22:45] <DM_Tol> 1d20+13 vs will
[22:45] <TolBot> [DM_Tol's 1d20+13 vs will]: 31
[22:46] <DM_Tol> Shalanda, a blast of blue light showers onto you from the doorway; you fall to the ground unable to move.
[22:47] <DM_Tol> Athas, you see blue light burst for a moment.
[22:47] * Shalanda groans
[22:47] <DM_Tol> In the other building, Ryu and Berrian and the others, a man comes and sits near you.
[22:48] * Athas throws himself against the door
[22:48] * Ryu looks at the man, "Can I help you?"
[22:49] <DM_Tol> He wears a funny green hat, "Tell me what happened."
[22:49] <Ryu> "You are? Is it not customary to introduce yourself in this place?"
[22:49] <DM_Tol> Shalanda, a frail-looking woman moves into the cell and kneels beside you. She grabs your arm, and examines in.
[22:50] * Shalanda would thrash if she could move.
[22:51] <DM_Tol> Shalanda, your arm feels warm, then cold, then you go to sleep.
[22:51] <DM_Tol> Shalanda, you awaken in the darkness. Your shackles are gone, as are any items on your person. Your arm feels better, as does your willpower.
[22:52] <DM_Tol> The man looks at Ryu, "I am a consul, and very busy. Please make your friend's case. I understand your plea he was not responsible for his actions...?"
[22:52] * Shalanda groans and looks around disoriented.
[22:53] <Ryu> "She was not, she is ill. As the healer can attest too should she ever arrive and see her."
[22:54] <DM_Tol> The man listens to the full account, taking notes all along.
[22:55] <Ryu> "If the healer is here, I need to see her myself, as I have been bitten as well."

[22:55] <Berrian> "As has our other friend that followed her down."
[22:55] <Shalanda> (Suddenly everybody pulls weapons on Ryu!"
[22:55] <DM_Tol> In the end he stands up, "Very well then. You should see the temples for this. Madam Vida is very good."
[22:56] <DM_Tol> "You may all go. Return in three days here to check on sentencing."
[22:56] <Ryu> "Thanks... "
[22:56] <DM_Tol> *** Thus ends this session of Können Land ***
[22:56] * Ryu shakes his head as if getting something off of it then heads out the door back to the healers temple

5-20-2012: A BATTLE OF WILLS

[20:00] <DM_Tol> *** Game Recap ***

[20:01] <DM_Tol> On their journey to the mountain kingdom of Medigo, the group arrived at the hill-top city before the mountains.

[20:02] <DM_Tol> Still stricken with a lycan disease the party had difficulty holding things together. All be Darce and Berrian feeling quite ill, it was Shalanda who succumbed the most to the effects, losing her mind in the common room of the traveller's inn, gutting a young table servant, killing him on the spot.

[20:03] <DM_Tol> The group went along with the local authorities, having Shalanda placed in jail, though Athas' personal demands landed him in the same.

[20:04] <DM_Tol> The rest of the group went to a city hall, and an official of the court took their statement of what happened.

[20:05] <DM_Tol> They were told to return in three days to hear the judgment.

[20:05] <DM_Tol> *** Thus begins this session of Können Land campaign ***

[20:07] <DM_Tol> The group exits the city building, minus Shal and Athas.

[20:08] <DM_Tol> The city building area (area J), is nearby the temple area (F) where they were told they could look for a healer for those still infected.

[20:09] <DM_Tol> Inside the cells, Shalanda, you hear or see nothing throughout the day. Ryu, the Tiefling in your jail remain silent in the corner, as if in meditation.

[20:09] <Shalanda> (That's Athas, not Ryu)

[20:09] <DM_Tol> Darce walks along on the street, looking at Blake and Berrian and Ryu. "Where to?"

[20:10] * Shalanda sits in the middle of her cell and decides to meditate herself, allowing some calm to come over her mind for once.

[20:10] <DM_Tol> (sorry, yes, Athas)

[20:10] * Athas sits on the floor across from the thing.

[20:10] <DM_Tol> Shalanda, your mind has been clear since the visit of the old woman you assaulted previously.

[20:11] <Berrian> "Shall we go to the temple to have them check you over?"

[20:11] <DM_Tol> Darce: "I've fine, but Ryu here is ill, is he not?"

[20:11] <DM_Tol> Darce: "And Blake as well is infected I think."

[20:11] <Ryu> "Indeed, I am, I'm going to the healer now." he heads towards the healers

[20:11] <DM_Tol> Blake remains silent but follows along.

[20:14] <Ryu> (afk, daughter is running around like a mad cat)

[20:14] <Shalanda> (Stop feeding her catnip and that won't happen)

[20:16] <Athas> (running chicken legged?)

[20:16] <DM_Tol> The group arrives in the temple area. A large, but old and partially fallen apart temple is against the city wall. After some questioning, you are directing to a building where there are healers present. You move up to find 3 elves sitting and reading.

[20:17] <DM_Tol> One of the elves looks at you each, "You do not look well. Not all of you."

[20:17] <DM_Tol> Darce looks at himself then over at Blake.

[20:17] <Ryu> "Agreed, nor do I feel well."

[20:18] <DM_Tol> OneOfTheHealersThree: "You come for services?"

[20:18] <DM_Tol> Blake nods.

[20:18] <Ryu> "Yes"

[20:19] <DM_Tol> They usher you inside to lay back on benches.

[20:19] <DM_Tol> Blake does as instructed.

[20:19] * Ryu follows instructions for the most part

[20:19] <DM_Tol> OneOfTheHealersThree: "Do you know what ails you?"

[20:20] <Ryu> "Bitten by a were-beast is my guess"
[20:20] <DM_Tol> One sees a bite on Blake's ribcage, "Ah, the wolf frenzy has you."
[20:20] * Berrian watches as the others are cared for.
[20:20] <DM_Tol> OneOfTheHealersThree: "Dangerous this is. Are you travelers? Are you staying at the inn?"
[20:21] <Ryu> "Yes to both."
[20:21] <Shalanda> (Well you see, I don't think we are welcome there anymore.)
[20:22] <DM_Tol> OneOfTheHealersThree: "You two are infected both. But it has not completely taken you. You will stay here, and we can help you heal in two days, but if your body can not dispel the disease, we will have to perform a ritual upon you."
[20:22] <Athas> ("Money can cover a multitude of sins.")
[20:23] <Ryu> "Very well"
[20:24] <Berrian> "Darce and I will still need a place to stay."
[20:25] <DM_Tol> Darce: "Can we not stay at the inn still?"
[20:25] * Berrian looks to Darce. "Perhaps, but I do not think they will enjoy our company. We can check before finding other accomodations."
[20:28] <DM_Tol> The elves lead Blake and Ryu to a room with three cots.
[20:29] <DM_Tol> OneOfTheHealersThree: "Your treatment begins now. The wounds look days old. You are foolish for going so long before treatment."
[20:29] <DM_Tol> OneOfTheHealersThree: "You are lucky that no misfortunes have come your way. We have seen travelers kill their own companion in the frenzy."
[20:30] <Ryu> "One of ours tried. I seem to be more resistant to it"
[20:31] <DM_Tol> They bed you down, and bid Darce and Berrian to be off. Check on them in the morning.
[20:31] * Shalanda works on regaining her lost strength in her cell, while quietly listening to the sounds around her.
[20:31] <DM_Tol> (gonna move fast now)
[20:31] <Berrian> "Come, Darce. We shall go to the inn and see if we are welcome."
[20:32] <DM_Tol> Berrian, you and Darce return to the inn to check on your things. It is the only standard inn for travelers in town. You are permitted to stay there, but you are requested not to come to the common room.
[20:33] <DM_Tol> Ryu and Blake, you are treated with some smoking herbs on your chest and forehead which make you drowsy as the day slips into night and sleep comes.
[20:34] <DM_Tol> Shalanda, your cell eventually goes dark, as does yours, Athas. You are going crazy, Athas, being kept locked up. The night passes.
[20:34] <DM_Tol> Morning breaks.
[20:35] * Shalanda breaks her trance shortly before what feels like morning, to perform her morning rituals.
[20:35] * Berrian uses Ryu's basket to feed Darce and himself breakfast.
[20:35] <DM_Tol> (Ryu and Blake, Make a D20+12 with a DC24 to improve)
[20:36] <DM_Tol> The three elves check on Blake and Ryu in the morning.
[20:36] <Ryu> 1d20+12 DC24
[20:36] <TolBot> [Ryu's 1d20+12 DC24]: 26 12Success
[20:36] <DM_Tol> Darce takes the food happily.
[20:36] <DM_Tol> 1d20+12 for Blake DC24
[20:36] <TolBot> [DM_Tol's 1d20+12 for Blake DC24]: 13 4Critical fail
[20:36] <Ryu> (lol)
[20:37] <DM_Tol> The Elves check on Blake.
[20:37] <DM_Tol> 1d20
[20:37] <TolBot> [DM_Tol's 1d20]: 9
[20:37] <Athas> (beep)

[20:37] <DM_Tol> Blake begins to thrash about, and grabs one of the elves by the throat.
[20:37] <DM_Tol> 1d20+5
[20:37] <TolBot> [DM_Tol's 1d20+5]: 14
[20:38] <Ryu> (I'm in the same room right?)
[20:38] <DM_Tol> The other two elves slip silvery ropes around Blake's arms and tie him down quickly to the cot.
[20:38] <DM_Tol> (Yes, you see all this.)
[20:38] <DM_Tol> The elves seemed to have been prepared for this moment.
[20:38] * Ryu starts to get up to help, but sees the others have it under control and lays back down
[20:39] <DM_Tol> OneOfTheHealersThree: "Ryu, you are improving. Another day's rest and you will be well. But your friend has been taken by the frenzy. We will have to prepare for the ritual."
[20:39] <Ryu> "Very well, thank you for your assistance"
[20:40] * Berrian spends some time teaching Darce about his weapons of choice.
[20:40] <DM_Tol> Blake goes into a disturbing state of swearing at the ceiling and crying as he sees invisible fairies coming to attack him.
[20:40] <Ryu> (lol)
[20:40] <DM_Tol> Darce thanks Berrian for the help with the short sword.
[20:41] <DM_Tol> (Athas, make an Endurance roll)
[20:43] <Shalanda> (Athas fails and eats the Tiefling.)
[20:43] <Athas> 1d20+8
[20:43] <TolBot> [Athas's 1d20+8]: 23
[20:45] <DM_Tol> Athas, you feel like you have not improved, nor worsened regarding the disease. Your mind still finds it hard to concentrate. After an hour of being awake, the door opens.
[20:45] <DM_Tol> Guard: "You are free to go, one called Athas."
[20:46] * Athas stands up
[20:46] <Ryu> (not that it matters for me now, but should we have included our Endurance modifier on our checks earlier?)
[20:46] <Athas> "Where is Shalandra?"
[20:46] <Berrian> (both rolls wouldn't matter. He had a crit fail)
[20:46] <Ryu> (I know, I'm jus' curious)
[20:47] <DM_Tol> One of the two guards speaks, motioning you down the hall. "She will remain until her trial tomorrow or the next. That is not your matter."
[20:47] <DM_Tol> (huh? yes, the other times when I called for an Endurance check, you're supposed to include your endurance mod.)
[20:48] <Athas> "What is my matter is for me and me alone. Where is the priestess?"
[20:48] <DM_Tol> Guard: "This way, now."
[20:48] <DM_Tol> He motions down the hall to an iron door.
[20:49] * Athas follows the guard out of the cell
[20:50] <DM_Tol> The cell is closed. They lead you to an iron door, open it and motion you through.
[20:50] * Athas walks through the door.
[20:50] <Athas> "Where is the priestess."
[20:51] <DM_Tol> Athas is lead down a hall, up stairs, through several rooms and to the external door.
[20:51] <DM_Tol> Guard: "She is in the jail until her trial. I already said this."
[20:51] <DM_Tol> The external door is opened. The morning air blows in.
[20:52] <DM_Tol> Guard: "You are to leave. Your friends are at the inn."
[20:52] <Athas> "Where is the trial? Will she need a champion?"
[20:52] <Shalanda> (I can champion my own causes thank you very much!)
[20:52] <DM_Tol> Guard: "I do not know the circumstances. Your companions have been instructed."
[20:52] <DM_Tol> (hehe)

[20:52] <DM_Tol> (trying to unsplit the party as quickly as possible, sorry gang)
[20:53] <DM_Tol> Darce speaks to Berrian, "Should we go check on the guys?"
[20:53] <Shalanda> (Throw Athas back in jail, FF to trial day, and call it good?)
[20:53] <Berrian> "They said to come check on them tomorrow."
[20:53] <DM_Tol> (hehe)
[20:54] <DM_Tol> (They said that yesterday)
[20:54] <DM_Tol> (LoL)
[20:54] <Berrian> (they said 2 days, yesterday)
[20:54] <DM_Tol> (ok)
[20:54] <Berrian> (or, I read that wrong...)
[20:55] <Berrian> (whichever...)
[20:55] <DM_Tol> (I see what happened. When I wrote: They bed you down, and bid Darce and Berrian to be off. Check on them in the morning. --I forgot to put the last sentence in quotes)
[20:55] * Athas walks out the door and head for the nearest inn.
[20:56] <DM_Tol> Athas, you leave the city hall area and head back towards the inn (area N). YOU are very hungry.
[20:56] <DM_Tol> Darce: "I think they said this morning we can check. I'll just head over there, if you don't mind."
[20:57] * Berrian greets Athas as they prepare to go check on the others at the Temple. "Athas, will you come with us to check on Ryu and Blake?"
[20:57] <DM_Tol> Athas, you see the inn ahead, and Darce walking toward you.
[20:57] <DM_Tol> Darce: "Athas, you are out? Fare you well?"
[20:57] <Berrian> (back on track, now?)
[20:57] * Athas grins
[20:57] <DM_Tol> (yes0
[20:57] <Ryu> (afk again, time to put the little one to bed)
[20:57] <Athas> "I am well, good Darce!"
[20:58] <Athas> "I hunger, but other than that, I am well -- are the others good?"
[20:58] <DM_Tol> Darce: "That is good. We, too, need to eat out in the town. We are not permitted in the common room of the inn."
[20:58] <DM_Tol> Darce shrugs.
[20:58] <DM_Tol> You all walk to the temple area, and find the elves' healing building.
[21:00] <DM_Tol> OneOfThree: "Yes, friends of Ryu and Blake. Ryu is recuperating well. But, I am afraid to say that this is not the case for Blake. The frenzy has taken him. And we are preparing for the ritual just now."
[21:00] <DM_Tol> He looks at Athas, "You, you too have the disease, do you not?"
[21:00] <DM_Tol> Athas, the elf approaches you, offering for you to give him your hand.
[21:01] <Athas> "What disease would strike one who slakes the thirst of his gods?"
[21:01] * Athas holds out his hand
[21:01] <DM_Tol> OneOfThree: "YOU have the wolf frenzy, but it has not yet taken you. Come, back, then. Come take nourishment and rest."
[21:01] <DM_Tol> He leads you back by the hand.
[21:02] * Athas frowns and pulls his hand back.
[21:02] <Athas> "Lead me, do not drag me like some suckling."
[21:02] <Ryu> (little ones make your heart melt.. 'dada i wubs you')
[21:02] <DM_Tol> In the other room, you see Ryu resting, and Blake out cold. The two other elves are hunched around him.
[21:03] <DM_Tol> The elf turns to the rest of you, "Does he have the 360 gold?"
[21:04] <DM_Tol> (I don't know... how much gold are each of you packing?)
[21:04] <Shalanda> (You tend to be cheap with gold rewards, I highly doubt he has 360 on him.)
[21:04] <Shalanda> (He might though.)

[21:04] <DM_Tol> Darce: "360 gold? Who has 360 gold?"
[21:05] <DM_Tol> (LOL)
[21:05] <DM_Tol> (Lemme check his sheet)
[21:05] * Athas puts his hand on his dagger.
[21:05] <Ryu> (I can pitch in if needed)
[21:05] <Athas> (You check his sheet, I'll check his wallet.)
[21:06] <DM_Tol> Darce runs to get Blake's pack and returns. "Here is what he has."
[21:06] <DM_Tol> Darce hands over 48 gold.
[21:06] <Shalanda> (Less my 10% cut)
[21:06] <Shalanda> (Shipping and handling you know)
[21:07] <DM_Tol> OneOfThree: "We can not do this. We can not perform the ritual without the payment."
[21:07] * Ryu hands over 1pp and 25gp (125gp)
[21:07] <Athas> "How much?"
[21:07] <DM_Tol> OneOfThree: "The rest of you must collect it."
[21:08] <Ryu> (173 turned in of 360)
[21:08] <Ryu> (so \$calc(360-173
[21:08] <Ryu> (so 187 left lol)
[21:08] <DM_Tol> Darce hands over 12 gold.
[21:08] * Berrian hands over 78 gold.
[21:08] <Ryu> (so 100 left)
[21:09] <DM_Tol> The elf looks at Athas, the last yet to pitch in.
[21:09] <Athas> "If I can get to my things, I might enough of these golden chips for you."
[21:09] <Berrian> (97 left)
[21:09] <DM_Tol> OneOfThree: "You will please go and get the remaining 100 gold. We will begin now."
[21:10] <DM_Tol> They take the money, and pull out components from a drawer.
[21:10] <Athas> "I will return."
[21:10] <Athas> (suckers)
[21:10] <DM_Tol> After witnessing a bizarre ritual, Ryu comes to.
[21:10] * Athas heads to the inn where his things are.
[21:11] <DM_Tol> 1d20+3
[21:11] <TolBot> [DM_Tol's 1d20+3]: 22
[21:12] <DM_Tol> Blake screams in pain, then calms.
[21:12] <DM_Tol> They release the bonds and he sits up.
[21:12] <DM_Tol> He looks weak, wounded even, but in time, stands and drinks.
[21:12] <DM_Tol> Athas, you return, ready to seek healing as well.
[21:13] * Athas drops the money sack in front of them.
[21:13] * Athas sets his axe on his shoulder.
[21:13] <Athas> "See to my friends first, then I will be healed."
[21:14] <DM_Tol> They take the money, and then lead you to the third cot, "Come, and rest. If we care for you, then you should be able to heal from the disease without the ritual."
[21:14] * Athas follows
[21:14] <DM_Tol> OneOfThree: "Your friend Blake is healed now, and Ryu is one his way. Should be able by next morning."
[21:15] <DM_Tol> You are shown to the cot, and after you get comfortable, you are treated with hot, steaming herbs on your chest and forehead, and drowsiness take you.
[21:15] <DM_Tol> Shalanda, you spend your entire day with no interruption, save for a plate of food mid-day.
[21:16] <Ryu> ("You call this food! I'm a princess! I want Cake, and Pies, and and and!!" roflmao)
[21:16] <DM_Tol> The rest of the group spends the day, retiring to the inn for evening.

[21:16] * Shalanda thanks whomever brings the food when it arrives.
[21:16] <DM_Tol> (anything to accomplish before skipping to morning?)
[21:16] <Ryu> (nah)
[21:17] <DM_Tol> (Athas and Ryu, make a d20+14)
[21:17] <Ryu> (DC24 again?)
[21:17] <Athas> 1d20+14
[21:17] <TolBot> [Athas's 1d20+14]: 20
[21:17] <Ryu> 1d20+14
[21:17] <TolBot> [Ryu's 1d20+14]: 22
[21:17] <Athas> (brb)
[21:18] <DM_Tol> After the day's rest, you seem to maintain your state, but neither do you improve.
[21:19] <DM_Tol> Night passes. Things are quiet at the inn, quiet in Shalanda's cell, and in the healer's room as well.
[21:19] <Ryu> (Shals hearing gets postponed, and the day passes lol)
[21:20] <DM_Tol> Morning breaks and the Elves are checking on the patients.
[21:21] * Berrian serves from the basket once more, saving his rations.
[21:21] <DM_Tol> (Ryu and Athas roll 1d20+16 DC24 to improve)
[21:21] <Ryu> 1d20+16 DC24
[21:21] <Athas> 1d20+16
[21:21] <TolBot> [Athas's 1d20+16]: 32
[21:21] <TolBot> [Ryu's 1d20+16 DC24]: 28 12Success
[21:21] <Athas> (yaa -- my health insurance pulled through!)
[21:22] <DM_Tol> Ryu, you have been rid of the disease from the Elves' care. You are being released, and asked to pay 75 gold.
[21:23] <DM_Tol> Athas, you have improved, and are rid of the disease. You are being released, and asked to pay 75 gold.
[21:24] * Athas hands them the sack.
[21:24] <DM_Tol> (How much was in your sack? they already took 98 gold)
[21:24] <Athas> (200 gold)
[21:25] * Ryu pays the 75 gold
[21:25] <DM_Tol> (you have 27 gold left in the sack)
[21:25] <Athas> (ok)
[21:26] <DM_Tol> You are both helped up to the table and fed a good breakfast.
[21:27] * Ryu eats slowly, feeling considerably better
[21:28] * Athas eats with both hands and few manners.
[21:29] <Berrian> (brb in 5)
[21:29] <DM_Tol> You both finish up, and are given your things and encouraged to return to the inn.
[21:30] * Ryu nods and heads back to the inn with thanks, and seeks to talk to Denny
[21:31] <DM_Tol> As you both get settled in the inn, Ryu, Denny reluctantly agrees to speak with you in the front hall.
[21:31] <DM_Tol> DennyTheInnkeep: "Yes, Master Ryu, it is good to see you are faring better now."
[21:32] <Ryu> "Thank you, I only wish to bother you to see how he is doing. It has been weighing greatly on my mind."
[21:34] * Athas finds Ryu and settles next to him.
[21:35] <Athas> "Any word of Shalanda?"
[21:38] <Ryu> (I'm in discussion with Denny, and I think I got Tolman thinking lol)
[21:38] <DM_Tol> Denny: "I am fine, thank you."
[21:38] <Ryu> (by he, I ment the guy that Shalanda tried to kill lol)
[21:38] <DM_Tol> Denny: "The boy? He did not survive."
[21:38] * Ryu looks down
[21:39] <Ryu> "I am sorry to hear that, does he have family here? I wish to give them my

condolences."

[21:40] <DM_Tol> Denny: "I do not think it wise. His father is not in good state to have lost his grown son."

[21:41] <Ryu> "That may be true, we should not have come here. Its my fault she was brought to this inn, should have found the healers myself."

[21:44] * Ryu shakes his head not sure what else to do

[21:44] <DM_Tol> Denny bids you good day.

[21:45] <Ryu> "Thank you for your time," he goes and sits down

[21:45] <DM_Tol> Darce walks down and looks at Athas, behind Ryu, "Can we check on Shalanda now?"

[21:45] <Athas> "We should."

[21:46] * Ryu shrugs, stands, and heads for the door

[21:48] <DM_Tol> Blake stays behind, still needing rest.

[21:48] * Berrian goes with the others.

[21:48] <DM_Tol> Darce follows behind Athas and Ryu and Berrian.

[21:48] <DM_Tol> You make your way through town to the City Building area.

[21:52] <DM_Tol> You inquire in the city building, and are told to wait outside, that you'll hear more soon.

[21:53] <DM_Tol> Out in the open area, you can see the door to the prisons where Shalanda and Athas were originally take. There is little foot traffic, though you see someone else who seems to be waiting by that door for a friend to emerge.

[21:54] <DM_Tol> The door of the building opens from inside.

[21:54] * Berrian takes a waterskin out of his cloak and drinks, then places it back within the folds.

[21:56] <DM_Tol> The man near the door takes a step back.

[21:57] * Shalanda finishes attaching a silvery star shaped object to her left arm, before letting the sleeve drop. She then starts to put her armor back on, before pausing at the sight of her companions.

[21:58] <Shalanda> "You all appear improved."

[21:58] <Berrian> "As do you."

[21:58] <Ryu> "Indeed, almost cost an arm to get this way though."

[21:58] <DM_Tol> Shalanda steps outside the door, donning armor ad hoc as she steps outside the door.

[21:59] <DM_Tol> (perception check all, but Shal)

[21:59] <Ryu> 1d20+3

[21:59] <TolBot> [Ryu's 1d20+3]: 13

[21:59] <Berrian> 1d20+11

[21:59] <TolBot> [Berrian's 1d20+11]: 30

[22:00] <Athas> 1d20+2

[22:00] <TolBot> [Athas's 1d20+2]: 3 (Sorry.)

[22:00] <DM_Tol> Berrian, you see the man by the door coming at Shalanda's neck with a butcher knife.

[22:00] <DM_Tol> (Athas, you lost sight of your pants.)

[22:00] <Athas> (You assume I wear pants.)

[22:00] <DM_Tol> (yes, but you lost them)

[22:00] * Berrian fey steps over and pushes Shalanda out of the way.

[22:00] <DM_Tol> (init, Berrian)

[22:00] <DM_Tol> 1d20

[22:00] <TolBot> [DM_Tol's 1d20]: 6

[22:01] <Berrian> 1d20+8

[22:01] <TolBot> [Berrian's 1d20+8]: 28 (Nailed it!)

[22:01] <DM_Tol> Berrian teleports beside Shalanda, pushing her out of the way of the man with the butcher knife.

[22:01] <Shalanda> "Oof!"
[22:01] <DM_Tol> The man swings his knife into the air, and the cries out, "No!!!!"
[22:02] <DM_Tol> He hurls the knife at Shalanda.
[22:02] <DM_Tol> 1d20-2
[22:02] <TolBot> [DM_Tol's 1d20-2]: 4
[22:02] * Ryu moves to restrain the man "Whoa there!"
[22:02] <DM_Tol> The knife flails through the air, thrown with no skill, and bangs the side of the building. He charges at Shalanda, "I will kill you!"
[22:03] <DM_Tol> (Action all of you)
[22:03] <Ryu> (Moving to restrain the man)
[22:03] <DM_Tol> (Berrian, then shall, then others)
[22:03] * Athas turns and starts to run towards teh source of the cry
[22:03] <DM_Tol> Ahtas and Ryu, you both see a man screaming violently and charging Shalanda. They are 5 squares away from you.
[22:04] * Berrian draws his sword and steps between the man and Shalanda. "Stop this, now."
[22:04] <Ryu> (in that case, Armathor's Step right behind him, then grab/restrain)
[22:05] * Shalanda kneels down to pick up the butcher knife then holds it out to the man handle first.
[22:05] <Ryu> (can I go? lol)
[22:06] <Shalanda> "If you want to take my life, then so be it, however it will not bring back your loved one."
[22:06] <DM_Tol> The man is easily restrained by you.
[22:06] <Shalanda> "All it will bring you is guilt, guilt that will linger for many... many years."
[22:07] <DM_Tol> Man: "Yes, I do want to. He reaches out for the knife."
[22:07] <Athas> (we can, however, arrange a meeting with your dead loved ones.)
[22:07] * Shalanda voice starts to trail off.
[22:07] <DM_Tol> (hehe)
[22:07] <DM_Tol> Ryu, do you let him get the knife?"
[22:07] <DM_Tol> ()
[22:08] <DM_Tol> (Berrian, do you?)
[22:08] <Ryu> "Losing a loved one will make you do many things you will regret, as will a sickness. You have my condolences for your loss, friend, and if I could bring back your loved one for you I would." he looks at Shal holding out the knife and shakes his head, before yelling "Can we get some help out here before somebody gets hurt?!"
[22:08] <DM_Tol> Ryu is behind the man, holding him. Berrian is sword drawn, between he and Shal.
[22:08] * Berrian continues to block his forward motion, but doesn't attack.
[22:09] <DM_Tol> The man struggles, "I will kill you."
[22:10] <Athas> (I'm running to give that guy a bull rush)
[22:10] <Ryu> (you're going to have to take me too then as I'm restraining him Loverboy)
[22:11] <Athas> (ok -- brace yourself)
[22:12] <DM_Tol> (ok, roll it)
[22:12] <DM_Tol> (lol... a sandwhich)
[22:13] <DM_Tol> (roll the bull rush, atlas)
[22:13] <Athas> 1d20+5
[22:13] <TolBot> [Athas's 1d20+5]: 22
[22:13] <DM_Tol> (er... Athas. LOL, that autocorrected to atlas)
[22:13] <Athas> (*crunch*)
[22:13] <Ryu> (I wish to react before he can hit us, you know, jump backwards pulling him with me lol)
[22:13] <DM_Tol> Athas runs into the man, knocking him out of Ryu's grip. He falls to the ground.

[22:14] <DM_Tol> (ok, roll an opposing Dex)
[22:14] <Athas> 1d20+2
[22:14] <TolBot> [Athas's 1d20+2]: 17
[22:14] <Ryu> 1d20
[22:14] <TolBot> [Ryu's 1d20]: 17
[22:14] <Ryu> (oops, that should have been 1d20+3, so 20)
[22:14] <DM_Tol> The man tosses to the ground, out of Ryu's grip.
[22:15] <Athas> "TOUCH HER AND I WILL BREAK YOU LIKE ROTTEN TWIGS!"
[22:15] <DM_Tol> He scampers to his feet, quivering, and seeing that these three are preventing him doing anything.
[22:15] <Ryu> "Athas you idiot, he was already restrained, just because he pulled a knife on your woman, is not excuse to go berserk loverboy"
[22:15] * Shalanda sighs, shakes her head and tosses the butcher's knife to the floor, before leaving disgusted.
[22:15] <DM_Tol> FatherOfTheBoy: "I don't know how, but I will. I will kill you!"
[22:15] <Shalanda> "I await the day."
[22:16] <DM_Tol> He spits and then turns and runs off down the street.
[22:16] * Ryu shakes his head
[22:16] <DM_Tol> *** Thus ends this session of Können Land ***
[22:16] * Berrian sighs and returns his sword to it's sheath

6-10-2012: SHE WHO STEALS & SHE WHO TAUNTS

[20:01] <DM_Tol> *** Game Recap ***

[20:03] <DM_Tol> The group of adventurers picked up the trail of the elusive "Master D", a villainous character who accosted members a year ago, and who has been busy enacting some plan in the region of Können having to do with collection of magical items.

[20:04] <DM_Tol> The trail leading them west to the coastal mountain kingdom of Medigo, the party encounters Lycanthropes, hastening their race to the small town near the mountain of Medigo to seek healing.

[20:05] <DM_Tol> After a mind frenzied disease caused Shalanda to kill innocent young man, the party finally made amends from their crimes in the city and healed up.

[20:06] <DM_Tol> Upon Shalanda's release from the city jail, he was attacked by the father of the young servant whose life she ended. As the crowd cleared, the group returned to the inn, and was told by the host innkeeper there that they are now requested to leave.

[20:06] <DM_Tol> *** Thus begins this session of Können Land ***

[20:08] <Berrian> (and, interruption...)

[20:08] <Berrian> (biab, I guess)

[20:08] <Athas> (a tradition continues)

[20:08] * Shalanda walks alone towards the gate of the city, head hung low as a heaviness hangs about her.

[20:09] * Athas gathers his things, trying to keep his face neutral.

[20:10] <DM_Tol> The late morning sun rises in the sky.

[20:10] <Blake` > "Well...here we go"

[20:10] <Blake` > (sorry again dog, he was in all day cause of the heat now he wants out...try to get him calm asap)

[20:10] <DM_Tol> The inn keep stands in the door front, watching you go.

[20:12] * Athas doesn't favor anyone with any sort of look.

[20:13] <DM_Tol> At the gate of the town, you see the road that winds around the base of the hill and back towards the mountains in whose shadow this town sits.

[20:15] <Athas> "Only the mountain is honest."

[20:17] * Shalanda gazes out over the horizon, taking in the scenery.

[20:19] <Blake` > "So we are heading to the mountains"

[20:19] <Athas> "Good."

[20:21] <Blake` > "Everyone is feeling better?"

[20:21] <DM_Tol> Darce, the halfling tagalong steps behind Blake, "It's always been mysterious."

[20:22] <Athas> "The mountains are good. The Seats of Old Man Iron and Old Woman Wood will protect us."

[20:24] <Blake` > "Good to hear"

[20:25] * Shalanda looks back at the others before walking ahead on the road.

[20:25] <Blake` > "So Darce, what is exactly mysterious, the mountains?"

[20:26] <DM_Tol> Darce: "The Dwarven kingdom of Medigo... You never hear anything from them."

[20:26] <Blake` > (history check?)

[20:27] <DM_Tol> Darce: "I've heard they have have dealings with gnomes, no less."

[20:27] <DM_Tol> (sure)

[20:27] <Blake` > 1d20+9 history

[20:27] <ToIBot> [Blake`s 1d20+9 history]: 10 (Uh oh.)

[20:27] <Blake` > "I don't think I know anything about them, I hope we meet them then"

[20:28] <DM_Tol> Darce: "Well, if we're wanting to find Mr. D., sounds like we'll have to. But I'm not sure we're gonna want to. These dwarves don't deal with outsiders."

[20:30] <Blake` > "Well, who do they deal with?"

[20:31] <Blake` > "Doesnt matter I guess, we need to actually get there first anyway"

[20:32] <DM_Tol> Darce walks along, "Hard to say. From what I know, they keep to themselves, and don't deal much with outsiders. I noticed we didn't see a single dwarf even in Medigo Town.

[20:32] <DM_Tol> Darce shrugs.

[20:33] <Blake` > "Good observation Darce"

[20:33] <Blake` > "Looks like we will find out why soon enough, those mountains don't look too far away"

[20:33] <Athas> "Dwarves. Good people."

[20:34] <Athas> "Of a sort."

[20:35] * Athas reshoulders his axe.

[20:35] <Shalanda> "Dwarves are traditionally stubborn folk, this shall not be easy."

[20:36] <Blake` > "lets go then" Blake heads out

[20:37] <Athas> "Nothing is easy that is fun."

[20:37] <Athas> "Perhaps I'll see some kin."

[20:37] <DM_Tol> Darce: "And the fact that they may have taken up with the likes of this wretched figure... does not bode well."

[20:38] <DM_Tol> You make the descent from the town on a hill and down the path to the road.

[20:38] <DM_Tol> You recognize the crossroads, one branch which disappears into the ancient battlefield you crossed to reach here.

[20:40] <DM_Tol> Another branch of the road, clearly the main one, stretches out north, while a third path heads into the mountains.

[20:41] * Berrian walks along with the others.

[20:41] * Blake` heads towards the mountains

[20:41] * Shalanda looks at her map a little confused.

[20:42] <Berrian> "What is bothering you, Shalanda?"

[20:44] <Shalanda> "I see no indication on the map that anything is north of Medigo on this map, at least towards the mountains. We move into unknown terrain."

[20:45] <DM_Tol> Darce: "I told the inn keep it's where we were heading... to reassure him we'd leave as soon as you were out, Shalanda."

[20:45] <Berrian> "I am certain something is there. It is the mystery that makes it interesting. Of course, maybe we should have asked for a more detailed map of the area."

[20:46] <DM_Tol> Darce: "He said the kingdom is in the 'mountain on the bay', whatever that means. He said we can follow the river. But what river?"

[20:46] <Shalanda> "I paid for a detailed map of the area. I suppose it matters not, if this is the direction the clues take us."

[20:46] <Blake` > "I don't mind the thought of unknown terrain, forces us to be on our guard"

[20:47] <Shalanda> "Well there is a river to the north."

[20:47] <Athas> "There we go."

[20:48] <Blake` > "Sounds good"

[20:48] <Berrian> "Seems like a sensible enough plan."

[20:49] <Athas> "UNtil we are set upon by tribes."

[20:50] * Sentagur (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[20:50] <Shalanda> (Hey Sent)

[20:50] <Berrian> "of course."

[20:50] <Sentagur> (hello all)

[20:51] <Shalanda> "Then you will show them the strength of your axe, and the power you wield, and they will take a knee in respect to you."

[20:51] * Shalanda says slightly sarcastically.

[20:51] <DM_Tol> The road you follow curls around the western side of the hill towards the face of the mountain. You can see the flat expanse of the ocean in the horizon off to the west. Clouds fill the sky in the distance.

[20:52] * Blake` smiles at Shalanda's sarcasm
[20:53] <Athas> "And with that I will raise an army."
[20:53] * Shalanda nods her head as if that was the reply she expected/
[20:54] * Athas looks over the water... and something crosses over his face...
[20:56] <DM_Tol> The mountains before you tower in the sky. three mountains in a row, each one taller. The path breaks in two, one fork that peels off towards the coast in the distance, and another that continues switching around the mountain slope.
[20:57] <Athas> "We will not be crossing hte water, will we?"
[20:57] <Shalanda> "Does the water frighten you?"
[20:57] * Athas clears his throat and straightens up.
[20:58] <Shalanda> "It does, doesn't it!"
[20:58] <Athas> "Nonsense -- She Who Steals doesn't frighten me."
[20:58] * Shalanda approaches Athas, a wicked smile streaked across her face.
[20:59] <Shalanda> "Oh but I think She Who Steals does. Are you afraid she will steal your breath from your lungs and take your life if you try to cross her?"
[21:01] <Athas> "Not Athas -- not one who has the favor of Old Man Iron and Old Woman Wood. I make sure they drink deep."
[21:02] <Shalanda> "Drink deep? Can Old Man Iron even cut She Who Steals? Does she not just part way from his swing, and envelop him, then take away his strength and leave nothing but rust behind?"
[21:02] <DM_Tol> (Note: when DM announces a fork in the road, it's customary to pick one route)
[21:02] <Berrian> "Old Woman Wood will allow you to ride her back if crossing the river is necessary."
[21:03] <Athas> "They will keep me safe. Old Man Iron and those who please him do not fear She Who Steals."
[21:04] <Athas> (away from the ocean will do)
[21:04] * Shalanda turns and makes for the path that switches around the slope.
[21:04] * Blake` also heads that way
[21:05] * Athas follows along nervously.
[21:05] <Shalanda> "If that's what you think. We'll take the safe route away from the large body of water."
[21:05] <DM_Tol> (afk... keep walking and talking)
[21:06] <Shalanda> "I look forward to seeing if your words hold strength when we meet She Who Steals."
[21:08] <Athas> "I look forward to you apologizing for doubting the strength of my arm and the will of Old Man Iron."
[21:09] <Shalanda> "I don't doubt the strength of your arm, just the strength of your courage in the water."
[21:10] <Athas> "I look forward to surprising you."
[21:11] * Shalanda giggles.
[21:11] <Shalanda> "I look forward to seeing you try."
[21:12] <Berrian> "Less bicker, more travel."
[21:12] * Athas reshoulders his axe.
[21:12] <Athas> "I wasn't bickering."
[21:13] <DM_Tol> The path winds around a difficult and craggy slope at times. It takes hours to skirt the mountain, but eventually, you find yourself in a pass between two mounts, and ahead, you see the path moves down the slope to a small river.
[21:13] <Blake` > "So far so good"
[21:15] * Athas moves easily among the crags and breaks in the rock.
[21:15] * Shalanda looks down at the river below and smirks.
[21:18] * Shalanda heads down the path picking up speed to a light jog.

[21:19] <Blake` > "She seems excited"
[21:21] <Athas> "Perhaps she's home?"
[21:21] <Blake` > "never know"
[21:22] <Shalanda> (You should know, you came from the same lands as I.)
[21:22] * Blake` continues towards the river
[21:22] <DM_Tol> You move down the path and see ahead a river stream that spills down from the mountain up above.
[21:22] * Athas slows down slightly, letting some others move ahead of him.
[21:23] * Shalanda waits by the river's edge...waiting.
[21:23] * Blake` finally catches up
[21:23] <DM_Tol> Darce follows along.
[21:25] * Berrian tastes the water for cleanness, then fills his waterskins (if clean)
[21:27] * Shalanda gazes along the river's edge and the river, gauging how wide, deep, and strong it looks.
[21:28] * Athas walks up to the edge of the river and fills his water skins.
[21:30] <DM_Tol> You make your way down to the river. The water moves along at a moderate pace.
[21:32] <Shalanda> "So where do we cross, anybody see where the trail continues on the other edge?"
[21:34] <Athas> (can I roll nature to see if I find a trail?)
[21:35] <DM_Tol> (you can roll)
[21:35] <Athas> 1d20+2
[21:35] <TolBot> [Athas's 1d20+2]: 10
[21:35] <Athas> (or not...)
[21:35] <DM_Tol> The river stream cascades down from the mountain on the right, the mountain you just skirted around.
[21:36] <DM_Tol> The river flows off to your left, down the craggy slopes and alongside the next mountain that peaks to the north.
[21:36] <DM_Tol> There is no discernible path at this point, only the river, but passable terrain alongside it.
[21:38] <Athas> "We can follow the river and see if there is a point where we can ford it."
[21:38] <Blake` > "Agreed, no reason to cross here"
[21:38] <Shalanda> "Very well."
[21:40] <Berrian> "agreed."
[21:40] <Athas> "Let's move on."
[21:42] <DM_Tol> You turn and make your way alongside the river. Moving down the slope is difficult at times, hard on the feet and knees. After another hour, the slope levels off a bit as it heads straight towards the next mountain in sequence.
[21:42] * Athas keeps an ear out for other tribes.
[21:42] <Shalanda> "I can not picture how a wagon got through this pass."
[21:45] <DM_Tol> As time passes, you are stopped by an amazing sight, one unlike anything you've seen before— in the west over a watery horizon from the vantage point to which you've climbed all day the colors and lights of the sky are dumbfounding.
[21:47] <Shalanda> "Reminds me of the Feywild."
[21:47] * Blake` takes it in for a moment
[21:47] <DM_Tol> Oranges and reds and yellows shoot off the sky dome and down into the backs of your eyes.
[21:47] <Berrian> "beautiful."
[21:48] <DM_Tol> Darce stares in the distance, "That's something."
[21:48] <Athas> "It's a sunset."
[21:51] <Berrian> "a very nice sunset."

[21:52] <DM_Tol> And as you watch, the lights transform and then begin to dim as the sky disk begins to disappear in the horizon.

[21:53] <Shalanda> "It's time to consider camp."

[21:54] <Blake` > "My legs could use some rest"

[21:54] <Athas> "We shouldn't walk the mountains at night."

[21:55] <Berrian> "agreed."

[21:58] <Blake` > "lets make camp here?"

[21:58] <DM_Tol> Around you, there are the occasional patches of of level ground, not too rocky.

[21:58] * Berrian looks around the area

[21:59] <Berrian> "I suppose here works."

[22:04] <Blake` > "Should be a good place to sleep"

[22:04] <Blake` > "Let's setup then eat"

[22:04] <Athas> "Agreed."

[22:07] <DM_Tol> YOur set up your camp in a suitable spot, not too close to the water since the the ground is rather damp closer.

[22:10] * Blake` eats a few rations, resting against his gear

[22:10] * Athas looks around for some wood for a fire.

[22:11] <DM_Tol> You can find occasionally hillside trees, suitable for harvesting firewood.

[22:11] * Shalanda eats a little and stares out in the direction of where the lights were.

[22:12] <Berrian> "I will take whichever watch is needed."

[22:12] <Athas> (unlike some people, I do not fear trees.)

[22:12] <Shalanda> (Well you aren't a dwarf.)

[22:14] <Athas> (true -- too tall and far too good looking.)

[22:15] <DM_Tol> Starlight has taken the place of the light of the sun, though a glow still lingers in the distant west.

[22:15] <Blake` > "Let's hope for a safe night"

[22:15] <DM_Tol> As you prepare to sleep, the sound of the moving water nearby, splashing against rocks sings nature's lullaby.

[22:16] <DM_Tol> (watches?)

[22:16] <Shalanda> (Trance Sleep

[22:16] <Shalanda> (Trance Sleep "Watch")

[22:18] <Shalanda> (Well assuming an 8 hour rest, I'll take the last 4 hours actually awake)

[22:18] <Blake` > (ill go last)

[22:18] <Athas> (I'll snore loud enough to keep away predators.)

[22:19] <Berrian> (I'll take opposite Shal, as we can take half each and someone is always up.)

[22:19] <DM_Tol> Night comes as you take your rest.

[22:20] <DM_Tol> You are not attacked by a territorial Mountain Lion or a Dwarven defender, as morning breaks.

[22:21] * Shalanda quietly goes about her morning rituals, alone by the water's edge during Blake's watch.

[22:22] <Athas> (Cannonball!!!!)

[22:23] <DM_Tol> As you move to the water, you see two people upstream, Shalnda.

[22:23] <DM_Tol> *a

[22:23] * Shalanda looks upstream.

[22:26] <DM_Tol> You make out a couple figures, small-statured. As you hone your sight on, you can see that one is pointing a spear in your direction.

[22:26] <Athas> (Room Service? This early?)

[22:27] * Shalanda does not make any aggressive moves, but waits for her vision to become clear enough to identify their race.

[22:28] <DM_Tol> The man upstream thrusts the spear forward...

[22:28] <DM_Tol> ... into the water, and draws up a fish.

[22:28] <DM_Tol> *** As this session of Können Land comes to a close ***

<Partial log, some is missing due to the disconnect of the logger...>

[20:03] <DM_Tol> *** Game Recap ***

[20:03] <DM_Tol> (What the DM just said... plus:)

[20:03] <Shalanda> (Yay, I still remember the plot line. I'm clever... or something!)

[20:04] <DM_Tol> The party with its tagalong Darce the Halfling, found the healing and perspective it needed in Medigo town at the base of the triple peaked Medigo mountains.

[20:04] <DM_Tol> After departing the town, they spent a day weaving along a mountain path that skirted the slopes of the nearest peak, climbing higher and higher as they went.

[20:05] <DM_Tol> The road ended as it reached a mounting stream flowing from the peak on onward towards the second mountain peak.

[20:05] <DM_Tol> Light fading, the group slept restfully beside the river.

[20:05] <Athas> (until...)

[20:05] <DM_Tol> Upon waking, the party sees two figures, fishing in the distance.

[20:06] * Athas watches the two carefully.

[20:06] <DM_Tol> *** Thus begins this session of Können land ***

[20:06] * Berrian looks towards the river to see if he can see any fish.

[20:06] * Blake` also takes note of the two figures

[20:07] <DM_Tol> Upstream, you see one of the men thrust a spear forward...

[20:07] <DM_Tol> ... into the water, and draws up a fish.

[20:08] * Shalanda pauses from staring into the river waters to look upstream.

[20:08] * Athas nods in the direction of the two men.

[20:09] <Athas> "We should be wary of them."

[20:10] <Blake` > "They must have noticed us"

[20:12] * Athas picks up his gear.

[20:13] <Athas> "They don't look like soldiers. Could be raiders."

[20:13] <DM_Tol> The second man has a net in his hands.

[20:14] <Athas> "Be on your guard."

[20:14] <Ryu> (brb, phone)

[20:15] * Athas looks to the others.

[20:15] <Athas> "We go?"

[20:15] <Blake` > "Sure"

[20:15] * Shalanda returns to the others.

[20:15] <Blake` > (do we know where we are going around here?)

[20:15] <Shalanda> "Looks like we must be close, fishermen are up the river."

[20:16] <Athas> "Trust them?"

[20:16] * Berrian packs and prepares to leave camp

[20:17] <DM_Tol> Darce puts his things up in a bundle, stuffing it in his sack.

[20:18] * Ryu packs up as well

[20:18] <Blake` > (afk, damn dog)

[20:18] * Shalanda looks at Athas quizzically

[20:18] <DM_Tol> Athas, as you spy the two men up river in the distance, you can see one of them meet your eyes, and give a brief friendly wave.

[20:18] <Shalanda> "They look like fishermen, not demons sent by She Who Steals to steal your soul."

[20:19] * Athas shoulders his pack and gives the fisherman a friendly nod.

[20:19] <Athas> "I know they're not demons... demons are larger."

[20:22] <Athas> "But people are more treacherous."

[20:23] <Berrian> "It is an interesting method of fishing."

[20:23] * Shalanda let's out a huge groan and makes a beeline towards the fishermen.
[20:23] * Athas smirks as Shalanda groans.
[20:25] <DM_Tol> Shalanda packs up and heads towards the river and upstream towards the fishers. Darce follows behind.
[20:25] * Athas follows along.
[20:26] <Shalanda> "Hi, I wonder if you could give me directions to the dwarven kingdom please?"
[20:26] <DM_Tol> As you approach, the two men stop what they're doing and stand up straight.
[20:26] <DM_Tol> A tall, very tall, slender man holds a slim spear. YOU see a fish dangling from a tie line on his belt.
[20:26] * Athas watches them carefully -- Old Man Iron still thirsts...
[20:26] <DM_Tol> The other man fiddles with a net and looks up at you.
[20:27] <DM_Tol> "Mornin'. Eh? Did you say the dwarves?"
[20:27] <Shalanda> "Morning. I did."
[20:28] <DM_Tol> Fisher: "You're looking for the Dwarf kingdom?"
[20:28] * Athas stands behind Shal -- in the event that she has to be shoved aside for her safety
[20:29] <DM_Tol> Fisher: "If you're hoping to trade, I wouldn't bother. They do things differently down there, I hear."
[20:30] <Athas> "How so?"
[20:31] <Shalanda> "So I've heard."
[20:32] <DM_Tol> Fisher: "No trade. No interaction at all with townfolk... 'surface dwellers.'. Kingdom is deep down below the mountain, and they say they only interact with Dark Gnomes even further below the mountain."
[20:33] <Shalanda> "Dark gnomes?"
[20:33] <Shalanda> (Weeee, we're going to the Underdark!)
[20:34] <DM_Tol> Fisher: "That's what I hear. But I've been fishing the three-peak river my whole life, and I've maybe see a dozen kingdom dwarves ever.
[20:34] <Athas> (i call drow)
[20:35] <DM_Tol> The tall, slender fisher speaks up to his partner.
[20:35] <Shalanda> "What about a black carriage?"
[20:35] <DM_Tol> Fisher: "Yes, that's true, too. We hear they have a port, that they have dealings with some offshorelanders. Don't know whom.
[20:36] * Athas frowns
[20:36] <DM_Tol> Fisher: "Carriages? No road to their kingdom cave, no place for a carriage."
[20:36] <DM_Tol> The other fisherman speaks to his partner.
[20:37] <DM_Tol> Fisher: "Black carriage you say?"
[20:37] <Shalanda> "Aye"
[20:37] <DM_Tol> Fisher: "Odd thing, around here. A fancy carriage?"
[20:38] <DM_Tol> Fisher: "One rolled into Medigo Town couple months back."
[20:38] <Shalanda> "That sounds like the one. We have reason to believe it went to the dwarven kingdom."
[20:38] <Blake` > (back)
[20:39] <DM_Tol> Fisher: "We's know about it cause his uncle at the stables saw it. The carriage was abandoned outside of town."
[20:39] <Athas> "Was it attacked?"
[20:40] <DM_Tol> Fisher: "Nope, just abandoned, like someone just took everything and left it there and went on. It got stripped and then his uncle helped sell it to some ladies on their way to Jalem."
[20:42] <Shalanda> "Hmmm."
[20:42] * Athas looks to Shalanda
[20:43] <Athas> "Something of interest?"
[20:43] <Ryu> "Interesting"
[20:43] <Shalanda> "Would you mind giving me directions the dwarven kingdom please?"

[20:43] <Blake` > "Makes sense if they went to the mountains or underground"
[20:44] <DM_Tol> Fisher: "Well, there's no road. Not even any path anymore. They never even open their upside gate anymore."
[20:44] <DM_Tol> Fisher: "When I was a boy, there a was a path alongside the three-peak river here. Back then they did have some doings with upside folk."
[20:45] <DM_Tol> Fisher: "But that was a long time ago. These days sees they just went under and don't come up. Not even other dwarves... least not by land."
[20:46] <DM_Tol> Fisher: "But, if'n you follow the river downstream, should take you close enough to their upside gate... but like I said, they don't open in anymore... or at least not much."
[20:46] * Blake` nods
[20:48] <Athas> "Thank you."
[20:48] <DM_Tol> Fisher: "The gate is up the third mountain , where its peak adds to the river."
[20:48] <DM_Tol> Fisher: "Sure. Care to buy a fish?"
[20:48] <DM_Tol> He holds out a good sized fish hanging on his belt.
[20:49] <DM_Tol> Fsiher: "Fries a good breakfast."
[20:49] <Shalanda> "Sure, that looks like it would make a nice meal."
[20:50] * Shalanda pulls out a silver coin from her small woven purse of fine silky cotton.
[20:50] <DM_Tol> He unclasps it and wades into the river to reach your side. "Two copper."
[20:50] <DM_Tol> Fisher: "I got no change."
[20:50] <DM_Tol> He hands over the plump fish.
[20:51] <Athas> (lol!)
[20:51] <Shalanda> "That's ok, the story about the carriage was worth the rest."
[20:51] <DM_Tol> Fisher: "Thank ye, ma'am."
[20:51] <Shalanda> "Thank you for the help."
[20:52] <Blake` > "Sounds like we are going to have a hard time getting to these dwarves"
[20:53] * Shalanda heads towards the mountain the two indicated, while carrying a plump fish.
[20:53] <DM_Tol> The man walks upstream, offering a wave, his eyes gravitating back to the river water.
[20:53] <Athas> "Then we just go to the dwarves."
[20:54] * Blake` heads that way also
[20:55] <Blake` > "Hope my dwarven hasnt become too rusty, if we ever find them"
[20:56] <Athas> "I wouldn't mind having a dwarven axe -- would shut Garet's mouth for a change."
[20:57] <Athas> "Of course... a hard blow to that mongrel's skull would do it and be more satisfying."
[20:59] <Ryu> (sorry guys my net is acting funny)
[21:00] <Athas> (it's a virus)
[21:01] * Shalanda goes off ahead of the group.
Session Close: Sun Jun 17 21:01:44 2012

PORTION LOST IN THIS AREA DUE TO DISCONNECT

[21:05] <DM_Tol> Darce looks at Athas, "I will try. I think."
[21:06] * Athas grins
[21:06] <Shalanda> (Heading in the direction of the dwarven mountain by way of river.)
[21:06] <DM_Tol> (you ok, Ryu?)
[21:06] <Athas> "I wish you luck, Darce -- the gods favor those who keep their bellies full."
[21:06] <Ryu> (not sure yet lol)
[21:07] <DM_Tol> You all walk alongside the river that has flown out of the peak you circled the day before.
[21:08] <DM_Tol> Moving along, the terrain is difficult at times. It winds close to the base of the

second mountain peak.

[21:08] <DM_Tol> By mid-day, you have surpassed the second peak and see the third ahead, with open sky beyond.

[21:09] <DM_Tol> Cascading in front of you is a stream flowing down from the second peak, plummeting into the river below. You will have to traverse the stream to move on.

[21:09] * Athas smiles as he walks among the rocks -- as close to home as he can be.

[21:11] <DM_Tol> (It will take a climb check DC 17 to pass through the cascading mountain stream without slipping.)

[21:11] <Blake` > (afk again sorry, dog is being even worse then normal)

[21:12] <Shalanda> (No climb check, do you mean Athletics or Acrobatics?)

[21:12] <DM_Tol> (Athletics)

[21:13] <Athas> (pew...)

[21:13] * Shalanda looks around for material to make a makeshift bridge, or act as a pole to help balance.

[21:13] <DM_Tol> The cascading mountain stream is flowing from the peak on your right, down into the river on your left.

[21:15] * Athas looks around for a safe place to climb and jump across.

[21:15] <DM_Tol> (YOU see no bridges or poles)

[21:15] * Ryu tempts to cross 1d20+10 vs DC17

[21:15] <Ryu> 1d20+10 vs DC17

[21:15] <TolBot> [Ryu's 1d20+10 vs DC17]: 11 4Critical fail

[21:15] <Ryu> (ROFLMAO!)

[21:16] <Athas> (See ya!)

[21:16] * Shalanda watches Ryu take a bath.

[21:16] <DM_Tol> Ryu finds the rocks slippery and plummets down the stream and dumping out into the river.

[21:16] <DM_Tol> 1d3

[21:16] <TolBot> [DM_Tol's 1d3]: 1

[21:17] <DM_Tol> (1 point of bump a bruising damage)

[21:17] * Athas looks over the edge.

[21:17] <DM_Tol> (Swim check DC10 to stay afloat and swim to the side.)

[21:17] <Ryu> (Swim is what? Athletics again?)

[21:17] <DM_Tol> (Yep)

[21:18] <Ryu> 1d20+10 vs DC10

[21:18] <TolBot> [Ryu's 1d20+10 vs DC10]: 23 12Success

[21:18] <Shalanda> (How long across is this stream?)

[21:19] * Athas jumps across to the other side.

[21:19] <Athas> 1d20+11

[21:19] <TolBot> [Athas's 1d20+11]: 22

[21:19] <DM_Tol> The stream is 5 squares across.

[21:19] <DM_Tol> Athas makes his way over as Ryu swims to shore in the river.

[21:20] <Ryu> "Watch that first step, its a doozy"

[21:20] <DM_Tol> (The stream is a steep fall., but not deep. The river is level, but a bit deep here.)

[21:20] * Shalanda debates jumping it, but then just Fey-Steps instead.

[21:20] <Athas> (boo)

[21:20] <DM_Tol> 1d20+3 for Darce DC17

[21:20] <TolBot> [DM_Tol's 1d20+3 for Darce DC17]: 7 4Fail

[21:21] <DM_Tol> Darce makes a carful step into the water, and tumbles in.

[21:21] <DM_Tol> 1d20+3

[21:21] <TolBot> [DM_Tol's 1d20+3]: 22

[21:21] <DM_Tol> Darce surfaces in the river, spitting water, and then swims to shore beside Ryu.

[21:21] * Athas watches Darce plummet through the water.
[21:21] <Athas> "Darce?!"
[21:22] <Shalanda> (Just because I can do physical tests doesn't mean I can't overcome them with mental power instead.)
[21:22] <DM_Tol> (Bake and Berr?)
[21:23] <Ryu> (Bake and Berr, sounds like a bad rock band)
[21:23] * Shalanda takes a seat on a nearby rock to rest while waiting.
[21:23] <Shalanda> (Sounds like imitation Shake and Bake)
[21:24] <DM_Tol> (lol)
[21:24] <DM_Tol> (let's wait a minute for Warb and Berrian to become active?)
[21:24] <DM_Tol> (I'll go kiss my kids)
[21:25] <Athas> ("Bake and Berr? God -- that stuff tastes like an ash tray."
[21:28] <DM_Tol> (hmm... they are both gone?)
[21:29] <Ryu> (*kicks Berrian and Blake`*)
[21:30] <Blake` > (back)
[21:30] <Shalanda> (/me slaps Blake with her trout)
[21:30] <Athas> (what? No halibut?"
[21:31] <DM_Tol> (what happened to Berrian?)
[21:31] <DM_Tol> (He's been idle 30 minutes)
[21:31] <Blake` > (probably also has a dog)
[21:31] <DM_Tol> (ok, resuming...)
[21:31] <DM_Tol> Blake makes his attempt to cross the stream.
[21:32] <Athas> (don't cross the streams, man)
[21:32] <Berrian> (I was eating dinner...)
[21:32] <DM_Tol> Berrian teleports across the cascade.
[21:33] <Ryu> (I should have teleported too, but I forgot XD)
[21:33] <Blake` > 1d20+8
[21:33] <TolBot> [Blake`s 1d20+8]: 16
[21:33] <DM_Tol> Blake tumbles into the cascade and plops into the river, following Ryu and Darce.
[21:34] <DM_Tol> (Athl DC10 to swim to the side.)
[21:35] <Blake` > 1d20+8
[21:35] <TolBot> [Blake`s 1d20+8]: 17
[21:36] <Berrian> (sorry, I'm caught up. Thanks for Fey stepping me to the other side.)
[21:36] <DM_Tol> The group resets itself as some wring out.
[21:37] <Berrian> "I am glad my bow did not get an unnecessary bath."
[21:37] * Athas waits for the others to come across.
[21:37] * Shalanda chuckles.
[21:38] <DM_Tol> You travel along. The river eventually becomes more of a canyon, deeper cutting in tot the craggy surface of the ground below the third mountain peak.
[21:38] * Shalanda pauses as she realizes that's the first time she's done that since leaving town.
[21:38] <DM_Tol> (canyon)
[21:39] <DM_Tol> The surface of the river is 20 feet below the ground you walk along.
[21:40] <DM_Tol> After a couple hours, you reach a place on the river alongside the river where you see two features.
[21:41] <Athas> "I love this place. Reminds me of home."
[21:41] <DM_Tol> A stream flows down from the third peak above you. It flows much more gently than the cascading stream of the second peak.
[21:42] * Shalanda looks up the peak for signs of the gate.
[21:42] <DM_Tol> And, ahead maybe 400 meters, you see the river disappear in the horizon of the landscape. Beyond that, you see the ocean once more.
[21:43] * Athas approaches the edge of the peak.

[21:43] <Berrian> "Amazing scenery."
[21:44] <DM_Tol> (afk a minute)
[21:45] <DM_Tol> Athas moves easily past the mountain stream and walks down the river a bit.
[21:46] * Blake` also takes in the surroundings
[21:46] <DM_Tol> Athas, as you reach the end, you see a bit of a cliff before you. The river runs off the cliff, in a water fall down into a watery inlet far below.
[21:47] <Athas> "Here! I think I found it."
[21:49] * Berrian takes his time to go see what Athas sees.
[21:49] <DM_Tol> (I'm afraid I'm not describing it well.)
[21:49] <DM_Tol> The river waterfalls over the cliff into an ocean bay down below.
[21:50] * Blake` looks
[21:50] <DM_Tol> Shalanda, looking up the slope, look for a gate.
[21:50] <Athas> "We're looking for a fall?"
[21:50] <DM_Tol> (percept shal)
[21:50] * Shalanda continues to scan the mountain peak for signs of the dwarven gate, recalling that the fishers said it should be where the stream from the mountain meets the river.
[21:50] <Shalanda> 1d20+6
[21:50] <ToIBot> [Shalanda's 1d20+6]: 24
[21:51] <DM_Tol> Shalanda, as you inspect up alongside the stream, you do think that there might be signs of an animal or foot path alongside the stream, very faint and not used much.
[21:53] * Shalanda starts to follow it.
[21:55] * Athas turns around
[21:56] <Blake` > "Well, shall we keep looking?"
[21:56] <DM_Tol> Darce stands beside the stream, watching Shalanda and watching Athas alternately.
[21:56] <Athas> "Well -- where to now?"
[21:57] <DM_Tol> The rest of you see Shalanda walking up the steep slope.
[21:57] * Blake` calls out "Find something up there?"
[21:58] * Athas looks around
[22:00] <DM_Tol> Shalanda, you can see up ahead that the stream gets very small.
[22:00] <Shalanda> "A game trail."
[22:00] * Blake` heads up where Shalanda is
[22:01] <DM_Tol> The slope is quite craggy in places, and presumably the stream is fed by more than one place on the slopes, as its size diminishes in steps.
[22:02] <DM_Tol> After half an hour, you see two forks of the stream up above, and each in time disappears into the mountain.
[22:02] <Athas> (diminishes in a short amount of distance, or diminishes into carved steps?)
[22:02] <DM_Tol> At this point, you can make out that some of the stone on the slope has been carved.
[22:03] * Shalanda stops to feel the stonework, before continuing.
[22:03] <DM_Tol> (the stream just disappears, as in you can see the crags where it comes out of the mountain)
[22:03] <DM_Tol> The stonework is old.
[22:05] <Blake` > "You think this might be the door?"
[22:05] <Shalanda> "The way to the door, judging by the stonework."
[22:06] <DM_Tol> Darce looks down, "These look like steps."
[22:06] <Blake` > "Thats good news then"
[22:06] <Blake` > "hmmm, they do..."
[22:07] <Berrian> "If it is the entrance, how do we get in? Wait for someone to open it and pounce? I am sure that would take quite a while."
[22:08] * Shalanda continues to follow the stonework path.

[22:10] * Athas follows Shalanda as she goes down the path.
[22:10] * Blake` goes also
[22:10] <DM_Tol> You all follow along, and in time, it becomes clear you are on steps, carved presumably long ago, and long since out of use. The steps move along the mountain slope, and after another half hour, around a bend of a boulder jutting out from the slope, you see a large stone edifice, cut into the side of the mountain.
[22:13] <Berrian> "That looks more likely."
[22:13] * Shalanda looks at the edifice.
[22:14] <DM_Tol> The large protruding portico covers a gate with a courtyard in front of it.
[22:14] * Shalanda approaches
[22:16] * Berrian follows, keeping an eye out for any form of movement,.
[22:18] <DM_Tol> You move to the gate. Before the structure, there are small columns, the stonework more refined here, though aged with time and weather. The gate is some 10 feet high, swinging out you can tell by the groove in the stone before it.
[22:19] <Athas> "Should we announce ourselves?"
[22:19] <Shalanda> "Indeed:
[22:20] <Blake` > "I have a funny feeling it won't matter, but we need to try"
[22:21] * Shalanda looks for a place visitors can announce their arrival, such as a door knocker or a bored guard, before resorting to yelling in dwarven.
[22:22] <Athas> "I GREET YOU IN THE NAME OF MY CLAN! I AM ATHAS!"
[22:22] <DM_Tol> The ornamentations on the stonework are rudimentary. The door is sharply cut and while not covered in cobwebs, you see little around you that indicates any regular movement or use.
[22:22] * Berrian slings his bow across his back. "I suppose going in with weapons drawn would be an impolite announcement."
[22:23] <DM_Tol> You holler out and wait a bit, but receive no response. You see no call mechanism or knocker on or near the door.
[22:23] * Ryu decides to see if the gate is locked
[22:24] <DM_Tol> Ryu, you do not see that the gate is unlocked in any way. There are no rings or pulls on this side of the door.
[22:25] * Athas tests the iron
[22:25] * Shalanda knocks on the gate with the non-pointed end of her scythe, so there is a loud metal on metal knocking.
[22:26] <DM_Tol> The door and its frame test out as very hardened and solid.
[22:26] <DM_Tol> Shalanda wraps on the door and waits for a bit, as no response comes.
[22:26] * Shalanda ponders the situation.
[22:27] <Athas> "Well built."
[22:27] * Athas looks at how it's attached to the rock.
[22:27] <Blake` > "Can you teleport through it and unlock it?"
[22:29] <DM_Tol> You stand and ponder the situation. Darce sits down atop one of the small columns. Many of them are decorated with randomly-seeming geometric shapes.
[22:29] <Shalanda> "I see to see where I'm going in order to navigate the fey correctly. If I can't see, I'll become lost and trapped if I can't find my way back to where I started from."
[22:29] <DM_Tol> The door is attached well. (*shrug*)
[22:30] <Athas> (anchored in the mountain rock itself?)
[22:30] <DM_Tol> (I guess.)
[22:30] <Shalanda> (Geometric patterns noted and will be acted on when it won't be a meta-game moment)
[22:30] <DM_Tol> Upon examination, Athas, you surmise you'd have a better chance of breaking through the stone door, than attempting to dismantle its attachment to the mountain side frame.
[22:31] <Athas> "Anyone have a hammer?"

[22:32] * Berrian looks for an opening or keyhole.
[22:32] <DM_Tol> (roll percept, berr)
[22:32] * Shalanda looks at Athas oddly.
[22:33] <Athas> "It's going to be easier to go through the door with a hammer than through the mountain."
[22:34] * Shalanda shakes her head back and forth before burying it in her palm.
[22:35] <DM_Tol> Blake, you feel something touch you on the back of your neck.
[22:35] <Athas> (... the dreaded dwarven blow dart)
[22:35] * Blake` swats it
[22:35] <DM_Tol> (lol)
[22:36] <DM_Tol> You feel nothing, but up above you, atop one of the taller pillars, the one you were leaning against, you see the flutter of a wing.
[22:36] <Berrian> (gah, gimme a sec)
[22:37] <Ryu> (How big are the pillars?)
[22:37] * Blake` points out what he sees
[22:38] <Berrian> 1d20+11
[22:38] <ToIBot> [Berrian's 1d20+11]: 17
[22:38] <Blake` > "might have some birds living around here" Blake rubs the areas where he was touched once more
[22:38] <Berrian> (I'm so distracted tonight. I'm sorry)
[22:38] <DM_Tol> Some of the pillars, of which there are a dozen lining the sides of the porch, some are two feet high, others three, four, maybe as tall as 8 or 9 feet. Atop most of them are decorative blocks of stone.
[22:38] * Shalanda looks over at Blake and the birds.
[22:38] <DM_Tol> Blake, you feel a small something in your collar.
[22:39] <DM_Tol> As you investigate it, it appears to be a small seed.
[22:39] * Athas continues to look around for something
[22:39] <DM_Tol> Shalanda, above Blake, atop an 8 foot pillar, you see a shaped object and a glorious though small bird sitting in front of it.
[22:40] <DM_Tol> Berrian, you search for a good while but find not trigger or keyhole.
[22:40] * Shalanda looks up at the object and its bird guardian.
[22:41] <DM_Tol> The bird is a bright golden fluffily and plump creature. It has a bright orange beak and appears to be eating something atop the pillar.
[22:41] <DM_Tol> It looks down upon you and then hops back around, facing the west, towards the sea.
[22:41] * Blake` shows the others the seed "Look at this"
[22:42] <DM_Tol> You follow its gaze and see the sun getting low.
[22:42] * Shalanda watches the bird, looking back at Blake for a moment.
[22:42] <DM_Tol> The bird looks up to the sky and then begins to do more than tweet, more than whistle, as an almost songlike tone emanates from its throat.
[22:43] <Athas> "I don't like that thing."
[22:43] <Shalanda> "It's a bird."
[22:43] <DM_Tol> All of you are captivated by the beauty of the sound, so rich from such a small little bird, beautiful and full of variety the song whistles forth from the bird as it faces the sun...
[22:44] * Shalanda examines the pillar it came from, noticing the geometric patterns as she does.
[22:44] <DM_Tol> The golden beams from the sun pop off of the golden feathers of the small bird.
[22:44] * Athas looks for a stone.
[22:44] * Blake` takes a closer look at the seed type object he found on him and looks around for more similar to it
[22:44] <DM_Tol> It finishes its song in a moment that feels like you've lost your breath quickly.
[22:44] <DM_Tol> It then lowers its head and takes another bite.

[22:44] <DM_Tol> Athas, you find a stone.
[22:45] * Athas palms it in his hand.
[22:45] <DM_Tol> Blake, you can see a few kernels of this bird seed on the ground where you were standing.
[22:45] <DM_Tol> The bird flies off in an instant.
[22:45] <DM_Tol> Shalanda, you can see little of the object atop this particular pillar without getting closer.
[22:46] * Berrian sighs and goes back to searching for a way inside.
[22:46] <DM_Tol> You could stand atop the three foot high pillar next to it and see it well.
[22:47] * Shalanda pulls herself up the 3' high pillar to take a look.
[22:47] <DM_Tol> As Berrian searches the wall nearby, Shalanda balances atop a pillar and looks over at the taller one.
[22:48] <DM_Tol> Up on the column, Shal, you see an ornate, cut from stone, bird feeder. A small basin of birdseed sits beside a small perch.
[22:49] <Shalanda> "Well isn't this interesting. Somebody likes birds around here."
[22:49] <DM_Tol> Blake, as you look, you identify more and more of the seed scattered around a bit below the column.
[22:50] <Blake` > "Sure seems that way, lots of seeds down here on the ground scattered about"
[22:51] <Athas> "Think that bird is some sort of guardian?"
[22:51] <Shalanda> "This means that somebody or something feeds the birds regularly, so patience may be due."
[22:52] <DM_Tol> Athas, you grip the stone in your hand but see the bird no more.
[22:52] <DM_Tol> Darce walks up behind you.
[22:53] <Athas> "Flew off -- nice."
[22:53] <DM_Tol> Darce: "Uh, Athas?"
[22:53] * Athas turns around.
[22:53] <DM_Tol> Darce points to Athas' shoulder.
[22:53] <Athas> "Yes?"
[22:53] <DM_Tol> Darce: "Looks like it got you first."
[22:53] * Athas looks at his shoulder
[22:53] <DM_Tol> You see a small white spot of poo on your shoulder plate.
[22:54] * Ryu laughs quietly
[22:54] * Shalanda climbs down and sees if she can figure out if the geometric patterns have a meaning or purpose.
[22:54] <Berrian> "Perhaps She Who Steals will take it from you?"
[22:54] * Ryu thinks for a few and wonders if this place, specifically the bird is magical in any way or form? (arcana?)
[22:55] <DM_Tol> Darce snickers.
[22:55] * Athas takes off his cloak and tosses it aside.
[22:55] <DM_Tol> *** as this session of Können Land comes to a close ***

[20:17] <DM_Tol> *** Game Recap ***
[20:18] * Warbudgie is now known as Blake`
[20:18] <DM_Tol> In our last session, the party made its way to the third mountain of the oceanside Medigo mountain range.
[20:19] <DM_Tol> They tracked up the slope and came upon an ancient stone portico, a porch sprawling out from a gate in the side of the mountain.
[20:20] <DM_Tol> There they found no entry, but only a ceremonial bird pedestal, where at sunset, a golden bird came and ate a bit of food laid out, and then sang a glorious song.
[20:20] <Ryu> (Medigo, I jus' noticed how close that is to "MediaGo" lol)
[20:20] <DM_Tol> It pooped on Athas, and then left.
[20:20] <DM_Tol> *** thus begins this session of Können land ***
[20:21] * Athas contemplates adding golden feathers to his skins.
[20:21] <DM_Tol> The sun drifts down the horizon, soon to disappear. From your spot on the norther slope of the mountain, you see it disappearing over the ocean in the west.
[20:23] * Shalanda looks among the pillars for signs that there may be a magical way of opening the gate.
[20:24] <Berrian> "Shall we make camp here tonight?"
[20:24] <Berrian> (hey, back just in time!)
[20:24] <Blake` > "I suppose so"
[20:24] <Blake` > "Probably going to take us a while to figure this door out"
[20:25] * Athas sits down
[20:26] * Berrian finds a good place to set up camp, then begins working on dinner.
[20:27] <DM_Tol> (arcana check shal?)
[20:27] * Shalanda continues to examine the pillars, pausing long enough to offer the fish she bought as part of the meal.
[20:27] <DM_Tol> Darce looks around
[20:27] <Shalanda> 1d20+11
[20:27] <TolBot> [Shalanda's 1d20+11]: 17
[20:28] * Ryu looks for a comfortable spot to setup his spot for the night
[20:28] <DM_Tol> After searching you detect no magical runes of note, or other indication of magical closings/openings
[20:29] <Shalanda> "Hmmm"
[20:29] <Athas> (Quick! What's the elvish word for friend?)
[20:30] <Shalanda> (In your language, probably "Not Food")
[20:30] <Berrian> (mellon?)
[20:31] <DM_Tol> ("Cantelope")
[20:31] <Shalanda> (Mitra?)
[20:31] <Athas> (Dude?)
[20:32] <Athas> "We have silver."
[20:33] * Shalanda sits by the fire.
[20:33] <Shalanda> "So?"
[20:33] <Athas> "Thinking to bribe our way in."
[20:33] * Shalanda looks at Athas, expecting some sort of revelation.
[20:33] * Ryu watches the bird, and tries to identify it, "Mr. Bird, can you open the gate for us?"
[20:33] <Shalanda> "Are you going to bribe the bird that flew off?"
[20:34] <Ryu> (scratch that, it left, I missed that part lol)
[20:35] <DM_Tol> (the bird is gone)
[20:36] <DM_Tol> The breeze is steady up here, and clouds fly by in the sky above.

[20:36] * Athas lays back
[20:36] <Athas> "Now what?"
[20:36] <Shalanda> "We eat fish and look at this puzzle under a new light in the morning."
[20:38] <Berrian> "agreed"
[20:40] <Ryu> "Indeed"
[20:43] <DM_Tol> (and?)
[20:43] <Blake` > (we go to sleep?)
[20:43] * Athas closes his eyes
[20:43] <DM_Tol> As the group makes camp, it begins to rain gently.
[20:45] * Berrian sets up a shelter to keep dry.
[20:45] * Shalanda lets out a sigh.
[20:45] <Berrian> "I will take second watch tonight."
[20:45] * Athas opens one eye, then closes it.
[20:45] <Blake` > "Let's hope it doesn't rain too much"
[20:45] <Ryu> "I will take first watch I guess, as I do not see well int he dark"
[20:47] * Shalanda slips into her trance.
[20:47] <Athas> "I can take the watch before dawn."
[20:49] <DM_Tol> Darce lays out his bedroll, leaning agains a post.
[20:50] <DM_Tol> Sleep takes some of you quickly, but soon you are disturbed by an increase in the wind and the rain.
[20:50] <DM_Tol> (so, watch is Ryu, berrian, Shala, Athas?)
[20:51] <DM_Tol> Into the night, some of you find it necessary to move as water collects in some low places on the bricked porch before the mountain gate.
[20:51] * Blake` gets up after little sleep to keep whoever is on watch company
[20:52] <DM_Tol> Darce moves off of the pavers and onto a mound of earth nearer the backside of the column, seeking what shelter he can get.
[20:52] <Shalanda> (I'm usually the last 4 hours, so probably 2 watches awake and trance-guard prior)
[20:53] <Berrian> (we usually have 2 shifts, and Shal and I go opposite)
[20:53] * Ryu seeks out some better shelter as well, but doesn't really mind the rain as the unscheduled shower is welcomed
[20:54] <DM_Tol> by the third watch, the rains have ceased and the water drained quickly off the slope.
[20:54] * Blake` returns to sleep after a few hours of dealing with the rains
[20:56] * Athas snores
[20:58] * Shalanda sits near the edge to stare out over the night sky and reflect.
[20:58] <DM_Tol> The rest of the evening passes without event.
[20:59] <DM_Tol> From your vantage point high in the mountain, you can see far into the ocean, but the rising sun is blocked by the other nearby peaks.
[20:59] * Athas takes his shift, crouching in the shadow with his axe at the ready
[21:03] * Shalanda does her morning rituals and looks to the pillar where the bird food was.
[21:03] * Ryu wakes when day comes, hsi mind trying to figure out some way to get past the gate
[21:05] <DM_Tol> You spend an hour drying things off. The warm, constant breeze helps.
[21:05] <DM_Tol> Some of you have a slight headache from sleeping at this slightly higher altitude.
[21:06] <Athas> (low altitude suckers!)
[21:09] * Ryu rubs his temples for a moment as he ponders their delimea
[21:11] <Shalanda> "Hmm, somebody must feed the bird, so we may have to be patent before the feeder is refilled. Aside from that, there should be some way to open the gates from the outside.
[21:13] <Berrian> "While we wait for someone to come, we should make a better camp. I do not want to sleep in puddles again."
[21:13] * Shalanda goes to get a better look at the gate.

[21:14] <DM_Tol> The gate is a stone door, impressively cut, with near seamless connection with the surrounding edifice to which it is attached.

[21:17] * Shalanda gives it a good hardy push, just in case nobody decided to try pushing it open.

[21:20] * Athas stands up and looks around.

[21:20] <Athas> "Has anyone ever seen anyone come through this door? Was that ever asked?"

[21:21] <Berrian> "Who should we have asked?"

[21:21] <DM_Tol> The door stands solid.

[21:21] <Blake` > (afk, work called)

[21:22] <Ryu> (Who has the C4?)

[21:22] * Shalanda runs her hand along the door.

[21:22] * Ryu looks around for any of the fallen bird seed

[21:23] <Berrian> (one of my old characters would have been able to help a bit)

[21:23] <Shalanda> "There should be a way to open you, want to tell me what your secret is?"

[21:23] <Athas> (where's a thief when we actually need one?)

[21:24] <Blake` > (i gotta go head into work for 20 mins or so, so ill be back in 45 or so, the animal driver cant lift the dogs, so brutal)

[21:24] * Athas looks out at the enterance then back at teh door.

[21:24] <Shalanda> (Tell him to hit the gym and not the snack cakes)

[21:25] <DM_Tol> (ok, warb)

[21:25] <Athas> (fill the dogs with helium first)

[21:26] <DM_Tol> (You can all roll a perception check to look around)

[21:26] <Shalanda> 1d20+6

[21:26] <TolBot> [Shalanda's 1d20+6]: 11

[21:26] <Berrian> 1d20+11

[21:26] <TolBot> [Berrian's 1d20+11]: 28

[21:26] <Athas> 1d20+2

[21:26] <TolBot> [Athas's 1d20+2]: 18

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

[21:27] <TolBot> [Ryu's 1d20+3]: 9

[21:28] <DM_Tol> You each spend the morning examining the door and the surrounding area, but come up with nothing to indicate an easy access.

[21:29] <Athas> (and we miss the dwarven can-can)

[21:29] * Ryu looks around the door, for perhaps something to do with the bird

[21:30] * Shalanda rests by a pillar and takes out a book to read.

[21:31] * Athas raps the pommel of his axe against the stone door.

[21:36] <Athas> "Could they be higher up?"

[21:36] * Berrian continues to build a better shelter.

[21:37] <DM_Tol> (going to wait it out, now?)

[21:37] <DM_Tol> Athas pounds on the door with his axe. No great sound is made, nor does any response come.

[21:37] <Shalanda> (I'm in wait mode)

[21:38] <Ryu> (Indeed)

[21:38] <Berrian> (I'm just waiting. Figured the rain could come again)

[21:42] * Shalanda stands and heads for the path.

[21:42] <Shalanda> "I'll be back in an hour or two."

[21:45] <DM_Tol> Athas wanders up the mount a bit to scout around, while Shalanda heads down the path towards the river far below.

[21:45] <DM_Tol> (you can reach the river in under an hour, i fyou wish)

[21:45] <Shalanda> (Going to do some laundry and bathe.)

[21:45] * Athas looks for a trail, or signs that something was dragged.

[21:46] <DM_Tol> (can roll another perception, Athas)

[21:47] <Athas> 1d20+2
[21:47] <TolBot> [Athas's 1d20+2]: 17
[21:47] <Athas> (doesn't see the somersaulting flaming goat)
[21:50] * Ryu goes back to watching for the bird
[21:50] <DM_Tol> The day passes uneventfully. The bird does not return...
[21:50] <DM_Tol> ... until the sun begins a descent over the waters.
[21:51] <DM_Tol> As the sky turns bright orange, the golden bird flies to the perch 8 feet above the ground.
[21:52] * Athas wanders back, not finding anything.
[21:52] <DM_Tol> It begins pecking at the food in the ceremonial-looking stone bird feeder.
[21:52] * Ryu looks up to the bird, "Hello there friend. Could you kindly show us the way in if you know what it is?"
[21:52] <DM_Tol> The bird does not answer, and continues to eat.
[21:53] <Ryu> "Maybe the answer we seek lies within the feeder itself?"
[21:53] <DM_Tol> After a bit of time, the orange in the sky added golden yellow and the bird raises its beak to the sky and belts out again a song that fills the air with musical glory.
[21:54] * Berrian looks around again, trying to see if anything has changed since the morning.
[21:54] <DM_Tol> You are captivated by the beauty of the notes, the whistles and calls.
[21:55] * Shalanda arrives to the sounds of the bird's melody.
[21:56] * Ryu inspects the bird feeder, thinking maybe a button lies within it
[21:56] * Athas looks at the bird and scowls.
[21:57] * Shalanda gazes at the bird, attempting to determine if it may be magical in nature or just regular nature (arcana and/or nature?).
[21:58] <DM_Tol> Ryu climbs up on the nearby pillar and reaches up towards the bird feeder.
[21:58] <DM_Tol> The bird's song cuts off as the golden animal flies off.
[21:59] <DM_Tol> (roll arcana to detect a magical quality)
[21:59] <Ryu> (me?)
[21:59] <Shalanda> 1d20+11
[21:59] <TolBot> [Shalanda's 1d20+11]: 31 (Yes!)
[21:59] <Shalanda> (Yes!)
[22:00] <DM_Tol> Some of you feel pained that the song was cut off by Ryu's action.
[22:03] <DM_Tol> Shalanda, you detect no specific magic, thought the bird's song is beyond extraordinary and certainly seems like it should/could contain magical qualities.
[22:04] <Athas> (I say we fry it up and see if we can get its power through eating it)
[22:04] <Shalanda> "Curious."
[22:06] <Athas> "What?"
[22:06] <DM_Tol> The sun starts to dip on the horizon.
[22:07] <DM_Tol> Ryu, as you look through the bird's feeder, you guess, there may be two days worth of feed left. You find nothing hidden inside.
[22:07] <Shalanda> "I suspect the bird's song may have magical properties... or just be extremely exotic."
[22:08] <Athas> "I say we eat it anyway."
[22:09] * Shalanda lets out an audible sigh.
[22:09] <Shalanda> "Why don't we just kill and eat you?"
[22:10] <Berrian> "I would much prefer fish, or perhaps a roasted deer or boar or something."
[22:10] <Athas> "Because I'm hard to skin."
[22:11] * Athas sits down
[22:12] <DM_Tol> The sky starts to dim.
[22:12] <Shalanda> "It's odd that somebody feeds this bird, but doesn't come out to enjoy its music."
[22:13] <Athas> "How much food is left?"

[22:15] <Ryu> "I'd say, two days, three at most"

[22:16] <Berrian> "If you would like me to go hunting tomorrow, I will. My bow could use some exercise."

[22:17] * Ryu goes about making himself somewhat comfortable, "I guess, I will take first watch again for the night."

[22:18] <Athas> "I'll take the watch closest to dawn."

[22:18] * Shalanda rests somewhere where the elements won't bother her too much.

[22:18] * Berrian goes to the shelter he built and gets comfortable.

[22:20] * Athas sits against the post

[22:24] <Blake` > (back sorry)

[22:25] <DM_Tol> The group makes camp once more. Dry air seems ahead for the night as you set up watches. (same as last night I presume)

[22:25] <Blake` > "Well, I think if we can't get it to open soon, we should move onwards and hopefully find another way"

[22:25] <Athas> (yep)

[22:26] <DM_Tol> The night passes without even.t

[22:26] <DM_Tol> Morning breaks in a new day.

[22:27] * Berrian prepares his bow for hunting.

[22:27] <Berrian> "I will go out today for fresh meat."

[22:28] <DM_Tol> Berrian goes hunting (you can roll)

[22:29] * Athas looks at the feeder -- trying to see how uch food if left for the bird

[22:29] <Berrian> 1d20+9

[22:29] <TolBot> [Berrian's 1d20+9]: 29 (You da man.)

[22:29] <Athas> (someone want to help him bring in the elephant?)

[22:29] <Blake` > (lol)

[22:29] <DM_Tol> Berrian has a successful day of hunting.

[22:29] <DM_Tol> (who else going off to do other things?)

[22:31] <Shalanda> (I'm good)

[22:31] <Ryu> (I'm just resting)

[22:31] <Athas> (Going to scout out a different way to get into the mountain.)

[22:32] <DM_Tol> The passes as you spend the time resting and looking about and tending to what you need.

[22:32] <DM_Tol> (percept roll, Athas)

[22:32] <Athas> 1d20+2

[22:32] <TolBot> [Athas's 1d20+2]: 7

[22:33] <Athas> (... and he falls off the cliff)

[22:33] <DM_Tol> As the afternoon grows long, but before the sun is close to the horizon, the mountain rumbles.

[22:33] <Blake` > (brb again, sorry guys, dog)

[22:35] <Blake` > (back)

[22:36] <Blake` > "another storm is coming, I think we should move on"

[22:36] <DM_Tol> Shal and Darce and Blake are on the porch as the stone gate moves.

[22:36] <Shalanda> "That's not a storm, that's a gate."

[22:37] * Blake` is surprised

[22:37] <DM_Tol> The gate, much to your surprise, does not open in or out, but begins sliding down.

[22:38] * Athas wanders about

[22:38] <Shalanda> "Well that's different."

[22:38] <DM_Tol> Athas, you make your way back to the gate porch as you hear the sound.

[22:38] <DM_Tol> (you too, Berrian)

[22:39] <DM_Tol> Darce takes a step back.

[22:39] * Athas moves forward, axe at teh ready
[22:39] <DM_Tol> Slowly, the stone gate grinds down until it stops nearly flush with the ground.
[22:39] <Blake` > "So how did you open it?"
[22:39] * Berrian drops his load and watches the gate.
[22:40] <DM_Tol> It stops making a short threshold. Beyond, darkness inside seems cavernous.
[22:40] <DM_Tol> As the grinding stops, everything goes quiet for a moment.
[22:40] <Athas> "Who goes first?"
[22:41] <Shalanda> "None of us, we wait until somebody comes out and invites us."
[22:41] <DM_Tol> Then, you see a short, frumpy dwarf exiting from the darkness.
[22:42] <Shalanda> Dwarven: "Greetings, a fine day for bird watching, don't you think?"
[22:43] <DM_Tol> He drags an axe behind him, rather lazily, and steps over the threshold and then stands to the side, watching the ground, and not noticing you.
[22:43] <Athas> (brb)
[22:43] <Blake` > "Good one Shalanda"
[22:43] * Shalanda repeats herself.
[22:43] <DM_Tol> As Shalanda speaks, the dwarf looks up, and then looks over at her, a shocked look on his face.
[22:44] <DM_Tol> Dwarf: "Uh, what?"
[22:44] <DM_Tol> He raises the axe and steps before the doorway.
[22:44] <Blake` > Dwarf: "wait, we've been waiting for a couple days"
[22:45] <Ryu> "Whoa there friend, we mean you no harm."
[22:45] <Shalanda> Dwarven: "Do not be alarmed, if we meant you harm we would have done so when you were distracted coming out."
[22:46] <DM_Tol> The dwarf calls out: "Kahni."
[22:47] <DM_Tol> The dwarf looks at each of you, taking it in: "What?"
[22:47] * Athas looks around
[22:47] <Ryu> "Kahni, is that the name of the beautiful bird?"
[22:47] <DM_Tol> Dwarf: "Halter. Who... Halt. Who goes there?"
[22:48] * Berrian brings his kill the rest of the way back to his tent. (slowly, not to frighten the dwarf)
[22:48] <DM_Tol> Another dwarf, tall and slender, comes hurriedly out of the darkness, hopping over the courtyard.
[22:49] <DM_Tol> The second dwarf speaks to the first, "Another ornithol pilgrimage?"
[22:49] * Blake` looks them over
[22:49] <DM_Tol> The short dwarf shrugs.
[22:50] <DM_Tol> Kahni: "I am Kahni, caregiver. If you are here for the song, you should not be here. It is our mountain."
[22:50] <DM_Tol> Kahni: "But if you will leave the porch, you may remain to listen."
[22:52] <DM_Tol> The short dwarf shoos you with his hands.
[22:52] <Berrian> "We are here for information. Could you help us?"
[22:52] <Shalanda> "Greetings Kahni, I am Shalanda of the House Meriele. We are actually here on different matters, though the song of your golden bird friend is quite beautiful."
[22:53] <DM_Tol> Kahni: "You can not here be. Be here."
[22:54] * Ryu goes about packing up his things as they talk, having decided to let Shalanda do the negotiating.
[22:55] <Shalanda> (Shalanda negotiate? How long have you known her?)
[22:55] <Ryu> (Hey, when I do it, I jus' tend to piss her off so might as well let her piss them off and if things get ugly, its her fault, not mine.)
[22:55] <Berrian> (better than me being the diplomat...)
[22:56] <DM_Tol> Once you have sufficiently left the pavement of the porch, the stubby dwarf remains at the front door, as a sentry, and Kahni moves towards the post beside the feeder.

[22:56] <Shalanda> "Then I will be brief and to the point. We seek a man who we believe came here in recent times, seeking magics. Do you know of this man?"

[22:56] * Athas is wary for the dwarven soldiers that are going to come streaming out at any moment...

[22:56] <DM_Tol> He stands atop the post and then raises his staff, with its vessel on the end.

[22:57] <DM_Tol> Kahni looks down on Shalanda, "Please."

[22:57] <DM_Tol> He looks back up to his task, refilling the bird feeder.

[22:58] <DM_Tol> Finishing his task, he hops down and moves towards the gate threshold and turns and stares at the feeder.

[22:58] <DM_Tol> The stubby dwarf instead looks over each of you.

[22:59] <DM_Tol> You overhear him say: "Kahni, they are armed too much of bird lovers."

[22:59] <DM_Tol> Kahni looks over at Blake.

[22:59] * Ryu adjusts his pack, now reloaded on his back

[22:59] <DM_Tol> The short dwarf grips his axe and raises it to his chest.

[23:00] * Athas tenses

[23:00] <DM_Tol> A gold flutter zips through the air.

[23:00] <DM_Tol> *** as this session of Können Land comes to a close ***

7-1-2012: YOU SHALL NOT PASS!

[19:48] <DM_Tol> *** Game recap ***

[19:49] <DM_Tol> The party climbed the slopes of the third peak of the Medigo mountain range, finding an old, and seemingly unused gate into the mountain side.

[19:50] <DM_Tol> After staking out the location for two days, observing some amazing bird that comes and fills the air with magical music near sunset.

[19:51] <DM_Tol> On the second day, two dwarves have emerged from the gate, to tend to the bird's pedestal. After assuming the party were bird watchers, the dwarves brush the group off of the portico, and tend to their duty.

[19:51] <DM_Tol> *** This begins this session of Können Land ***

[19:52] <DM_Tol> The short, stubby dwarf grips his axe, standing his post in front of the open gate.

[19:52] <Athas> (I'm only going to watch that bird to make it doesn't get overcooked)

[19:52] <DM_Tol> The taller dwarf, Kahni, looks at you, "Why are you here?"

[19:53] <DM_Tol> Kahni stands at the gate, opposite the stubby dwarf, straight, and at attention.

[19:53] <Shalanda> "We are looking for a man who likely came here in recent time."

[19:54] * Blake ` (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood

[19:54] <Shalanda> (Hey Warb)

[19:55] <Blake` > (hey, sorry forgot it was sunday, its canada day, so it felt like sat)

[19:55] <DM_Tol> (repost for warb)

[19:56] <DM_Tol> The short, stubby dwarf grips his axe, standing his post in front of the open gate.

[19:56] <DM_Tol> The taller dwarf, Kahni, looks at you, "Why are you here?"

[19:56] <DM_Tol> Kahni stands at the gate, opposite the stubby dwarf, straight, and at attention.

[19:56] <Shalanda> "We are looking for a man who likely came here in recent time."

[19:56] * Ryu goes about packing up his bed roll and such as the others 'talk'

[19:56] * Berrian cares for his new kill, then packs everything up.

[19:57] <DM_Tol> Shorter dwarf: "Our people have no dealings with your people on the land."

[19:57] <DM_Tol> Kahni nods, looking at you.

[19:57] <DM_Tol> A golden flutter zips by.

[19:57] <Ryu> "Well, we have business with a black carriage that may have come here."

[19:57] <DM_Tol> Berrian finishes dressing his gazelle, from just within earshot.

[19:58] <Shalanda> "The carriage did not come here, it was abandoned on the road."

[19:58] * Shalanda corrects Ryu.

[19:59] <Ryu> "Fine, its occupants..."

[20:00] <Shalanda> "In any case, it's this man we seek. He goes by the monikier "Master D".

[20:01] <DM_Tol> The golden bird, with squared off head, and long beak alights on its pedestal, and immediately begins eating the feed.

[20:02] * Blake `` (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood

[20:02] <DM_Tol> Kahni: "Shh. You must be quiet now."

[20:02] <Athas> "or what?"

[20:02] * Shalanda pauses to wait on the bird.

[20:02] * Blake ` (kylekauf@282f3892.a61bf37.net.hmsk) Quit (Ping timeout: 264 seconds)

[20:02] <DM_Tol> As the bird lands, the two dwarves stand straighter, clanging their pole and axe on the ground.

[20:04] * Ryu watches the bird

[20:04] <DM_Tol> The bird picks at the food, as the dwarves watch with a stare that betrays with heaped up, centuries old respect.

[20:04] <DM_Tol> All is quiet for two minutes.

[20:05] <DM_Tol> The sun off to the west lowers over the water, and gets closer to the nautical horizon.

[20:07] <DM_Tol> Before the sun reaches the horizontal, the bird lifts its beak to the sky, and begins its song.

[20:08] <DM_Tol> This third night, the music sounds now familiar, but in some ways, all the more satisfying.

[20:08] * Shalanda listens to the bird's song.

[20:08] * Athas looks around

[20:08] <DM_Tol> The "tune" is not identical in all it's parts, but the whistles, joined by yodels and calls and tweets, fills the air once more with orchestral resonance.

[20:08] <Athas> "Have you had dealings with this 'Master D'?"

[20:09] <DM_Tol> Always amazing it is the volume that comes from the small bird.

[20:09] <DM_Tol> Athas, you attempt to speak, but feel as if no one can hear you.

[20:10] * Shalanda elbows Athas.

[20:10] <DM_Tol> The song ends in a shrill, and quickly the bird ceases and then rockets into the heavens above.

[20:11] <DM_Tol> Again, as the song ends, you once more are left with an aged sense of longing, longing for times long gone, or pleasures forgotten.

[20:11] * Athas frowns at Shalanda

[20:11] <Berrian> "I could spend days listening to that, if we did not have other plans that need to be dealt with first."

[20:11] * Blake `` appears to have enjoyed the moment

[20:11] <DM_Tol> Nearly as suddenly, the dwarves raise their pole and axe.

[20:12] <DM_Tol> Kahni speaks, "You do not belong here."

[20:12] <DM_Tol> They turn and step over the threshold of the gate.

[20:12] <Ryu> "C'mon now, must we always resort to violence, theres no need for weapons right now."

[20:13] <Athas> "Hasn't failed me, yet."

[20:13] <DM_Tol> (one dwarf had an axe, and Kahni had a pole with a feeding basket.)

[20:13] <Shalanda> "Have you experienced magic in your city strangely failing you?"

[20:13] <DM_Tol> They disappear in the dark, and the stone gate moves closed.

[20:14] * Blake `` sighs

[20:15] <DM_Tol> The stone grinds as it closes...

[20:15] * Shalanda swears in elven.

[20:15] <DM_Tol> ... closer...

[20:15] <DM_Tol> ... closer ...

[20:15] <DM_Tol> ... closed.

[20:15] <Blake `` > (i couldnt type fast enough)

[20:16] <Blake `` > "well there goes our chance with this door"

[20:16] <Blake `` > "I probably could have slid in there"

[20:17] <Athas> "Where else would this man go?"

[20:17] <DM_Tol> The sun starts to disappear in the horizon.

[20:17] <Shalanda> "Plenty of places."

[20:18] <DM_Tol> Darce rubs his neck.

[20:18] <Berrian> "hmm"

[20:18] <DM_Tol> Darce looks at Blake, "Sorry, but I could've slid in there three times to your one. "

[20:18] <DM_Tol> He chuckles.

[20:19] * Ryu looks at Darce, "And why didn't you?"

[20:19] <Blake `` > "Next time just go for it"

[20:20] <DM_Tol> Darce shrugs, "Well you didn't say so."

[20:20] <Athas> "Glory is not a slattern."

[20:23] <Blake `` > "Looks like another night of staying out here"

[20:23] <Berrian> "I am fairly certain they would have frowned on us forcing our way inside."

[20:23] <Shalanda> "They would have."
[20:24] <DM_Tol> Darkness begins to envelope the mountain.
[20:25] * Berrian goes back to his semi-permanent structure and sets up camp once more.
[20:25] <Berrian> "At least I found fresh meat today."
[20:25] * Athas eyes the bird stand
[20:25] * Shalanda goes to stare out at the horizon.
[20:28] <DM_Tol> Darce sets up his bedroll.
[20:29] <DM_Tol> Shalanda, the sky over the ocean is calm, still colorful, and quite beautiful, even for those who have little time for such things.
[20:29] <Athas> (like me)
[20:30] <DM_Tol> (anything else before camp?)
[20:30] <DM_Tol> (er...before watches, I should say?)
[20:30] * Blake `` prepares his bed
[20:30] <Shalanda> "What do I want to do, resort to violence or leave these dwarves be."
[20:30] * Ryu sets his stuff down, somewhat annoyed, and gets ready for first watch
[20:30] * Shalanda says quietly to herself.
[20:31] <Athas> (...violence...)
[20:32] * Athas lays down and gets some shut-eye
[20:32] <DM_Tol> Darce shuts his eyes.
[20:32] * Berrian prepares the meat to cook over a fire.
[20:33] <DM_Tol> After eating and preparing for rest, the night passes without event. At one point, some animal could be heard within a few yards of your camp, but came no closer. The wind was not strong. Morning breaks.
[20:34] * Blake `` gathers his things up again, having a good system by now..."Let's look for another way"
[20:35] <Berrian> "agreed."
[20:36] <Blake `` > (afk, dog)
[20:36] <Shalanda> Split up so we can cover more ground?
[20:37] <Athas> "Agreed."
[20:37] * Athas sits up
[20:38] <Shalanda> "I am going to check around the ocean and see if I can find anything."
[20:39] <Ryu> "I'll do something," he shrugs, " look around here I guess..."
[20:39] <Athas> "I will take to the mountains."
[20:40] <Athas> "I will return here before last light."
[20:41] <DM_Tol> (ok, splitting up and exploring for the day?)
[20:41] <Berrian> "I will go with Shalanda, if Darce stays with Ryu."
[20:41] <DM_Tol> Darce nods.
[20:42] <Ryu> (I'm semi-afk, gotta get Jade ready for bed and the likes [plus its my turn to read her a bedtime story])
[20:42] <DM_Tol> Darce stuffs his pack, and then moves away from the gate to stow it out of sight of the gate.
[20:42] <Shalanda> (Then Ryu should stick with Blake, since he's also AFK)
[20:43] * Athas gathers his gear and heads further up the mountain to look for a cave, trail or something that a human would use to evade being seen.
[20:43] <DM_Tol> (good point)
[20:43] <Berrian> (Athas/Darce works, too)
[20:44] <DM_Tol> Athas heads up the slope with Darce, as Shalanda and Berrian head down to the river to look at the shore.
[20:44] <DM_Tol> Darce follows behind Athas, "I do not care for being so high. It gives me a headache."
[20:46] <DM_Tol> (ok, gonna skip ahead unless other?)

[20:46] <Athas> "Take deep breaths, good Darce. The gods will bless you."
[20:46] <Shalanda> (I'm good)
[20:46] <Athas> (OK)
[20:47] <DM_Tol> As late afternoon passes, you all meet once more near the old gate.
[20:47] <DM_Tol> A day of exploring on the mountain has been tiring.
[20:48] <Berrian> "No luck?"
[20:48] <DM_Tol> Athas reports that his keen eye found some animal activity, even what must be some type of mountain lion. High up, he thought it very unlikely any other entrance would be found on the peaks.
[20:49] <Athas> "The birds were surprised to see us."
[20:49] <DM_Tol> Shalanda and Berrian, you made your way to the river and then down river to the falls where the water goes over the cliff, falling far to a bay below. You spent hours exploring the area, but stopped short of trying to climb down to the bay. It would've been quite a climb, and would've offered no easy way back up.
[20:50] <DM_Tol> One of your chief questions, is there an entrance to the mountain down on the water, was not answered, though you saw nothing to deny its possibility.
[20:51] <DM_Tol> Blake and Ryu are but resting when you arrive, and confirm they saw no activity at the gate.
[20:52] <DM_Tol> As the sun dips, your heart begins to anticipate the evening's ritual.
[20:53] <DM_Tol> (action?)
[20:53] * Berrian prepares for the night's song.
[20:53] * Athas sets his stuff down and gets ready to sleep for his shift
[20:54] <DM_Tol> (ie. staying on the porch? climbing above to ambush any who might come out? hiding to sneak in? hiding far away just to observe?)
[20:54] <DM_Tol> (not yet, Athas)
[20:54] * Shalanda also prepares for the bird's arrival.
[20:55] * Athas gets his axe ready.
[20:55] <DM_Tol> (Ryu said he wants to try and teleport just inside the gate undetected next time it opens. But he's afk.)
[20:56] <Ryu> (want me to roll a stealth now? got a few minutes, Jade is getting a bath)
[20:57] * Athas steps behind the post
[20:58] <DM_Tol> (ok, I hear no articulation of a plan... so, just hanging out on the porch, waiting for the bird?)
[20:58] <DM_Tol> As the sun dips, the golden feathers swoop overhead and land on the pedestal.
[20:58] <Shalanda> (At the moment that seems like the plan.)
[20:59] <DM_Tol> In time, the bird begins the always captivating, and magical song. After a minute it is gone.
[20:59] <DM_Tol> Darkness increases on the mountain as the sun lowers. The gate remains unmoved.
[21:01] <Berrian> "That bird is magic. Perhaps not magical, but magic nonetheless."
[21:02] <Athas> "Could you tell by taste?"
[21:02] <Shalanda> "Indeed, and I think it will become a pawn in this game of chess, before too long."
[21:04] <Berrian> "If this person we search truly seeks magical items, I am certain he will be here at some point."
[21:05] <Shalanda> "He had a month's lead on us, it may be that he has already come and gone, but I suspect he lingers here still."
[21:05] <Ryu> "If they come back, the dwarves, tell them the truth, we're concerned about the safety of the bird and its magical qualities," he grins.
[21:06] * Shalanda rests for the night.
[21:06] <Athas> (2 crashes in the Tour so far -- I love this sport)

[21:06] <Shalanda> (I picture you loving Nascar racing)
[21:07] <Berrian> (not watching it this year, but it is a cool sport.)
[21:07] <DM_Tol> (it's like hockey and nascar... only worth watching for the fights and crashes?)
[21:07] <Ryu> (Got out of reading lol. Jade decided that Haha [Momma] is better at reading.)
[21:08] <DM_Tol> The sun disappears as the evening moves along.
[21:08] <Athas> (You sandbagged that reading.)
[21:09] <DM_Tol> (if you come up with a longer-termed plan, we will move ahead more quickly.)
[21:10] <Athas> (not a huge NASCAR fan... cycling, football and minor league baseball)
[21:10] <Shalanda> (Wait for the dwarves to show up again)
[21:10] <Berrian> (yeah, time to talk again)
[21:10] <Berrian> (I'll go hunting if food is needed)
[21:11] <DM_Tol> You bed for the night. Berrian, on your watch, if you heard one mountain animal nearby the night before, it seems to be two this night.
[21:11] <DM_Tol> Morning breaks as you each scout out, always leaving two to watch the get. Everyone returns well before sunset.
[21:11] <DM_Tol> (ok, please discuss plan in the event dwarves come to the gate.)
[21:12] <Ryu> (teleport in)
[21:12] <Shalanda> (I'll be waiting very close to the pillar of seed)
[21:13] <Athas> (I will stand apart from the pillar)
[21:14] <Berrian> (above or to the side of gate, clear line of sight)
[21:18] <DM_Tol> (Ryu is your stealthiest invader?)
[21:18] <Athas> (We're screwed)
[21:18] <Shalanda> (I have no need to be stealthy or invade.)
[21:19] <DM_Tol> (ok, this isn't practical gameplay)
[21:20] <DM_Tol> (you're all just each doing your own thing?)
[21:20] <Berrian> (do you want us to sneak in?)
[21:20] <DM_Tol> (Shal, you are assuming y'all are not trying to get it... and Ryu, you are playing out that its the plan)
[21:20] <DM_Tol> (no, I have no "want".)
[21:20] <DM_Tol> (I'm just saying, this gameplay makes no sense.)
[21:21] <Shalanda> (Let's just play it out and see where it takes us.)
[21:21] <Ryu> (I'll talk first, not going to poof in right away)
[21:21] <DM_Tol> (ok, so everyone is just gonna be hanging on the porch?)
[21:21] <Shalanda> (I'm hanging out very close to the bird feeder pillar.)
[21:22] <DM_Tol> As the sun lowers, the mountain rumbles.
[21:22] * Shalanda stands very close to the pillar with the seed on top, resting her scythe against the stone.
[21:23] <DM_Tol> The stone gate lowers into the ground.
[21:23] <Athas> (I don't want to have Shal in the way when I start mowing down dwarves)
[21:23] * Berrian takes up a position near the gate, but not in front of it.
[21:24] <DM_Tol> As the gate lowers, you see the head of a dwarf behind it.
[21:24] * Shalanda smiles sweetly.
[21:24] <DM_Tol> The unrecognized dwarf sees the lot of you on the porch, and raises an axe.
[21:24] <DM_Tol> The dwarf seems nearly speechless.
[21:25] <Blake ` ` > (back)
[21:25] <Shalanda> Dwarven: "Hail sir dwarf. We seek a man who we believe came to your kingdom in recent time."
[21:25] <DM_Tol> A female dwarf in very different dress moves up beside hime as the gate lowers stopping as a threshold.
[21:25] * Athas brings his axe up
[21:25] <DM_Tol> She starts to speak, and then looks up at the sound of Shalanda's voice.

[21:25] * Ryu looks at the Dwarves
[21:26] <DM_Tol> DwarfWoman: "Who are these people?"
[21:26] <Ryu> "And the said man may try to steal your bird friend as they seek anything with magical properties..."
[21:27] <DM_Tol> (i'm in that weird place where a DM is feeling like he accidentally gave false hints, implying something he did not intend. just don't take too literally my overuse of the description of the bird's song as magical)
[21:28] <Ryu> (I know ^^ figured as much, jus' trying to get in with the dwarves)
[21:28] <Ryu> (saying that the bird is in danger maybe that'll get them to let us inside lol)
[21:28] <DM_Tol> The dwarf female looks at the still-speechless guard dwarf.
[21:29] <DM_Tol> DwarfWoman (still in Dwarvish): "These elves and humans can not be here with the children!"
[21:29] <Shalanda> "So, lady dwarf. Have you seen a stranger come to your kingdom in recent month?"
[21:29] <Shalanda> (Replies in dwarvish)
[21:29] <DM_Tol> The guard dwarf steps over the threshold, gathering his composure, (D 😊 "You can not be here."
[21:29] <DM_Tol> The woman disappears into the darkness behind the gate.
[21:30] <Athas> (does the guard dwarf look threatening?)
[21:30] <DM_Tol> Inside the gate, you see a few feet in what seems to be an expansive area.
[21:30] <Shalanda> Dwarven: "We have been here for 5 days now, and the last pair of dwarves that came through that gate did not tell us we had to leave here."
[21:30] <DM_Tol> The guard looks baffled, confused, and pleading.
[21:31] <Ryu> "If we where a threat we could have forced our way in. We simply want an answer to our question, and if you cannot give it to us, take us to somebody that can."
[21:32] <DM_Tol> DwarvenGuard: "We are here to hear the song of the Golden Tern, you can not be here."
[21:33] <DM_Tol> The guard looks at you each in turn, a baffled look on his face.
[21:33] * Blake `` just listens
[21:33] <Shalanda> "The same song we have heard for the last 5 days. It is quite a lovely song."
[21:34] <Shalanda> (Question: Is there a religious connection between this bird and some deity?)
[21:34] * Ryu looks at Shalanda then back at the guard with a sigh...
[21:34] <DM_Tol> D: "What are you speaking of? The Dwarven Kingdom is not here to answer your questions. What do you mean stranger?"
[21:34] <DM_Tol> (Dwarven:)
[21:34] * Athas keeps his eye on the guard.
[21:35] <Shalanda> D: "Then tell me, have you experienced an unexplained decline in magic in your kingdom?"
[21:35] <Ryu> "You know, we should go... When they loose all their magical creations to the hands of the man that we seek, it will be on their heads, can't say we didn't try to help."
[21:35] <DM_Tol> Dwarven: "What? No. What are you talking about?"
[21:36] <Shalanda> (Is that a confused What? No. or a Surprised What? No.?)
[21:36] <DM_Tol> (confused)
[21:36] <DM_Tol> The dwarf seems confused by your questions, and that you're even asking them.
[21:37] <Shalanda> D: "Then tell me, has a man not of your kingdom come here in recent time and gained entry to your kingdom?"
[21:37] <DM_Tol> (Think of the confusion I'd have if you told me, "Oh, you live in Kansas City? I went to college with a guy from Kansas City... his name is Larry and he always wears jeans.... know him?")
[21:37] <Shalanda> "That is not one of us."

[21:38] <DM_Tol> (that's the kind of confusion I'm trying to emote)

[21:38] * Berrian continues to read body language the best he can, not understanding the Dwarven tongue.

[21:39] * Shalanda is speaking in a rather calm, in control of the situation tone, though seems a little puzzled.

[21:39] <DM_Tol> Dwarven: "Not everyone in the kingdom is from the kingdom. I can not say if your friend is here or not."

[21:39] <Shalanda> "How does one gain entrance to your kingdom, if not by this entrance?"

[21:41] <DM_Tol> The guard scratches his head, (Dwarven:) "You don't gain entrance. I don't know... you've no business. Now, tis nearly time, I must insist you move away."

[21:41] * Athas watches carefully

[21:42] <DM_Tol> The dwarven female appears once more at the threshold, (Dwarven:) "The children are ready, what are they still here for?"

[21:42] <Shalanda> D: "I'm afraid we can not leave until we are certain the man we seek is not in your kingdom, so business we do have here."

[21:43] <DM_Tol> Darce stands beside Ryu.

[21:43] * Berrian realizes it's time to learn other languages.

[21:43] <Shalanda> Common: "They are going to want us to move, however I have yet to get a straight answer as to whether Master D. is here or not yet."

[21:44] <Athas> "They can try to move us."

[21:44] <DM_Tol> The guard turns to the woman, (D) "Send the children away; they will not hear the Tern... These strangers have accosted our gate."

[21:45] <Athas> (Great -- we made the dwarf kids cry into their stubble. I guess the adults will kick us in the shins.)

[21:45] * Ryu looks to the Dwarves, then back to the group, "Let us go. They will not let us enter. A Show of good faith, return in a few days perhaps?"

[21:46] <Berrian> "We can keep watch, and perhaps protect the bird, should Master D show."

[21:46] * Berrian begins to walk away from the gate.

[21:46] * Shalanda stands her ground.

[21:46] <Shalanda> "We showed them an act of good faith last time, and it got us nowhere."

[21:46] <DM_Tol> The guard turns to look at you, speaking in Dwarvish still: "I am asking you to honor our ways, this insult upon the children who have prepared for this moment is grave. You stand as stranger, but your stubbornness will make you enemy to a kingdom."

[21:47] * Blake `` moves away "Let's give them space"

[21:47] * Ryu shakes his head at Shalanda, and grabs his gear, heading back the way they came.

[21:47] <DM_Tol> The guard steps over the threshold.

[21:47] <Shalanda> Dwarven: "If you will take the time to converse with us after the bird's song, I will yield my position."

[21:47] <DM_Tol> Blake and Ryu and Darce and Berrian walk away from the porch. Shalanda and Athas remain.

[21:48] <Athas> (I'm taking my cue from her.)

[21:48] <Ryu> "Come Athas, leave the stubborn woman."

[21:48] <DM_Tol> The guard sighs, "I will hear you out after if you will leave the porch NOW!"

[21:48] * Shalanda steps back.

[21:48] <DM_Tol> The dwarf seems now angry.

[21:48] <Shalanda> "Give them their space Athas.

[21:49] * Athas steps back, not taking his eyes off the guard.

[21:49] <DM_Tol> The woman disappears in the dark as a flutter of gold zips through the sky nearby.

[21:50] <DM_Tol> The guard steps forward once more, (Dwarvish:) "Out of sight of the children, please.)

[21:50] <DM_Tol> "
[21:50] * Shalanda will move out of sight of the children.
[21:50] * Shalanda repeats the request to Athas, in case he doesn't understand the dwarven tounge.
[21:51] <DM_Tol> From a distance, you see the femail and another file a horde of dwarven children out onto the porch.
[21:52] <DM_Tol> They line up, as the dwarves attempt to keep the children from chattering. The guard watches you intently.
[21:52] * Athas backs up to stand next to Shalanda.
[21:53] <DM_Tol> The bird sits atop the perch, and in a moment, bursts into the song once more.
[21:53] <DM_Tol> Despite your frustrations, you enjoy the music once again, like hearing the voice of an old friend.
[21:53] <Athas> brb)
[21:53] * Ryu stays out of sight and out of mind
[21:54] <DM_Tol> The song ends and the bird tarries for a moment as the children, who fell silent at the song, begin to chatter in amazement.
[21:54] <DM_Tol> The bird flies off and the kids are escorted inside.
[21:55] * Berrian returns to about 20' from the gate, once the children have gone.
[21:56] * Ryu watches from a distance
[21:56] <DM_Tol> As the children and the females move inside the guard dwarf stands before the threshold, looking out at you.
[21:58] * Shalanda looks at the guard in kind.
[21:58] <DM_Tol> He waits a bit longer.
[21:58] * Athas mad-dogs the guard.
[21:58] <DM_Tol> (?
[21:59] <Athas> (mad-dog someone: to stare someone down, usually considered a provocation)
[21:59] <DM_Tol> After waiting some time for you, the guard shrugs and turns to step over the threshold.
[21:59] <Shalanda> Dwarven: "I apologize for the frustrations earlier. Perhaps if I explained our situation better, you may be more willing to assist?"
[21:59] <DM_Tol> He stops and turns to face you.
[21:59] <Ryu> (and vice versa)
[22:00] <Berrian> (is that heat lightning, or fireworks?)
[22:00] <DM_Tol> D: What do you want?
[22:00] <Athas> (probably heat lightning -- or the storm that hit us here is supersonic...)
[22:00] <Shalanda> Dwarven: "Long ago my friends and I..."
[22:01] * Shalanda points at Blake and Darce
[22:02] <Shalanda> "... were abducted by the man we seek. We followed his trail to your kingdom, where we believe he is hiding out, perhaps with those that dwell in the underdark."
[22:02] <DM_Tol> D: "The underdark? You mean with the Gnomes?"
[22:02] <Shalanda> "All I wish to know is if the trail we followed is correct or if he did not come here. If we could be permitted to ask around, or if you would be willing to ask around on our behalf, I would greatly appreciate it."
[22:03] <Shalanda> D: "Yes, the gnomes or worse."
[22:03] <DM_Tol> D: "I do not know about such things. How would you expect me to know of your friend and if he was in the kingdom?"
[22:03] * Ryu approaches slowly
[22:03] <DM_Tol> D: "Or the one you seek."
[22:04] <DM_Tol> Darce sees Ryu, and moves closer to the guard.
[22:04] <Shalanda> "A man who abducts you is not a friend. If there is another entrance to your kingdom, then perhaps somebody has seen him, and we could ask about him."
[22:04] <Shalanda> "Surely a non-dwarf in your kingdom would cause heads to turn."

[22:05] <DM_Tol> D: "I will not speak of our portals, it is our business, not yours. And your enemy is your business not ours. Your need to see him is your business, not ours."

[22:05] <Shalanda> "If he is in your kingdom, and conspires to destroy it with the gnomes, then it is our mutual business."

[22:05] <DM_Tol> D: "There are non-dwarves in the kingdom."

[22:06] * Ryu ponders, "Shal, ask what is required to get access to the kingdom.."

[22:06] <Shalanda> Common: "What do you think I'm trying to do here, get an invite to tea and supper?"

[22:07] <Ryu> "Yes, but you're beating around the bush."

[22:07] <DM_Tol> D: "I really must be going."

[22:07] <Shalanda> "Then you ask him."

[22:07] <DM_Tol> (roll diplomacy)

[22:08] <Shalanda> 1d20+4

[22:08] <TolBot> [Shalanda's 1d20+4]: 12

[22:08] <Ryu> 1d20+7 if you where meaning me

[22:08] <TolBot> [Ryu's 1d20+7 if you where meaning me]: 26

[22:08] <DM_Tol> The guard turns and steps over the threshold.

[22:08] <Athas> (... and that's how the first Dwarvish/Human/Elvish war started, kids...)

[22:09] <Shalanda> (But there are no elves in the party... unless you count Blake's 1/2 elvish nature.)

[22:09] <Blake``> 😊

[22:09] <DM_Tol> D: "I do not know if the one you seek is here, but he is no threat to our kingdom. Now good bye."

[22:09] <Athas> (Well, then Blake's going to get it from all sides, ain't he? 😊)

[22:09] <Ryu> "I cannot speak for my friends, but I would like to purchases some Dwarven Steel, so what is required of me to visit your glorious kingdom?"

[22:10] <DM_Tol> (do you know dwarvish?)

[22:10] <Ryu> (don't think so, so I was asking in common lol)

[22:10] <Ryu> (nope, Draconic, Common, and Elven lol)

[22:10] <DM_Tol> The dwarf walks into the dark.

[22:10] <DM_Tol> The stone gate begins to rumble as it raises.

[22:11] <Ryu> "I guess we must do this the hard way?"

[22:11] * Berrian looks at the others

[22:11] <Shalanda> D: "Your kingdom will be sorry if he is in there, you'll know it is too late if magic in your city starts failing."

[22:11] * Blake`` tries to slip in before it closes

[22:12] * Ryu eyes blake trying to slip in, and teleports in himself (stealth?)

[22:13] <DM_Tol> ... closer ...

[22:13] <DM_Tol> ... closer ...

[22:14] <Ryu> (Armathors Step to teleport in)

[22:14] * Shalanda waits on the other side.

[22:14] <Athas> (... crunch...)

[22:14] <Berrian> "I really need to learn their language. I couldn't tell what was going on just now."

[22:14] <DM_Tol> Blake, the gate is rising, but you can get your hands on the top to attempt to lift up and over before it crushes you against the wall.

[22:15] <Shalanda> "I'll teach you some day if you like."

[22:15] * Blake`` attempts to do whatever to get in

[22:15] <Berrian> "That would be great, thanks."

[22:15] <DM_Tol> Ryu, your line of sight is a few feet in the air inside the door. You can teleport step in.

[22:15] <Shalanda> "However that is if our companions don't start a war first."
[22:16] <Ryu> (waiting on the inside, and hoping to find a button to open the gate back up)
[22:17] <DM_Tol> (Blake, make an Athletics roll, DC 21)
[22:17] <Athas> "Gods won't thirst for a while if this doesn't work."
[22:18] <DM_Tol> (Blake, if you roll, there is a chance of getting crushed)
[22:18] <Blake`` > (one sec)
[22:18] <Blake`` > (have to get the page up)
[22:18] <DM_Tol> (k)
[22:18] <Athas> (on the bright side, if you're crushed, you'll be spared getting hacked to death.)
[22:19] <Blake`` > 1d20+8
[22:19] <TolBot> [Blake``'s 1d20+8]: 28 (You da man.)
[22:19] <Shalanda> "The eladrin way is a patient way. Your gods may go without the blood you desire if you follow in my steps."
[22:20] <Athas> "I don't desire the blood, just the favor of the gods."
[22:20] <DM_Tol> Blake, you deftly hoist yourself up and roll over the gate. you fall down to a stone floor in the darkness.
[22:20] * Berrian watches as Blake makes some fancy moves at the gate.
[22:21] <Shalanda> "All of them, or just the ones of battle?"
[22:21] <Athas> "Never hurts to keep them all happy."
[22:21] * Blake`` stays quiet when he lands and waits to see what happens
[22:21] <DM_Tol> Ryu, you hover in the air, and then fall in darkness atop Blake onto a floor.
[22:22] <DM_Tol> The stone gate closes as the rest of you see two companions cut off from you.
[22:22] * Blake`` groans and whispers "watch where you land!"
[22:22] * Ryu whispers "Wasn't expecting you in here..."
[22:22] <DM_Tol> Blake and Ryu, you look around and see nothing in the dark.
[22:22] <Shalanda> (Epic, no darkvision)
[22:22] * Blake`` whispers "lets wait a few minutes then get a light on in here"
[22:23] * Ryu whispers "agreed."
[22:23] <Berrian> "Well, we will see our friends in a few minutes, a day or two, or never again. This was a great day."
[22:23] <Athas> (Bloody brilliant!)
[22:23] * Shalanda sighs in response
[22:23] <Blake`` > (we wait a good five minutes)
[22:24] * Shalanda looks around to see if Darce joined them.
[22:24] * Ryu waits a while before getting his everburning torch out of his pack
[22:24] * Blake`` reaches into his adventuring kit and pulls out a sunrod after a small wait (5mins)
[22:24] <Blake`` > (cancel mine if Ryu is doing that)
[22:25] <Ryu> (easier to 'put out' than a sunrod)
[22:25] * Blake`` whispers "hopefully there is a lever here, should be something to open this thing back up"
[22:25] <DM_Tol> As you listen, you hear footsteps moving away from you and eventually going silent. You ascertain the room you are in is large.
[22:25] * Blake`` sniffs the air
[22:26] <DM_Tol> Darce stares at the gate, "D... do you think he made it in or was he...?"
[22:26] <DM_Tol> Darce lowers his head.
[22:27] <Shalanda> "Do you see blood splattered all over the place?"
[22:27] <Berrian> "I didn't hear a scream, either."
[22:29] <Athas> "They haven't come screaming through the door."
[22:29] <Blake`` > "Ligh that up"
[22:29] <Blake`` > (Light)
[22:29] * Ryu pulls out his everburning torch

[22:30] * Shalanda goes to sit at the edge to look out over the water and horizon.
[22:31] * Blake`` lets his eyes adjust then begins to search for clues to open the door (dungeoneering?) (looking for a level, handle, button)
[22:31] <DM_Tol> As you light the torch, you see a room with expanse. It is a stone, large slab floor. Halls move out in directions opposite the gate you stand beside.
[22:32] * Blake`` whispers "this place is huge"
[22:32] <Ryu> "Yea, lets get this gate open"
[22:33] <Blake`` > (level = lever)
[22:35] <DM_Tol> You take your light around, and explore.
[22:36] * Blake`` continues to search around the gate for a way to open it, checking for buttons, levers, handles ect
[22:36] <Athas> "I hope this works."
[22:36] * Ryu looks as well, staying with Blake``
[22:36] * Blake`` whispers "this shouldnt be to hard to figure out, if a dwarf can do it, im sure anyone can" Blake jokes
[22:36] <Berrian> "How long do we wait before we set up camp? The sun is setting."
[22:38] <Shalanda> "I will likely stay one day, then assume their fate was unpleasant by the end of the next eve."
[22:38] <DM_Tol> After a half hour of slow, methodical searching, you start to think no one is around.
[22:39] <DM_Tol> You scan out a opening rooms, and down one hall, you find a small nook with a series of levers.
[22:39] * Disconnected
Session Close: Sun Jul 01 22:39:29 2012

Session Start: Sun Jul 01 22:39:49 2012

Session Ident: #grovewood

[22:39] * Now talking in #grovewood
[22:39] * Topic is 'The Können campaign, a D&D 4th edition at 8:30ET/7:30CT on Sundays. Game logs at<http://konnen.wg2140.com> Game battle grid at <http://tiny.cc/battlegrid>'
[22:39] * Set by ChanServ! ChanServ@services.sorcery.net on Tue Jun 26 19:57:06
[22:39] <Athas> "I must admit, while I want to see to it that my gods drink deep -- they are not happy with foolishness."
[22:39] <Shalanda> (That's the phasing lever, try again)
[22:40] <Ryu> (net decided to poof)
[22:40] <DM_Tol> (Map at <http://tiny.cc/battlegrid>)
[22:40] * ChanServ sets mode: +o Ryu
[22:40] <Ryu> ([22:38] <DM_Tol> After a half hour of slow, methodical searching, you start to think no one is around. <- last I saw)
[22:40] <DM_Tol> You scan out a opening rooms, and down one hall, you find a small nook with a series of levers.
[22:40] <DM_Tol> (Map at <http://tiny.cc/battlegrid>)
[22:40] * Blake`` whispers "Looks like this is it"
[22:42] <Ryu> "Agreed"
[22:42] <DM_Tol> There are three levers.
[22:42] * Blake`` examines the levers
[22:43] * Blake`` whispers "ever see a system like this?"
[22:43] * Ryu whispers back, "No, I haven't"
[22:44] * Blake`` whispers "alright, same" Blakes looks for symbols on them, directions, or for any that look more used (worn out)
[22:44] <DM_Tol> There are no symbols... you mostly get the sense from the rooms you've explored

that things are underused, if not plain neglected.

[22:45] * Ryu whispers, "Well... " he picks a random lever, "I guess we try one."

[22:45] * Blake`` whispers "Well, no symbols, they all look in about the same shape"

[22:45] <Blake`` > "Give it a go"

[22:45] * Ryu pulls

[22:46] <Athas> (cue the alarm)

[22:46] <DM_Tol> (1, 2, or 3?)

[22:46] <Ryu> 1d3

[22:46] <TolBot> [Ryu's 1d3]: 2

[22:46] <Ryu> (2 it is lol)

[22:47] * Blake`` waits to see if anything happens

[22:47] <DM_Tol> The lever pulls down and then pops back up. You hear a click, and nothing happens.

[22:47] <Berrian> (you're dead)

[22:47] <Blake`` > "Try another"

[22:47] * Ryu shrugs and tries 3

[22:47] * Blake`` listens

[22:48] <DM_Tol> The lever pulls down and then pops back up. You hear a clunk, and nothing happens.

[22:48] * Ryu pulls the remaining lever

[22:48] * Blake`` whispers "figures"

[22:49] <DM_Tol> You pull lever 1 and it remains down. You hear a rushing sound, as of wind or water or gas syphoning through a small opening.

[22:49] <DM_Tol> After a bit, the rushing sound stops.

[22:49] * Blake`` whisper "nice, try 3 now"

[22:50] * Ryu does what blake asks

[22:50] <DM_Tol> On the outside, nearly an hour has passed, as darkness overtakes the mountainside.

[22:50] <DM_Tol> You pull the third lever, and you hear a louder rush, as of liquid or gas or wind releasing. Nothing else happens.

[22:51] <Ryu> "got, it" (pull them in order, 1, 2, then 3)

[22:51] <Athas> (... and you've now poisoned everyone.)

[22:51] * Shalanda slips into her trance, focusing her mind towards better times.

[22:51] <Athas> (brb)

[22:51] <Blake`` > "or try 2 right now"

[22:51] <Ryu> (2 first of course)

[22:51] <DM_Tol> After a moment, you pull lever 1 again. Once more, you hear a rushing sound, as of wind or water or gas syphoning through a small opening.

[22:51] <Ryu> (nvm, in order then ^^😊)

[22:52] <Blake`` > (sounds good)

[22:52] <DM_Tol> (ok, when you pulled 2 again, you got the same as last time you pulled it... a click and nothing)

[22:52] <DM_Tol> After a moment after pulling lever 1, the rushing sound stops.

[22:52] <DM_Tol> (now 2 and then 3?)

[22:52] <Ryu> (yup)

[22:52] <Blake`` > (we pull 1, 2 then 3)

[22:53] <DM_Tol> You pull lever 2, which is a bit tighter than before. Outside and in, you hear the mountain rumble.

[22:53] <DM_Tol> The stone gate begins to descend into the floor.

[22:53] * Ryu steps out and watches the gate before pulling 3)

[22:53] <Blake`` > "nice work"
[22:53] <Athas> (Who puts a magma lever near the door?)
[22:53] * Blake`` heads back to the door
[22:54] <Ryu> (nvm, not pulling 3 until everybody is in)
[22:54] * Berrian gets up from his guard post at the sound.
[22:54] <DM_Tol> Darce moves up to the gate and hops over as soon as he can.
[22:54] <DM_Tol> Blake, you see Darce rushing inside the gate. he smiles when he sees you, in the dim light.
[22:55] <Berrian> "They either opened the gate, or the dwarves are marching to get us."
[22:55] <Berrian> "Shalanda, Athas. Get up."
[22:55] * Blake`` greets him
[22:56] * Athas rises and smiles.
[22:56] <DM_Tol> You each gather your things and move inside.
[22:56] * Shalanda slips out of her trance, when the ground starts to rumble beneath her and the grinding noise distrupts the memories of the winds through the trees of the fey wild.
[22:56] * Blake`` stands at the entrance "We are hear to listen to the bird sing, we need you all to respect that"
[22:57] <Athas> "This would be considered war."
[22:57] <Blake`` > (Will Ryu and I have to change our class over to Wizards for solving that?)
[22:57] <DM_Tol> Ryu glances at the open gate, and then at the levers.
[22:58] <Blake`` > "We don't have to go in, but maybe we should Athas, besides if they go to war with us, we will probably lose quickly"
[22:58] <Shalanda> "Indeed. Are you prepared to war against the innocent?"
[22:58] * Ryu continues to wait for everybody to get in
[22:58] <Blake`` > "There is only 6 or so of us"
[22:58] <Athas> "I will defend you."
[23:00] <Blake`` > "Gather your stuff, lets hurry in"
[23:00] <Berrian> "I would think we'd be prisoners before war casualties. But, I could be wrong."
[23:00] * Athas gathers his things.
[23:00] * Berrian enters the gate.
[23:00] <Blake`` > "There won't be a war, they will just come after us, if they figure out that we arrived"
[23:00] <Athas> "It will never be said that I let those under my watch to come to harm from my neglect."
[23:00] <Shalanda> "Doubtful we would be prisoners."
[23:00] * Blake`` leads everyone back to Ryu near the levers
[23:00] <Shalanda> "All be warned, that should we go into this kingdom, we will not be friends of the dwarves.
[23:00] <DM_Tol> (everyone going in?)
[23:01] <Blake`` > "We arent friends anyway"
[23:01] <Shalanda> "So be it. Let's at least try not to kill them."
[23:01] <Blake`` > "I doubt we every would be friends, they don't seem to like anyone that isn't them"
[23:01] * Shalanda steps past the threshold
[23:02] * Ryu waits for the group to gather so he knows its safe to close the gate
[23:02] <Athas> "The gods thirst."
[23:02] * Athas follows
[23:02] <DM_Tol> Athas and Shalanda are last to step over the threshold, invading the dwarven kingdom, unannounced.
[23:02] * Shalanda wonders as she enters if she is doing the right thing here.
[23:02] <Blake`` > "If worse comes to worse, we just say that a dwarf let us in"

[23:03] <Blake`` > "although taking that bird hostage might have been wise for our own safety"
[23:03] <Ryu> (we glue a beard on Darce...)
[23:03] <Blake`` > (hehe)
[23:03] <Berrian> "Kidnapping the bird would make us no better than Master D. We are here to protect the bird."
[23:04] <Shalanda> "I don't think the bird is at risk from him."
[23:04] <Blake`` > "Well I wouldnt actually take it hostage, was just some humour"
[23:05] <Blake`` > "Let's go find Master D now"
[23:05] * Ryu pulls lever 3 when he sees everybody is in
[23:05] <DM_Tol> Ryu pulls the lever and hears a *clunk* sound, and nothing more. The gate does not move.
[23:05] <DM_Tol> *** as this session of Können Land comes to a close ***

[19:51] <DM_Tol> *** Game Recap ***

[19:53] <DM_Tol> After spending days camped at a mountainside gate, the known, if enigmatic, entry into the dwarven kingdom of the Medigo Mountains, the group sneaks into the confines of the portal after a group of Dwarven children come to hear the song of what you heard referred to as the "Golden Tern".

[19:54] <DM_Tol> In the darkness, Blake and Ryu search around a large room and then open the gate with a series of levers. The space around you seems deserted.

[19:54] <DM_Tol> *** Thus begins this session of Können Land ***

[19:55] <Berrian> "Now that we are in, what is our plan?"

[19:55] <Ryu> "We should get the gate closed," he pulls the 1st then 3rd levers.

[19:56] <DM_Tol> You have established light illumination with what you have. The area around you seems ancient. You hear no sounds of occupants inside.

[19:56] <DM_Tol> (Map at <http://tiny.cc/battlegrid>)

[19:56] <Shalanda> "I am uncomfortable with this, particularly if Master D is not here. I suggest we search quickly, try to find where the non-dwarves dwell and blend in as best as we can."

[19:58] <Ryu> "As am I, but as picky as they are with letting people in, it would be a good place to hide."

[19:59] <Shalanda> Indeed

[20:01] * Berrian looks around in the open chamber.

[20:01] <Ryu> (still waiting for what happens after I pulled levers 1 then 3)

[20:02] * Athas whispers: "We need to move and move quickly"

[20:02] * Shalanda looks at Ryu and Blake.

[20:02] <Shalanda> "You two were in here the longest, lead on."

[20:03] <DM_Tol> Berrian, searching around, you see nothing of note, or descript. The room seems quite empty, block floor and carved walls.

[20:04] <DM_Tol> Berrian and Ryu, you hear footsteps coming down the corridor past the nook with the lever.

[20:05] * Ryu looks to the others, then moves away

[20:05] <Ryu> (Moving to R on the map)

[20:05] * Shalanda looks at Ryu with a "WTF?" look.

[20:05] * Berrian follows Ryu, motioning the others to follow

[20:05] <DM_Tol> Blake points downy the hall as well, and motions to move to the side hallway.

[20:05] * Shalanda follows.

[20:05] <DM_Tol> Darce follows Blake.

[20:06] * Athas dollows Darce

[20:06] <DM_Tol> (everyone ducking into another hall?)

[20:07] <Shalanda> (Looks that way)

[20:07] <DM_Tol> Perception check for everyone, DC15
[20:07] <Athas> 1d20+2
[20:07] <TolBot> [Athas's 1d20+2]: 21
[20:07] <Athas> (YES!)
[20:07] <Ryu> 1d20+3 vs DC15
[20:07] <TolBot> [Ryu's 1d20+3 vs DC15]: 16 Success
[20:08] <Shalanda> 1d20+6
[20:08] <TolBot> [Shalanda's 1d20+6]: 11
[20:08] <Berrian> 1d20+11
[20:08] <TolBot> [Berrian's 1d20+11]: 20
[20:09] <DM_Tol> Some of you (those who succeed) hear speech among two dwarves who are near the lever nook.
[20:10] * Athas looks for a place to duck
[20:10] <DM_Tol> Dwarven: "Not sure what he thought he heard."
[20:10] <DM_Tol> (Athas, I have you behind Darce in the hall... that not right?)
[20:10] <Athas> (It's right, sorry)
[20:11] <DM_Tol> Dwarven: "He thought the gate opened. I tell you, sometimes, the rest of the water chamber can take a long time to drain... I think that's what he heard."
[20:11] * Ryu sits quietly, waiting for the dwarves to move back down the corridor
[20:11] <DM_Tol> Dwarven: "Do you see anything?"
[20:12] <DM_Tol> You can all hear a dwarf step into the larger chamber.
[20:12] * Shalanda patiently waits, trying to strain to hear the quiet dwarves to no avail.
[20:12] <DM_Tol> 1d20
[20:12] <TolBot> [DM_Tol's 1d20]: 12
[20:12] * Ryu moves deeper into the corridor, motioning for the others to move deeper slowly and quietly
[20:13] <DM_Tol> Dwarven: "This is stupid. C'mon."
[20:13] <DM_Tol> You all hear footsteps moving away.
[20:15] * Ryu moves around and peeks down the corridor the dwarves came from
[20:15] <Shalanda> "Well that was close."
[20:16] <DM_Tol> Darce holds his knees, which he just realized were knocking furiously.
[20:17] * Athas relaxes slightly
[20:18] * Berrian frowns.
[20:21] <Shalanda> "So what now?"
[20:21] <DM_Tol> The area goes quiet as the dwarves have left.
[20:22] <Athas> "Where do we go from here?"
[20:23] <Ryu> "The same way the dwarves went I guess"
[20:23] <Berrian> "Deeper into the mountain, or back outside. I think those are our options."

[20:23] <Shalanda> "Well we could follow the dwarves, however it's risky."

[20:24] <Athas> "The halfling could -- I am as stealthy as he is."

[20:25] <DM_Tol> Darce, still holding his knees, walks out into the main hall, following your sound.

[20:25] <DM_Tol> Darce: "I could do what?"

[20:26] <Athas> (BRB)

[20:27] <Berrian> "Stealth is good, but is the risk worth it?"

[20:28] <Ryu> "Well I can't really see in the dark, so I have no choice but to wait until we can walk down with sufficient light"

[20:28] <Shalanda> "Better stealth than walking in there like we own the place."

[20:29] <Shalanda> "Though I agree, light is a problem. I'm not sure how these dwarves can see in this darkness, their vision is supposed to be as good as Eladrin vision.

[20:29] <Berrian> "and I can't see anything without some light source down here. Interesting."

[20:32] <Berrian> "I would go ahead if it is necessary."

[20:33] <Shalanda> "Perhaps they just know their way around this part in the dark as some sort of defense means? Let's travel down a bit and see if they have lighting further onwards."

[20:33] <Athas> "I can't see in this dark."

[20:36] <Berrian> "Give me a thirty-count, then follow?"

[20:36] <Shalanda> "So we wait a few minutes and light a torch, sun-rod, or something."

[20:36] * Athas frowns

[20:36] <DM_Tol> (Note: The area is pitch black. Someone pulled out a light last session... blake I guess. though he had it hidden now)

[20:37] <Ryu> (I did, everburning torch)

[20:38] <Berrian> (we're Rping the darkness. Shal and I should be able to see as well as the dwarves)

[20:38] <DM_Tol> (k. I assumed you hid it when you heard the footsteps)

[20:39] <DM_Tol> (great)

[20:39] <Berrian> "If that works, let me know and I will begin down the path."

[20:41] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood

[20:41] <DM_Tol> (Hey warn)

[20:41] <DM_Tol> (Basically, two dwarves came to investigate noise, the group successfully hid, and the dwarves left.)

[20:42] * Shalanda patiently waits for enough time to pass for the group to safely use a light source.

[20:42] <Shalanda> (hey)

[20:42] <Blake` > (hello)

[20:42] <Blake` > (k)

[20:44] <DM_Tol> You wait a good 10 minutes and begin walking around freely once more.

[20:45] <Athas> (brb again)

[20:45] * Warbudgie (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood

[20:46] * Warbudgie is now known as Blake` `

[20:46] <DM_Tol> Ryu's light makes movement ossible again.

[20:46] <Ryu> (sorry, repairing my nieces DS charger)

[20:47] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) Quit (Ping timeout: 276 seconds)

[20:48] <Athas> (back)

[20:48] * Shalanda motions for Darce to proceed ahead of the group, to scout ahead so they aren't caught unaware by any dwarves.

[20:49] <Blake` ` > (does he have nightvision?)

[20:50] <Shalanda> (nobody has nightvision, including the dwarves)

[20:50] <Blake` ` > (well darkvision or whatever)

[20:50] <DM_Tol> Darce walks up to Shalanda, "Down this corridor, or one of the others?"

[20:50] <Blake` ` > (or is that gone in 4e?)

[20:50] * Shalanda points down the corridor the dwarves went down.

[20:51] <Shalanda> "We'll be as close as we can safely be behind you, so our light is not readily seen by any dwarves ahead."

[20:51] <Blake` ` > "Be careful Darce, don't do anything too risky"

[20:52] <DM_Tol> (There is no vision for PCs in complete dark. A torch lights 5 square radius. Low light races see ok in dim light)

[20:53] <Shalanda> (Is this dim light?)

[20:53] * Berrian takes up a position about halfway between Darce and the others.

[20:54] <Berrian> "I will follow behind Darce, and provide cover if needed."

[20:54] <DM_Tol> (The only light is from your torches.)

[20:54] <Blake` ` > "Good idea"

[20:55] <DM_Tol> Darce tightens his straps, nods, and heads down the corridor. He hunkers down, and in an amazing display, Darce nearly disappears before your eyes, blending into the shadow on the outskirts of Ryu's torch.

[20:55] <DM_Tol> (Pa on the map is the "Party")

[20:56] <DM_Tol> Darce: "Left or right?"

[20:56] <Athas> "I have no idea"

[20:56] <DM_Tol> Darce looks back at Berrian for a reply.

[20:56] <DM_Tol> (Who is last in the order?)

[20:57] <Shalanda> "Go straight it will be easier to run back if needed."

[20:57] <Blake` ` > (I can be last)

[20:58] * Berrian prepares to follow Darce.

[20:58] <Blake` ` > (can someone link the map address please)

[20:58] <DM_Tol> (<http://tiny.cc/battlegrid>)

[20:58] <Blake` ` > (ty)

[20:58] <DM_Tol> (It stays in the channel title)

[20:58] <DM_Tol> Darce leads you into a chamber with benches on on the walls.

[21:00] <Athas> "Looks like a mead hall."

[21:01] <DM_Tol> Turning to the left, the next room joins with a hall o the left, and has more benches lining the walls.

[21:01] <Athas> (are these stone benches or wooden?)

[21:01] <DM_Tol> The wooden benches are lining the last two chambers, close to the halls leading to the gate.

[21:02] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood

[21:03] <DM_Tol> Darce disappears in front of you and then is seen once more, standing int the center of a large room.

[21:03] * Blake`` (kylekauf@282f3892.a61bf37.net.hmsk) Quit (Ping timeout: 264 seconds)

[21:04] <Athas> "I need to learn how to do that."

[21:05] <DM_Tol> Darce looks around as you all file in.

[21:05] <DM_Tol> The room is lined with shelving, and nooks.

[21:06] <Blake` > (sigh, brb dog is being a baby)

[21:06] <DM_Tol> In these shelves and nooks, as you inspect, you see collections of breastplates, helms, and axes.

[21:07] <Shalanda> "An armory."

[21:07] <DM_Tol> Your impression, is that the items are sparse and rather neglected.

[21:07] <Athas> "Too small."

[21:08] <Shalanda> "Still an armory, prehaps for a small contingency of guards in a guard house?"

[21:08] <Ryu> (gonna be sluggish in a few, had to take my meds)

[21:09] <DM_Tol> In fact, the general impression of what you've seen so far is of a mountain version of a ghost town.

[21:10] <Blake` > (back)

[21:10] * Berrian continues to follow through the rooms, a concerned look on his face.

[21:11] <DM_Tol> This chamber seems to be a dead end, as Darce turns about and heads back down the hall.

[21:11] <DM_Tol> Darce: "Where to do go from here?"

[21:12] <DM_Tol> Back in the previous room, the light shines on a new hall.

[21:12] * Athas looks around nervously

[21:12] <DM_Tol> (hehe, it takes awhile to reveal the squares on the web site, based upon the sketch I have on my computer.

[21:12] <Shalanda> (Our light reveals a new hall or other light?)

[21:13] <DM_Tol> (your light)

[21:15] * Shalanda points down the other hallway.

[21:16] <DM_Tol> (put Pa in the hall, shall)

[21:17] <Shalanda> (Not sure I went to the right hall)

[21:17] <DM_Tol> (this room, with the nooks, is a dead end.)

[21:19] <Athas> (trying to listen for other things?)

[21:20] <DM_Tol> Into a new chamber, you see a long area. You see remnants of natural fibers on the ground, perhaps old grass or hay, but very little, and very old.

[21:21] <DM_Tol> You see no other exits from the room.

[21:21] <Shalanda> (Is A and C new routes?)

[21:22] <Ryu> (sorry for beign so quiet, in intense pain at the moment, waiting for my pain killers ot kick in so I cna think straight)

[21:22] <DM_Tol> (yes)

[21:23] <DM_Tol> (Else in the room? or go a or c?)

[21:23] <Ryu> (I'm game for route a)

[21:24] <DM_Tol> Darce moves ahead. Berrian, you lose sight of him.

[21:24] <Athas> (a)

[21:24] <Athas> (brb for drink)

[21:25] * Berrian tries his best to catch back up, while still being stealthy.

[21:25] * Shalanda paces herself and takes it slow.

[21:26] <DM_Tol> Eventually, you see him pop out of the shadows, "I think there are two more longish rooms."

[21:26] * Ryu follows Shal slowly

[21:27] <DM_Tol> Some of you inspecting with your lights you still hear or see no sign of any one or any activity. Two more longish rooms have remnants of just sparse organic material.

[21:27] * Athas looks over his shoulder.

[21:27] <DM_Tol> (halls unexplored are marked with letters)

[21:28] <Shalanda> (Continue down A)

[21:30] <DM_Tol> Darce leads you down a rougher hewn hallway that opens up into a new space, with a hall off to the left.

[21:30] <DM_Tol> This spacious room has a few barrels in it.

[21:30] * Berrian thinks about investigating, then changes his mind.

[21:31] <Blake` > "Sure feels empty here"

[21:31] <Ryu> "I agree..."

[21:33] <Shalanda> "This is likely a guard house style area, and there's probably a larger expanse of kingdom below us, or at least that is what I think. Particularly since those dwarves mentioned several entrances."

[21:33] <DM_Tol> Darce moves on.

[21:33] * Ryu follows darce

[21:34] * Athas moves forward, watching the rear

[21:34] <DM_Tol> You move along, with less caution, and map out an entire sector of the mountain citadel.

[21:35] <DM_Tol> You encounter more rooms and eventually a hall that leads back to the main entrance hall.

[21:35] <Athas> (... and here come the guards)

[21:36] <DM_Tol> One room has two old, wooden tables in them, with benches lining. (northeast corner)

[21:36] <DM_Tol> Additional small room are empty, with some drapery or bedding, tattered and piled in a couple corners.

[21:37] <DM_Tol> As you return to the main entrance hall, you continue to hear no one, and get the impression that these chambers are old, and almost long forgotten of any use.

[21:37] <Shalanda> "I recommend we take refuge in one of the long rooms and get some rest for the night."

[21:37] <DM_Tol> (good call, as it's well past sundown now)

[21:38] <Ryu> "agreed"

[21:38] <Blake` > "Alright, lets get some rest"

[21:38] <DM_Tol> (Please place Pa in the room you rest in)

[21:39] <DM_Tol> (Do your talking and setting up camp while I'm afk 5 minutes)

[21:39] <Berrian> "I will take first watch."

[21:40] <Berrian> (W for watchpost)

[21:40] <Shalanda> "Rest close to the back walls here, away from the entrance so we are not easily seen. Berrian, you and I should take our normal turns near the entrance in case somebody passes by, so we can silence the snorers in the group.

[21:40] * Shalanda casual looks around the room on that comment.

[21:41] * Berrian smiles.

[21:41] <Berrian> "Sounds like a plan."

[21:45] <Shalanda> "Oh and no fires or lights if you can help it. Easier to be seen from a distance."

[21:45] * Shalanda makes herself as comfortable as possible, before slipping into a trance.

[21:46] * Ryu finds himself a nice cozy corner and tries to get some rest

[21:46] * Athas sits near Darce to be ready to protect.

[21:50] <DM_Tol> Darce seems happy to have the close proximity.

[21:51] <DM_Tol> Darce unfurls his bedroll and lays down to sleep.

[21:52] <DM_Tol> (Place yourself on the room map where eyou sleep.)

[21:52] <DM_Tol> (first two letters)

[21:52] <Athas> (I'm right)

[21:52] <Shalanda> (Looks like I've already been placed.)

[21:52] <DM_Tol> (I put some based on what you said, but feel free to move it)

[21:53] <DM_Tol> You settle in for some rest.

[21:54] <DM_Tol> Far into the night's sleep, finding it difficult to be comfortable in such a strange environs, you manage to slumber or meditate as needed.

[21:54] <DM_Tol> (Roll percept Berr and Shal)

[21:55] <Berrian> 1d20+11

[21:55] <TolBot> [Berrian's 1d20+11]: 16

[21:55] <Shalanda> 1d20+6

[21:55] <TolBot> [Shalanda's 1d20+6]: 26 (That's awesome.)

[21:55] <Berrian> (man, I'm better off with passive in that situation...)

[21:56] <Shalanda> (I was debating taking a passive, glad I didn't)

[21:56] <DM_Tol> Shalanda, you hear a stir as you've been hearing through the night, but this time it is not as one of your companions shifting in their bedroll.

[21:57] * Shalanda alerts Berrian

[21:58] <DM_Tol> Berrian, you are stirred from your meditation by Shalanda.

[21:58] * Shalanda points to the sides of the wall next to the door to hide behind, and points at him then Blake who slept where he wasn't suppose to.

[21:58] <DM_Tol> Shalanda, the sliding, shifting sound is more distinct, close enough even that you think it's coming from between your legs where you stand.

[21:58] * Shalanda looks down.

[21:59] <DM_Tol> (sorry, I put him there, you can move)

[21:59] * Berrian draws his longsword and makes sure his bow is at hand.

[21:59] <Athas> (... cue porn music...)

[22:00] <Berrian> (and moves to a secure-ish location)

[22:00] <DM_Tol> Shalanda, gaining your senses, you realize you hear an echo off the floor of a sound that generated directly above you, from the ceiling.

[22:00] * Shalanda does not yet ready her scythe, but makes sure it is close at hand.

[22:00] * Shalanda looks up and then around the general area if she doesn't see something.

[22:02] <DM_Tol> (light source anyone?)

[22:03] <Ryu> (mines at the ready but still hidden)

[22:03] <Berrian> (I can draw the light source or my bow with my free hand, depending on situation)

[22:04] <Shalanda> (I don't think we have one active at the moment)

[22:04] <DM_Tol> Athas, you awake from your sleep as a hideous dungeon worm with tentacles around its mouth falls from the ceiling and puts a squeeze on your limb.

[22:05] * Athas tries to roll away from Darce

[22:06] <Athas> "You hug like an addled bear -- and I'll beat you like one, too!"

[22:06] <Ryu> "Must you make so much noise Athas, you will get us discovered."

[22:06] * Shalanda looks over in Athas's direction where he sleeps.

[22:06] * Blake` starts to stir also due to the noise

[22:07] * Shalanda whispers "Shut him up"

[22:07] <DM_Tol> `init rolls please

[22:07] <TolBot> Please make an initiative roll (1d20+modifier).
[22:07] <Shalanda> 1d20+5
[22:07] <TolBot> [Shalanda's 1d20+5]: 16
[22:07] <Berrian> 1d20+8
[22:07] <TolBot> [Berrian's 1d20+8]: 27
[22:07] <Blake` > 1d20+4
[22:07] <TolBot> [Blake`s 1d20+4]: 10
[22:07] <Athas> 1d20+6
[22:07] <TolBot> [Athas's 1d20+6]: 12
[22:08] <DM_Tol> 1d20+4 for worm
[22:08] <TolBot> [DM_Tol's 1d20+4 for worm]: 8
[22:08] <DM_Tol> 1d20+4 for Darce
[22:08] <TolBot> [DM_Tol's 1d20+4 for Darce]: 24 (Yes!)
[22:09] <Ryu> 1d20+3
[22:09] <TolBot> [Ryu's 1d20+3]: 12
[22:10] <DM_Tol> `init report
[22:10] <TolBot> Initiative Order: Berrian, 27, Darce, 24, Shalanda, 16, Athas, 12, Ryu, 12, Blake`, 10, worm, 8
[22:10] * Berrian draws his everburning torch in his off hand and attempts a careful attack with his longsword.
[22:10] <DM_Tol> 1d20+10
[22:10] <TolBot> [DM_Tol's 1d20+10]: 19
[22:11] <DM_Tol> In a surprise attack, the worm creature attacks Athas. (vs. AC)
[22:11] <Athas> (AC is 19)
[22:12] <Berrian> 1d20+9 vs AC
[22:12] <TolBot> [Berrian's 1d20+9 vs AC]: 11
[22:13] <DM_Tol> (why was that, Berrian?)
[22:13] <DM_Tol> The worm bites Athas, and lashes with a tentacle.
[22:13] <Ryu> (*shrugs*)
[22:13] <DM_Tol> 2d6+4
[22:13] <TolBot> [DM_Tol's 2d6+4]: 7
[22:13] * Athas grits his teeth
[22:13] <Shalanda> (probably because he was first in initiative?)
[22:13] <Ryu> (need to check on the little one and Jynx, make sure the little furball isn't somewhere he's not s'posed to be)
[22:14] <DM_Tol> (7 damage, 5 ongoing save ends)
[22:14] <DM_Tol> (k, that was surprise round, now round 1)
[22:14] <DM_Tol> Berrian attacks and misses.

[22:14] <Athas> (like in the land of the dead)

[22:14] <Berrian> (I'll be happy to reroll... ;P)

[22:14] <DM_Tol> Darce stirs to awake, "What?"

[22:14] <DM_Tol> Shalanda acts.

[22:15] * Shalanda now able to see the worm, steps up to strike the worm with her scythe. (Healing Strike Str vs AC)

[22:15] <Shalanda> 1d20+6

[22:15] <TolBot> [Shalanda's 1d20+6]: 24

[22:16] <Shalanda> 4d4+4 & Athas may take a healing surge

[22:16] <TolBot> [Shalanda's 4d4+4 & Athas may take a healing surge]: 11

[22:16] <Shalanda> (Assuming I hit)

[22:16] <DM_Tol> (hit)

[22:17] <DM_Tol> The worm reels from the hit

[22:17] <DM_Tol> (Athas acts)

[22:20] <DM_Tol> (nudge Athas)

[22:20] <Blake` > (have Ryu go at the same time)

[22:20] <DM_Tol> Ryu starts from his slumber as does Blake this round.

[22:20] <DM_Tol> (you and rye are just waking up this round)

[22:21] <Blake` > (should have taken that wake up instantly ability last level)

[22:21] <Ryu> (aight, I'm back)

[22:22] * Athas struggles to reach his knife

[22:22] <Athas> (sorry -- wife asked me to help her pick up the laundry)

[22:23] <Shalanda> (/me pulls out the Athas puppet: Athas rolls over, shooing the worm. He slurs in his sleep "Stop biting me woman, Old Man Iron doesn't want you drinking that deep!")

[22:25] <DM_Tol> (gonna roll an attack, athas?)

[22:26] <DM_Tol> The worms attack.

[22:27] <DM_Tol> A second worm, still attached to the ceiling, attacks Athas in unison with the first.

[22:27] <DM_Tol> 2#1d20+10

[22:27] <TolBot> [DM_Tol's 2#1d20+10]: 21, 13 (Sum:34)

[22:27] <DM_Tol> 2d6+4

[22:27] <TolBot> [DM_Tol's 2d6+4]: 10

[22:28] <DM_Tol> The dangling worm lashes Athas with its tentacle, for more damage (10+5)

[22:28] <DM_Tol> (Round 2)

[22:28] <DM_Tol> Berrian acts.

[22:28] * Berrian tries for another careful attack.

[22:28] <Berrian> 1d20+9

[22:28] <TolBot> [Berrian's 1d20+9]: 26

[22:28] <DM_Tol> (AC?)

[22:28] <Berrian> (yup)
[22:29] <DM_Tol> (hit)
[22:29] <Berrian> 2d8+3 (quarry added)
[22:29] <TolBot> [Berrian's 2d8+3 (quarry added)]: 7
[22:29] <Berrian> (gah, low rolls for me tonight...)
[22:29] <DM_Tol> (you need to move in melee berrian)
[22:30] <Berrian> (sorry about that, was distracted and didn't move on the map...)
[22:30] <DM_Tol> Darce backs away from the worms.
[22:30] <DM_Tol> Shalanda acts.
[22:30] * Shalanda follows up her last strike with a righteous brand against her original target (Str vs AC)
[22:30] <Shalanda> 1d20+8
[22:30] <TolBot> [Shalanda's 1d20+8]: 16
[22:32] <DM_Tol> Shalanda misses with an attack.
[22:32] <Shalanda> 2d4+4 & Berrian gets +3 to hit until my next turn (IF I HIT)
[22:32] <TolBot> [Shalanda's 2d4+4 & Berrian gets +3 to hit until my next turn (IF I HIT)]: 9
[22:34] [Shalanda:#groveWOOD PING]
[22:34] <DM_Tol> Athas tries to acts once more, possibly still tripped up by the squeezing worm.
[22:34] <Ryu> (I'm waiting for my turn lol)
[22:34] * Athas tries to free an arm
[22:35] <Athas> (strength check?)
[22:35] <DM_Tol> (You're free to attack, Athas)
[22:35] <Athas> (oh)
[22:35] * Athas swings his axe hard at the tentacle
[22:35] <Athas> 1d20+11
[22:35] <TolBot> [Athas's 1d20+11]: 19
[22:35] <Athas> (hit?)
[22:36] <DM_Tol> (hit)
[22:36] <Athas> 1d12+9
[22:36] <TolBot> [Athas's 1d12+9]: 17
[22:36] <Athas> (brb)
[22:37] <DM_Tol> (Worm 1 has a squeeze on you. hitting that one?)
[22:37] <DM_Tol> Ryu acts.
[22:37] <DM_Tol> (finally)
[22:38] * Ryu attacks the worm hanging from the ceiling
[22:38] <Ryu> 1d20+13 vs AC
[22:38] <TolBot> [Ryu's 1d20+13 vs AC]: 21
[22:38] <DM_Tol> (hit)

[22:38] <Ryu> 1d10+7
[22:38] <TolBot> [Ryu's 1d10+7]: 9
[22:39] <Athas> (sorry -- yueah -- hitting the worm that's squeezing me -- apparently this is Russian Tequila)
[22:41] <DM_Tol> (Ryu, have to move into melee)
[22:41] <DM_Tol> Ryu hacks a worm creature as Darce looks around for more creatures on the ceiling.
[22:42] <DM_Tol> Blake attacks.
[22:42] * Blake` calls out for Athas to continue his assault (Commander's Strike: Athas gets a basic melee attack, if he hits, he does +2 dmg)
[22:42] * Athas swings again
[22:43] <Athas> 1d20+11
[22:43] <TolBot> [Athas's 1d20+11]: 30
[22:43] <Athas> (OLD MAN IRON DRINKS DEEP!)
[22:43] <Athas> 1d20+11
[22:43] <TolBot> [Athas's 1d20+11]: 26
[22:43] <DM_Tol> (hit)
[22:43] <Athas> (already rolled damage)
[22:44] <Ryu> (you do 1d20+11 damage?)
[22:44] <DM_Tol> (lol)
[22:44] <Athas> (+2 from Commander's strike)
[22:44] <DM_Tol> (d20?)
[22:44] <Ryu> (1d20 though)
[22:44] <Shalanda> (If you do 1d20 damage with your weapon, I might kill you for it)
[22:44] <Athas> (oh, crap -- sorry)
[22:45] <Athas> 1d12+11
[22:45] <TolBot> [Athas's 1d12+11]: 17
[22:45] <Athas> (I still want to use the 26)
[22:46] <DM_Tol> The worm shrieks and spits... and retaliates.
[22:46] <DM_Tol> (5 hp damage, athas, then save)
[22:47] <DM_Tol> 2#1d20+10 vs Athas' AC
[22:47] <TolBot> [DM_Tol's 2#1d20+10 vs Athas' AC]: 16, 16 (Sum:32)
[22:47] <DM_Tol> The each gnarl at you as you avoid their attacks.
[22:47] <DM_Tol> Berrian acts.
[22:47] * Berrian swings at the first worm once more with his longsword.
[22:47] <Berrian> 1d20+9
[22:47] <TolBot> [Berrian's 1d20+9]: 10 (Ouch!)
[22:47] <Ryu> (Nice! You jus' helped it!)

[22:48] <Athas> 1d20
[22:48] <TolBot> [Athas's 1d20]: 13
[22:48] <Berrian> (gah!!!!!! my luck is VERY poor tonight...)
[22:48] <Athas> (what am I saving against?)
[22:48] <DM_Tol> (an ongoing damage from it's first attack)
[22:48] <Athas> (I use my score at a difficulty or a bonus?)
[22:49] <DM_Tol> (no, a raw d20, 10 or better)
[22:49] <DM_Tol> (you've taken 7, 10, 5, and 5 damage, Athas)
[22:49] <Athas> (OK -- so what are the scores for, then?)
[22:49] <DM_Tol> (what scores?)
[22:50] <DM_Tol> Shalanda acts.
[22:50] <Athas> (Fort, Ref, Wil)
[22:50] * Shalanda takes advantage of her flanking position with Athas and continues her attack on W1. She strikes with another Righteous Brand. (str vs AC)
[22:50] <Shalanda> 1d20+10
[22:50] <TolBot> [Shalanda's 1d20+10]: 29
[22:50] <DM_Tol> (those are defense scores, and they work just like AC)
[22:50] <Shalanda> 2d4+4 and Athas gets a +3 to hit on attacks until my next turn.
[22:50] <TolBot> [Shalanda's 2d4+4 and Athas gets a +3 to hit on attacks until my next turn.]: 11
[22:50] <DM_Tol> Shal hits.
[22:50] <DM_Tol> The first worm looks bloodied.
[22:51] <DM_Tol> (Athas... roll the d20)
[22:52] <DM_Tol> The work, hit by Shalanda's righteous brand, shrieks in agony, spit flying from the tentacles around its mouth.
[22:53] <Athas> 1d20+15
[22:53] <TolBot> [Athas's 1d20+15]: 31
[22:53] <DM_Tol> (Athas.... please. roll. your. 1d20. save. from. last. round. first. please.)
[22:53] <Athas> (sorry)
[22:53] <Athas> 1d20
[22:53] <TolBot> [Athas's 1d20]: 1 (That stinks.)
[22:53] <Shalanda> (Just knock 15 from that and call it good)
[22:54] <Athas> (lol)
[22:54] <DM_Tol> Athas attacks the worm and hits it with a mighty blow.
[22:54] <Athas> 1d20+9
[22:54] <TolBot> [Athas's 1d20+9]: 18
[22:54] <DM_Tol> (12)
[22:54] <DM_Tol> (d12, not d20)
[22:55] <Athas> (dang)

[22:55] <DM_Tol> (Is someone else playing Harl's PC? or is he drunk?)
[22:55] <Athas> (1d12+9)
[22:55] <DM_Tol> (LOL!!!)
[22:55] <DM_Tol> (not in parentheses, knucklehead)
[22:55] <Athas> (I've my wife trying to tell me what needs to be done tomorrow...)
[22:55] <Athas> 1d12+9
[22:55] <TolBot> [Athas's 1d12+9]: 19
[22:55] <DM_Tol> (You're killin me here. hehe)
[22:55] <Shalanda> (You're not suppose to drink the dish water after you do the dishes)
[22:56] <Athas> (... and I'm trying my best to tell her that I'll get it done after the writing)
[22:56] <DM_Tol> Ryu attacks.
[22:56] <DM_Tol> Blake attacks.
[22:56] * Ryu attacks worm2 again
[22:57] <Ryu> 1d20+13 vs AC
[22:57] <TolBot> [Ryu's 1d20+13 vs AC]: 29
[22:57] <DM_Tol> (hit)
[22:57] <Ryu> 1d10+7
[22:57] <TolBot> [Ryu's 1d10+7]: 17
[22:57] * Blake` uses his Commander's Strike to give Ryu a second attack...(basic attack, +2 to dmg)
[22:58] <Ryu> 1d20+13
[22:58] <TolBot> [Ryu's 1d20+13]: 24
[22:58] <DM_Tol> (5 more damage, Athas)
[22:58] <Ryu> 1d10+9 (same mob)
[22:58] <TolBot> [Ryu's 1d10+9 (same mob)]: 16
[22:58] <Ryu> (33 damage total to Worm2)
[22:59] <DM_Tol> Ryu makes a second attack on the worm, which shrieks out, spit flying, as Blake's Commanding actions spur the group one.
[22:59] <DM_Tol> The worms hasten their attacks, drawing up to slash once again into Athas from beside and above...
[22:59] <DM_Tol> *** as this session of Können Land comes to a close ***

7-22-2012: DISCOVERY

[19:56] <DM_Tol> *** Game Recap ***
[19:56] * Shalanda hands back the batteries.
[19:56] <DM_Tol> The party of adventures made its way into some level of the secretive Dwarven Kingdom in the mountains of Medigo.
[19:58] <DM_Tol> After exploring and finding destitute if not completely abandoned structures, they spent the night in a large chamber.
[19:58] <DM_Tol> In the night, hideous worm-like tentacled creatures slimed in and attacked.
[19:59] <DM_Tol> *** As this session of Können Land Campaign begins ***
[20:00] <DM_Tol> The worms hasten their attacks, drawing up to slash once again into Athas from beside and above..
[20:01] <DM_Tol> 2#1d20+10
[20:01] <TolBot> [DM_Tol's 2#1d20+10]: 23, 24 (Sum:47)
[20:01] <DM_Tol> (vs AC)
[20:02] <DM_Tol> They both rake across Athas viciously.
[20:02] <DM_Tol> .
[20:02] <DM_Tol> (two hits?)
[20:02] <Athas> (yep)
[20:03] <DM_Tol> 2d6+4
[20:03] <TolBot> [DM_Tol's 2d6+4]: 11
[20:03] <DM_Tol> 2d6+4
[20:03] <TolBot> [DM_Tol's 2d6+4]: 7
[20:03] <DM_Tol> (18 plus 10 ongoing damage until save)
[20:03] <DM_Tol> New round. Init order: Berrian, 27, Darce, 24, Shalanda, 16, Athas, 12, Ryu, 12, Blake`, 10, worm, 8
[20:03] * Athas grunts and collapses
[20:03] <Athas> (I'm down to nil)
[20:04] <DM_Tol> (map is <http://tiny.cc/battlegrid>)
[20:04] <Shalanda> "Athas, get your sorry butt up and fight!"
[20:04] <DM_Tol> Athas falls as Berrian rushes to Athas to move him out of the fight.
[20:05] <Shalanda> "Berrian move out of the way and I'll get him back up!"
[20:06] <DM_Tol> (that better?)
[20:06] <Shalanda> (Yeah)
[20:06] <DM_Tol> Darce reacts by shrieking and racing to help Berrian carry Athas out of the line of fire.
[20:06] <DM_Tol> Shalanda acts
[20:07] <Shalanda> "I hope this magic works..."
[20:07] * Shalanda slams her palm into Athas' chest (probably provoking an attack of opportunity).
[20:08] <Shalanda> "Raven Queen restore his health!"
[20:08] <Shalanda> (Cure Serious wounds. Recover 2 healing surges worth of hps at no cost)
[20:10] <Shalanda> (Quickly looking up the rules on AoO's, it doesn't, since it's not an area or ranged attack)
[20:10] <DM_Tol> (wouldn't guess so)
[20:10] <DM_Tol> (not like spell casting in 3.5)
[20:11] <DM_Tol> Athas revives.
[20:11] <DM_Tol> (roll two saves, Athas)
[20:11] <Athas> 1d20
[20:11] <TolBot> [Athas's 1d20]: 3
[20:11] <Athas> 1d20

[20:11] <TolBot> [Athas's 1d20]: 6
[20:11] * Shalanda turns back on the worm to draw its attention.
[20:11] <DM_Tol> (10 HPs samage)
[20:11] <Athas> (... and he collapses...)
[20:12] <Ryu> (Athas is now known as Yoyo 2.0)
[20:14] <Shalanda> (He better not collapse after a measely 10 hps of damage)
[20:14] * Athas looks up at the creature with rage filled and somewhat unsteady eyes.
[20:14] <DM_Tol> Ryu acts.
[20:15] * Ryu attacks Worm 2
[20:15] <Ryu> 1d20+13 vs AC
[20:15] <TolBot> [Ryu's 1d20+13 vs AC]: 27
[20:15] <Athas> (brb -- caffiene break)
[20:16] <Ryu> 1d10+7
[20:16] <TolBot> [Ryu's 1d10+7]: 14
[20:16] <Ryu> (gonna assume a 27 was a hit lol)
[20:19] -> [#grovewood] PING
[20:19] <DM_Tol> (hit)
[20:20] <DM_Tol> The tentacled worm creature takes a serious hit and drops from the ceiling to the floor, rearing up.
[20:20] <DM_Tol> Blake acts
[20:21] <DM_Tol> Blake enacts Commander's Strike upon Ryu, allowing him a melee attack. (+2 to damage)
[20:22] <Ryu> 1d20+13
[20:22] <TolBot> [Ryu's 1d20+13]: 14 (Not good.)
[20:22] <Ryu> (ouch)
[20:22] <DM_Tol> The worms move and attack.
[20:23] <DM_Tol> The first worm moves to surround Ryu.
[20:24] <Ryu> (can't I get an AoO on Worm1 for moving through?)
[20:24] <DM_Tol> (OA, Shalanda)
[20:24] <DM_Tol> (YOu can't. It moved into, not through.)
[20:24] <Shalanda> (Did it move out of a space I threatened?)
[20:25] <Ryu> (Worm1 Did, yes)
[20:25] <Shalanda> (If it did not shift, I should get an AoO)
[20:26] <Shalanda> 1d20+8
[20:26] <TolBot> [Shalanda's 1d20+8]: 25
[20:26] <Shalanda> 2d4+4
[20:26] <TolBot> [Shalanda's 2d4+4]: 8
[20:26] <DM_Tol> (yes, shal)
[20:27] <DM_Tol> (I told you to take an OA, shal)
[20:27] <DM_Tol> The worm is hacked by Shalanda is seems very slowed.
[20:27] <DM_Tol> They both attack Ryu.
[20:27] <DM_Tol> 2#1d20+12
[20:27] <TolBot> [DM_Tol's 2#1d20+12]: 27, 26 (Sum:53)
[20:28] <Ryu> (AC = 21, so 2 hits)
[20:28] <DM_Tol> 2d6+4
[20:28] <TolBot> [DM_Tol's 2d6+4]: 7
[20:28] <DM_Tol> 2d6+4
[20:28] <TolBot> [DM_Tol's 2d6+4]: 12
[20:28] <DM_Tol> (19 damage and 5 and 5 ongoing)
[20:28] <Athas> (now I am in negative...)
[20:29] <Athas> (trying to save)

[20:29] <Athas> 1d20
[20:29] <TolBot> [Athas's 1d20]: 20 (Way to go!)
[20:29] <Athas> 1d20
[20:29] <TolBot> [Athas's 1d20]: 8
[20:29] <Athas> (-6)
[20:29] <Ryu> (that 5 and 5 was for me Athas)
[20:29] <DM_Tol> (ignore Athas' rolls there)
[20:30] <DM_Tol> New round. Init order: Berrian, 27, Darce, 24, Shalanda, 16, Athas, 12, Ryu, 12, Blake`, 10, worm, 8
[20:30] <Athas> (oh -- sorry -- I just got used to being mercilessly attacked and thought it was my turn.)
[20:32] <DM_Tol> Berrian moves to attack a worm creature.
[20:32] <DM_Tol> 1d20
[20:32] <TolBot> [DM_Tol's 1d20]: 14
[20:32] <Ryu> (woo, Pepsi + Ice Breaker mint, makes my toungue burn)
[20:32] <DM_Tol> He misses. Darce begins to try and sneak around, as Shalanda acts.
[20:33] * Shalanda shifts forward to strike with a Righteous Brand
[20:33] <Shalanda> 1d20+8 (str vs AC)
[20:33] <TolBot> [Shalanda's 1d20+8 (str vs AC)]: 23
[20:33] <DM_Tol> (hit)
[20:34] <Shalanda> 2d4+4 (and Ryu +3 to hit until my next turn)
[20:34] <TolBot> [Shalanda's 2d4+4 (and Ryu +3 to hit until my next turn)]: 7
[20:34] <Shalanda> (Against W2)
[20:34] <DM_Tol> The worm is bloodied.
[20:35] <DM_Tol> Athas wounded by alive, acts.
[20:36] * Athas stands on his feet and moves towards the worms with malice in his eyes.
[20:36] <Athas> (Can I spend a healing surge on my own?)
[20:36] <Shalanda> (Second wind)
[20:37] <Athas> (done)
[20:38] <DM_Tol> (yes)
[20:38] <DM_Tol> (You get one second wind per encounter)
[20:38] <DM_Tol> (no, per day)
[20:39] <DM_Tol> (wait, per encounter I think(
[20:39] <DM_Tol> Ryu, suddenly ambushed by th worms, acts.
[20:39] <Ryu> 2#1d20+13 vs Will (1 hit per worm, Dance of the Sword, Close burst 2)
[20:39] <TolBot> [Ryu's 2#1d20+13 vs Will (1 hit per worm, Dance of the Sword, Close burst 2)]: 32, 16 (Sum:48)
[20:40] <Shalanda> (SW 1 an encounter. Increases all defenses by 2 until next turn)
[20:40] <DM_Tol> Ryu hits both worms.
[20:40] <Ryu> 1d8+7
[20:40] <TolBot> [Ryu's 1d8+7]: 13
[20:40] <Ryu> 1d8+7
[20:40] <TolBot> [Ryu's 1d8+7]: 13
[20:40] <DM_Tol> (I forgot about the defense +2 part)
[20:40] <Ryu> (Psychic Damage)
[20:41] <DM_Tol> The first worm falls dead.
[20:41] <Ryu> (Also, the wormes cannot shift, or make opportunity attacks, save ends)
[20:43] <DM_Tol> Blake acts.
[20:44] <DM_Tol> Blake enacts Commander's strike upon Ryu.
[20:45] <Ryu> (Shals thingy still in effect on me?)
[20:45] <Shalanda> (yup)

[20:45] <Ryu> 1d20+16 vs AC (W1)
[20:45] <TolBot> [Ryu's 1d20+16 vs AC (W1)]: 31
[20:45] <Ryu> 1d10+9
[20:45] <TolBot> [Ryu's 1d10+9]: 12
[20:46] <DM_Tol> The remaining worm shrieks.
[20:46] <DM_Tol> and retaliates
[20:46] <Ryu> (Oh I need to save, isn't there a bonus right now?)
[20:47] <DM_Tol> 1d20+10 vsAC
[20:47] <TolBot> [DM_Tol's 1d20+10 vsAC]: 26
[20:47] <DM_Tol> (yes, save. No bonus)
[20:47] <Ryu> 2#1d20
[20:47] <TolBot> [Ryu's 2#1d20]: 5, 6 (Sum:11)
[20:47] <Ryu> (my luck is running out lol)
[20:47] <DM_Tol> (Athas, you need to save now, too)
[20:47] <DM_Tol> (10 HP more to Ryu)
[20:47] <Athas> 1d20
[20:47] <TolBot> [Athas's 1d20]: 4
[20:48] <Ryu> (I'm bloodied)
[20:48] <Athas> (my luck done run off)
[20:49] <Athas> (let me check my equipment... axe... armor... bruised black cat...)
[20:49] <DM_Tol> (and another)
[20:49] <Athas> 1d20
[20:49] <TolBot> [Athas's 1d20]: 16
[20:49] <Athas> (yes!)
[20:49] <DM_Tol> (5 HPs more damage)
[20:50] <DM_Tol> The worm hits Ryu with a sweeping tentacle.
[20:50] <DM_Tol> 2d6+4
[20:50] <TolBot> [DM_Tol's 2d6+4]: 11
[20:50] <DM_Tol> (11 damage Ryu)
[20:54] <DM_Tol> New round. Init order: Berrian, 27, Darce, 24, Shalanda, 16, Athas, 12, Ryu, 12, Blake`, 10, worm, 8
[20:54] <DM_Tol> Darce tentatively gets a clearing and throws a dagger.
[20:54] <DM_Tol> 1d20+2
[20:54] <TolBot> [DM_Tol's 1d20+2]: 11
[20:54] <DM_Tol> Shalanda acts.
[20:54] * Shalanda shifts back away from the creature and uses her holy symbol to call down sacred flames upon the worm. (Wis vs Ref)
[20:54] <Shalanda> 1d20+7
[20:54] <TolBot> [Shalanda's 1d20+7]: 23
[20:55] <Shalanda> 1d6+4 and Ryu makes a free saving throw.
[20:55] <TolBot> [Shalanda's 1d6+4 and Ryu makes a free saving throw.]: 7
[20:55] <DM_Tol> (Ryu and Athas, add 5 HPs back. Ongoing damage of same type should not stack)
[20:55] <DM_Tol> (Save Ryu)
[20:55] <DM_Tol> (hits Refl)
[20:55] <Ryu> 1d20
[20:55] <TolBot> [Ryu's 1d20]: 18
[20:55] <Shalanda> (or he can have temp hps, his choice)
[20:56] <DM_Tol> (roll damage)
[20:56] <DM_Tol> Athas acts.
[20:56] <Shalanda> (I did, 7)
[20:56] <DM_Tol> (ah, yes)

[20:56] <DM_Tol> The worm seems barely alive.
[20:59] * Athas moves to the worms. He raises his axe above his head and brings it down
[20:59] <Athas> (cleave)
[20:59] <Athas> 1d20+12
[20:59] <TolBot> [Athas's 1d20+12]: 28
[21:00] <Athas> 1d12+9
[21:00] <TolBot> [Athas's 1d12+9]: 19
[21:00] <DM_Tol> Athas takes out the other worm as it oozes over the floor, split in half.
[21:00] <Athas> "My gods drink deep, worm."
[21:00] <DM_Tol> Worm guts splatter over Ryu.
[21:01] * Shalanda looks over at Athas.
[21:01] <Shalanda> "Moron!"
[21:01] * Blake` examines the worms more closely now
[21:01] * Ryu brushes the worm guts off and looks at Athas, "Really now?"
[21:02] <Shalanda> "We should relocate when you are done examining those Blake, in case dwarves heard our combat."
[21:02] * Athas points to the wounds on his arms and torso.
[21:02] <Athas> "You're still lucky."
[21:02] <Blake` > "Let's get moving then"
[21:02] <Blake` > "I was just being curious"
[21:03] * Athas takes a deep breath and hobbles along.
[21:03] <Shalanda> (I've marked the upper right corner of the map as our recommended new camp site)
[21:04] * Ryu goes about packing up his gear, dripping worm goo
[21:08] <Athas> (you couldn't find a Motel 6?)
[21:08] <DM_Tol> (afk a couple ")
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(LOG LOSS DUE TO DISCONNECTION)

[21:14] <DM_Tol> Darce follows behind, "Wha... wha... what was that?"
[21:15] * Shalanda shrugs.
[21:15] <Shalanda> "Something that thought Athas looked delicious."
[21:15] <DM_Tol> The party moves through known portions of the mountain chambers and settles in for more rest.
[21:15] <Athas> "Don't blame it."
[21:16] <Ryu> (I'm having net issues)
[21:17] <Athas> (Did you restart it?)
[21:17] * Athas sits down gingerly.
[21:17] <DM_Tol> In time, you finish your rest a few hours later.
[21:18] <Ryu> (OK to spend healing surges to life back up?)
[21:19] * Shalanda spends that time in meditation while keeping her watch.
[21:19] <DM_Tol> (yes)
[21:20] <Athas> (spending 2 to get back up to fighting)
[21:22] <Ryu> (my net is all f-ed up...)
[21:24] <Ryu> (used 3 to max myself out)

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[21:27] * Shalanda stares out into the empty hall while the others rest.
[21:30] * Athas closes his eyes and falls quickly asleep
[21:31] <Athas> (brb)

[21:31] <DM_Tol> Your sleep finishes uninterrupted
[21:32] <Ryu> (Sorry guys I'm about to go ballistic because my net is failing so horribly...)
[21:33] <Ryu> (I can't even pull up the fire departments server which is on basically the local network)
[21:34] <Ryu> (I can't even pull up THEIR webpage)
[21:34] * Blake` stretches out the kinks in his body after a rough sleep
[21:34] <Athas> (unlike in real life)

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[21:37] * Blake` finishes getting his gear on and seems ready to move on
[21:37] <Shalanda> "I think we should continue to look around the area we made camp (C on the map)
[21:38] <Ryu> (somebody will have to e-mail me tonights log... my net is missing so much crap)
[21:39] <Blake` > "Sounds like a plan to me"
[21:40] <Athas> "Good for me."
[21:41] * Shalanda leads the way towards "Path C", taking the lead, concerned that Athas and Ryu's injuries may hinder them in future combats.
[21:42] <Athas> ("The gods saw fit to give me a spare, sire.")
[21:42] <DM_Tol> The group heads out, Berrian and Darce moving in the back.
[21:44] <DM_Tol> After exploring, you uncover two additional rooms and then a wide, descending stairwell.
[21:45] * Athas looks to the others.
[21:45] <Blake` > "Looks like we are going deeper"
[21:46] * Shalanda examines the area to see if there is signs of more recent travel, such as worn path where there is no dust, freshly broken cobwebs, etc.
[21:46] <DM_Tol> The stairs are a double complex of winding steps.
[21:46] <DM_Tol> This entire hall has seemed more 'travelled'.
[21:47] <Athas> (Can we hear anything from the base of hte stairs? clanging, fires, chanting?)
[21:47] <DM_Tol> (you may roll a percept)
[21:47] <Shalanda> 1d20+6
[21:47] <TolBot> [Shalanda's 1d20+6]: 10
[21:48] <Athas> 1d20+2
[21:48] <TolBot> [Athas's 1d20+2]: 7
[21:48] <DM_Tol> 1d100
[21:48] <TolBot> [DM_Tol's 1d100]: 47
[21:49] <Ryu> (I'm semi-afk I have to take a breather, getting too annoyed with the way my internet is acting)
[21:49] <Shalanda> "Should be go down or explore the rest of up here first?"
[21:49] <Blake` > 1d20
[21:50] <TolBot> [Blake`s 1d20]: 5
[21:50] <DM_Tol> You all step into the steps and listen, but hear nothing striking.
[21:52] <Athas> (no techno or dubstep?)
[21:53] <DM_Tol> You stare down the winding steps.
[21:53] <Ryu> (*pushes Shalanda in*)
[21:54] * Shalanda peers down the steps and then repeats her question.
[21:54] <Shalanda> "Should be go down or explore the rest of up here first?"
[21:54] * Ryu shrugs quietly
[21:54] <Blake` > "We should finish up here probably, but we might save time just going down"
[21:54] <Blake` > "I have a feeling we are going to end up down there"
[21:55] <Shalanda> "Alright then, we'll finish up here first. This way we can see if there are ways we

can get flanked from behind from other passages.

[21:55] * Athas nods and lets the others pass before heading up on his own with his back to the wall.

[21:56] * Shalanda heads back the way they came towards "Passage D", which is near the lever.

[21:56] <DM_Tol> Shalanda leads the others through the halls above.

[21:58] <DM_Tol> You explore more and more in the passages.

[21:59] <DM_Tol> You uncover a corner room (nw) empty, and then a long hallway with numerous small rooms off to the sides. The remnants of some cots and chests make you think they are some type of old sleeping quarter.

[22:01] <Blake` > "To bad we didnt find these sleeping quarters last night"

[22:01] <Shalanda> "I am curious on why this section of the dwarven kingdom lies abandoned. Surely those worm creatures weren't the cause."

[22:02] <Blake` > "Would be good to know that"

[22:03] <Athas> "I agree. If there are other things, why leave the stairs unguarded?"

[22:04] <Shalanda> "They probably suspect that nobody comes to the entrance we used, or has any reason to visit here anymore."

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[22:05] * Shalanda returns back to the stairway.

[22:06] <DM_Tol> You make your way back to the well of stairs.

[22:07] <Blake` > "Let's go see whats down here"

[22:07] <DM_Tol> (heading down?)

[22:08] * Shalanda starts her way down the stairs.

[22:08] <Athas> (sure!)

[22:08] <DM_Tol> The stairs, winding in double fashion, each side free-standing from the other, descend down and down and down, crossing every 15 to 30 feet.

[22:08] <DM_Tol> The steps are cut stone, with wood supports around the walls.

[22:08] <DM_Tol> As you descend, you do hear noise below, just a dull noise of activity in general.

[22:09] <DM_Tol> You move down, down down, and your legs eventually begin to tire.

[22:09] <DM_Tol> hundreds of steps you traverse, down into the depths of the mountain interior.

[22:10] <Athas> ("Are we there yet?")

[22:10] <DM_Tol> After many minutes of descending, the stairs empty out into a wide chamber set up on a platform with steps leading out into a vast area ahead.

[22:11] <DM_Tol> The wide opening off the platform opens into a space beyond, filled not with the darkness that you've had in the halls above and the stairwell, lit only by your torches.

[22:11] <DM_Tol> As you emerge from the well of the steps, you enter into the floor of a vast cavern inside the mountain. A dull glow of light emanates from patches along the walls that climb up and up and a ceiling over top.

[22:11] <DM_Tol> Across the cavern floor is a city, with buildings and roads and activity, as you'd see above ground as well.

[22:13] <Shalanda> "Impressive. Remember though, we are invaders here and we must do what we can to blend in and look like we belong here."

[22:13] * Athas whispers "Amazing..."

[22:15] <Blake` > "I don't think we will manage to blend in for very long"

[22:15] * Ryu throws his hood up over his face and hopes there are taller hooded people among the people below

[22:15] <Athas> "Not very long at all."

[22:18] <Blake` > "Well lets see what happens"

[22:18] * Shalanda throws up the hood of her cloak of resistance, mimicing Ryu's idea.

[22:19] <DM_Tol> The light emitting into the cavern is dim, and your eyes adjust but still make out only the shapes of distant buildings, but not its inhabitants.

[22:19] * Ryu grins at Shalanda, "You see, I do have good ideas sometimes."
[22:20] <DM_Tol> As you stand off the platform, talking to one another, you hear a voice off to the side, down the wall a ways.
[22:20] <DM_Tol> "Hey!"
[22:20] * Athas doesn't have a cloak
[22:20] <Athas> (... and here we go ...)
[22:21] * Ryu somewhat looks towards the yeller
[22:21] <DM_Tol> As you turn to look, you see a dwarf holding an axe, coming toward you.
[22:21] * Shalanda calmly looks over in the direction of the yeller.
[22:21] <DM_Tol> *** As this session of Können Land comes to a close ***

7-29-2012: THE DWARVEN KINGDOM WITHIN MEDIGO

[20:20] <DM_Tol> *** Game Recap ***

[20:20] <DM_Tol> The party surveyed a surprisingly (and eerily empty and abandoned) level of the Dwarven Mountain Kingdom of Medigo.

[20:21] <DM_Tol> After finding no signs of dwarves or inhabitants, save for a a random encounter with a couple of cave-dwelling carrion fiends, they found stairs.

[20:21] <DM_Tol> The large, doubled, winding stairs took them down a number of feet too great to track, save for the more experience dungioneers.

[20:24] <DM_Tol> The stairs come out on a platform in front of a large cavern.

[20:24] <DM_Tol> The stairs empty out into a wide chamber set up on a platform with steps leading out into a vast area ahead.

[20:24] <DM_Tol> The wide opening off the platform opens into a space beyond, filled not with the darkness that you've had in the halls above and the stairwell, lit only by your torches.

[20:25] <DM_Tol> As you emerge from the well of the steps, you enter into the floor of a vast cavern inside the mountain. A dull glow of light emanates from patches along the walls that climb up and up and a ceiling over top.

[20:25] <DM_Tol> Across the cavern floor is a city, with buildings and roads and activity, as you'd see above ground as well.

[20:25] <DM_Tol> The light emitting into the cavern is dim, and your eyes adjust but still make out only the shapes of distant buildings, but not its inhabitants.

[20:25] <DM_Tol> As you stand off the platform, talking to one another, you hear a voice off to the side, down the wall a ways, "Hey!"

[20:26] <DM_Tol> As you turn to look, you see a dwarf holding an axe, coming toward you.

[20:26] <DM_Tol> *** Thus begins this session of Können Land ***

[20:26] * Shalanda looks at the dwarf, hoping its not one that she has seen above on the surface.

[20:27] * Athas readies himself for the inevitable combat.

[20:27] <DM_Tol> "Hey", he says again as he walks towards you, as you spin around to see.

[20:27] * Berrian glances to the others.

[20:27] <Shalanda> Dwarven: "Thank goodness you've found us. We have absolutely no clue where we are going."

[20:28] * Shalanda turns and winks at Berrian.

[20:28] <DM_Tol> DwarvenGuard (Dwarven): "You can not be here, the stairs are restricted."

[20:28] <DM_Tol> Those of you who do not speak Dwarven, see him gibbering and gesturing.

[20:28] <DM_Tol> The dwarf points out towards the city.

[20:28] * Shalanda nods understandably.

[20:29] <DM_Tol> DwarvenGuard (Dwarven): "Back to the city with you... whatever you're looking for, it is not here."

[20:30] <Shalanda> Dwarven: "What's the fastest way back down to the city? I'm totally lost up here, and am not sure what the best way back is?"

[20:30] <DM_Tol> (Mage, that question makes clear I've not described sufficiently the area. the big city is right in front of you... you may withdraw the question)

[20:31] <DM_Tol> (Map of the city: <http://konnen.wg2140.com/images/stories...ingdom.jpg>)

[20:31] <DM_Tol> (You are in the area marked "stairs")

[20:31] <Shalanda> (Thought we were up on like a higher level tier. I retract the question.)

[20:31] <Shalanda> Dwarven: "Once again, I apologize for not knowing where I'm going. We'll be leaving now."

[20:31] * Shalanda starts to head in the direction of the city.

[20:31] <DM_Tol> (no probe... my fault.. through the entry way some wide steps do go UP to a platform to the base of the steps

[20:32] <DM_Tol> The guard sees you moving and then turns around and starts walking away.
[20:32] <Athas> "What is he saying?"
[20:32] * Ryu follows Shalanda
[20:32] * Shalanda waits until they are out of ear shot of the dwarf.
[20:32] * Athas follows along, unsure what happened, or what didn't happen
[20:33] * Berrian follows Shalanda, glad the dwarf walked away
[20:33] <Shalanda> "He told me the stairs were restricted, and I told him we had no clue where we were going, which was absolutely true."
[20:34] <Shalanda> (Finally my linguist feat is paying off.)
[20:35] <Shalanda> "We'll have to remember that stairway is guarded if we have to retreat back this way later."
[20:35] <DM_Tol> The city before you is not fancy, but strikes as rather amazing, being nestled in the midst of this cavern deep in the mountain.
[20:37] <Shalanda> "I must say though, this isn't the most hospitable dwarven kingdom I've been to in my short years on this land."
[20:37] <Ryu> "Or just tell Athas that one of them threatened to tickle you or something, and I am sure he'll charge in head first and take care of the guards for us."
[20:38] * Shalanda snickers.
[20:38] <Shalanda> "Though you do strike a valid observation."
[20:38] <DM_Tol> You pass alongside two good size buildings, not open and nondescript. In front of you is a long row of connected smaller buildings. (1)
[20:38] * Shalanda turns to Athas.
[20:38] <Athas> "If a dwarf tickles you -- you can deal with that."
[20:39] <Athas> "If they threaten to kill you, then my gods will drink... shallowly. They are short after all."
[20:39] <Shalanda> "Don't assume all the dwarves are going to attack us when we meet them. That's a good way to alert them that something is wrong with us being here."
[20:39] * Athas looks serious
[20:40] <Berrian> "I will follow your lead, and if we are threatened, then I will act."
[20:40] <DM_Tol> You see a dwarven woman come out of a nondescript building off to your left.
[20:40] <Athas> "When do I let my gods drink?"
[20:40] <Ryu> "When the rest of us unleash our fury"
[20:40] <DM_Tol> (this I gotta see)
[20:40] <Shalanda> "If your gods can drink ale, then they can drink in a tavern, otherwise they will have to stay their thirst."
[20:41] * Athas frowns
[20:42] <Athas> "I will wait, then."
[20:42] <Shalanda> (Looking at the map is the only entrance into the city proper between 9 and 10?)
[20:43] <DM_Tol> (well, I think yes as its drawn, but that was not my intent. I modified a "map-of-the-day" from WotC. How about we treat all those little walls as stone ornamental sidewalks.)
[20:43] <DM_Tol> (except for the ones connecting building 1)
[20:44] <DM_Tol> You walk alongside the long connected buildings and then see a cluster of buildings splattered around the city.
[20:44] <Shalanda> (ok)
[20:44] * Shalanda starts heading right along the stretch of buildings (1)
[20:49] <Shalanda> "Hopefully it doesn't take too long to figure out if Master D is here or not, so we can get out of here before we are discovered."
[20:50] * Athas looks around carefully -- knowing he is behind enemy lines, as it were.
[20:50] <Berrian> "agreed."
[20:51] * Shalanda makes her way to building 16, and looks at it.

[20:52] <DM_Tol> You move towards a building, largest perhaps you see in the city.
[20:52] <DM_Tol> Darce gasps, "Look"
[20:53] <DM_Tol> He points to a halfling exiting the building (16) and walking on.
[20:53] * Shalanda shrugs
[20:53] <Shalanda> "Do you know that halfling?"
[20:53] <DM_Tol> Down the alleyways you see a handful of dwarves coming and going. One old dwarf sits on a stump shaving a piece of wood on an axe blade in his lap.
[20:54] <DM_Tol> Darce, "No, but didn't expect to see one here."
[20:54] <DM_Tol> Darce looks up at Shalanda, "We don't all know each other, ya know."
[20:54] * Athas looks to Shalanda
[20:54] <Athas> "Should we concerned?"
[20:54] <Shalanda> "It was not a racist question."
[20:54] * Shalanda looks a little insulted.
[20:57] <DM_Tol> The large building looks like a public building, with wide doors and a sign in front, with an image of an oil lamp.
[20:57] <Shalanda> "Enter here or by a different spot?"
[20:58] <Berrian> "Here is as good as any."
[20:59] * Shalanda enters the city through the alley by this building.
[21:03] * Shalanda looks around before travelling north.
[21:03] * Athas follows behind.
[21:04] * Warbudgie (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grove
[21:04] * Warbudgie is now known as Blake``
[21:04] * Shalanda looks back at Blake.
[21:04] <Shalanda> "Stop falling behind."
[21:04] <DM_Tol> You walk into the the dwarven city, amazingly nestled inside this mountain cavern. The corner large building has a double door with a sign of an oil lamp beside it.
[21:05] * Shalanda presses north (Between 15/17 and 16. [http://konnen.wq2140.com/images/stories ...ingdom.jpg](http://konnen.wq2140.com/images/stories...ingdom.jpg))
[21:05] <DM_Tol> Darce and Blake follow as you pass by the large public building.'
[21:05] <DM_Tol> You can smell food aromas coming from building 15.
[21:06] <DM_Tol> You hear the sound of sawing nearby from another building.
[21:06] <DM_Tol> Two dwarves walk past you holding hands.
[21:07] <Blake``> (nice map btw, use paint?)
[21:08] * Shalanda takes a closer look at the building with the aroma to see if it may be a tavern of some sort.
[21:09] * Berrian continues to follow along.
[21:10] <DM_Tol> You walk around the building (15) and find the door on the north side. There is a sign beside the open door with a picture of a bowl.
[21:10] * Athas look at the sign
[21:10] * Shalanda smiles.
[21:10] <Shalanda> "Food anybody?"
[21:11] <Athas> "What do dwarves eat?"
[21:11] <Blake``> "Let's find out"
[21:11] <Shalanda> "Normal things. The dwarves in my area of the world enjoy mutton, and thick stews."
[21:12] <Athas> "I like mutton."
[21:12] <Athas> "Do they serve goat? Hare?"
[21:12] * Shalanda steps into the building.
[21:12] * Athas follows behind
[21:14] <DM_Tol> You walk through the door, and see a large tavern.
[21:14] <Ryu> (sorry guys, slightly distracted atm)

[21:14] <Shalanda> (Unacceptable!)

[21:15] <Athas> (Tell your wife she has 21 other hours to make unreasonable demands of you.)

[21:15] <Blake` ` > "Well we found the tavern"

[21:15] <Athas> "And a good find."

[21:16] * Shalanda looks around for a table that will accomodate the size of her party, then takes a seat wherever best fits.

[21:17] <Berrian> (I'm distracted as well. This desk setup has a pole right in front of the screen...)

[21:17] <Shalanda> (Well tell the stripper to dance for somebody else so you can concentrate.)

[21:17] <Ryu> (eh? I'm uploading the new theme for the site)

[21:18] <Athas> (Where do you work? Are they hiring? Are tips considered business expenses?)

[21:18] <DM_Tol> Ahead of you is a tavern of more than a dozen tables. A half dozen occupants are splattered about, sipping mugs.

[21:18] <Ryu> "I just hope some of them speak common"

[21:18] <DM_Tol> As you move in towards two tables pushed together, a dwarf, dressed like the guard at the stairs pushes past you to the door.

[21:19] <Blake` ` > "Well, I think a few of us can probably speak Dwarven enough to translate"

[21:19] <DM_Tol> He stops at the door and turns around and looks at you all.

[21:19] <DM_Tol> DwarvenGuard: (in Dwarvish): "Who are you?"

[21:19] * Ryu keeps his hood pulled tight

[21:19] <DM_Tol> DG (D): "When do you come to the city?"

[21:20] <Shalanda> Dwarven: "I am lady Shalanda, a wandering priest of the Raven Queen. These are my entourage."

[21:20] <DM_Tol> He looks down at Darce: (D) Did you come on the Cratea boat yesterday?"

[21:20] <DM_Tol> The guard looks up at Shalanda: "eh?"

[21:21] <Blake` ` > (brb, dog)

[21:21] <DM_Tol> (ok, dawg)

[21:22] <Shalanda> Dwarven: "Have you not heard the good word of the Raven Queen. Prehaps if you are able to share a drink, I can share her good works with you?"

[21:23] <DM_Tol> He cocks his head (D): "I will not. Now answer me. Where are you staying; I've not seen you before."

[21:23] <DM_Tol> The guard looks at Blake and Ryu.

[21:24] <Shalanda> Dwarven: "We are freshly arrived to the city. I'm afraid I don't know the name of where we are staying."

[21:24] <DM_Tol> DwarvenGuards: (D) "Why do you look like you just arrive, with your bags."

[21:24] <DM_Tol> DG (D): "What do you mean? I know of no boat arriving today."

[21:25] <DM_Tol> (Is shall the only dwarfish speaker?)

[21:25] <Athas> (Yep -- I speak giant and common)

[21:25] <DM_Tol> Darce smiles.

[21:26] <DM_Tol> (that was a helpful choice. LOL)

[21:26] <Shalanda> Dwarven: "That's because we didn't arrive today, however..."

[21:26] * Shalanda hangs her head a little.

[21:26] <Shalanda> kinda Bluff: "We didn't have a place to stay last night with comfortable bedding."

[21:27] <Shalanda> (Technically true)

[21:27] <Blake` ` > (back)

[21:27] <DM_Tol> The guard scratches his head.

[21:27] <DM_Tol> (roll a bluff check)

[21:28] <Shalanda> (Sadly in 4e, you don't get extra languages past your starting 1-2 unless you take the linguist feat I believe. Looks like I'm the only one with that feat and dwarven as a language as a result.)

[21:28] <Shalanda> 1d20+4

[21:28] <TolBot> [Shalanda's 1d20+4]: 16
[21:28] <Athas> (... and the fighting begins)
[21:28] <Blake`` `> (i have dwarven)
[21:28] <Blake`` `> (i think)
[21:28] <Blake`` `> (yup)
[21:28] <DM_Tol> 1d20
[21:28] <TolBot> [DM_Tol's 1d20]: 3
[21:29] <Shalanda> Dwarven: "So you see, that's why we have our stuff with us still."
[21:29] <DM_Tol> The guard nods, (D): "Did you sleep along the wall? I saw a blanket there. You can't do that."
[21:30] <DM_Tol> DG (D): "Are you at the inn now, I hope?"
[21:30] <Shalanda> Dwarven: "Not yet, your city is quite large and intimidating, and we haven't found it yet."
[21:31] <Shalanda> D: "The heavenly smells of this tavern caught our attention first."
[21:31] <Blake`` `> D: Its true
[21:32] <DM_Tol> DG (D): "Damn escort is suppose to show it to you. It's the large building there in the corner, you know it now, yes? Don't let me catch you camping in the hall again."
[21:32] <DM_Tol> The guard turns to the door and exits.
[21:33] <Shalanda> D: "Bless you."
[21:33] <Blake`` `> "Well now we know where the inn is at least"
[21:33] * Shalanda breathes a heavy sigh of relief when the guard leaves.
[21:35] <Berrian> "Another encounter with the guards. They definitely keep on top of things."
[21:35] * Shalanda takes a seat, hopefully away from prying ears.
[21:36] <Athas> "So far, we have not been attacked, nor clapped in 'civilized' irons -- this is a day the gods watch the faithful."
[21:36] <Shalanda> "Indeed. If anybody asks, and Blake and I are not with you, you came in on the boat from Cratea yesterday."
[21:36] * Athas nods
[21:37] <Blake`` `> "or act like you don't understand them"
[21:37] <Shalanda> "There will be no need to act, they can't usually."
[21:37] <Ryu> "I will just continue to act mute."
[21:38] <Berrian> "I do not understand their language. I hope to learn, though."
[21:38] <Shalanda> "After we get some food, we should get a room at the inn. It's supposed to be the large one in the corner. Apparently the escort was supposed to show us where it was, in case you are also asked that."
[21:39] <DM_Tol> You sit down at the table. It is two small square tables pushed together. There is a human in the corner playing a small stringed instrument, very quietly.
[21:42] <Shalanda> "Ok, anybody have any questions that you think you might need to know about the dwarven language or what's been going on up to this point?"
[21:42] <Ryu> (Is it Rhona?)
[21:42] <Shalanda> (Janderlina?)
[21:44] <Blake`` `> "I think we are set, we came in on the boat, the inn is over there"
[21:44] <Berrian> "boat from Cratea. I think that is enough, for now."
[21:44] <DM_Tol> You look but do not recognize the minstrel.
[21:44] <Blake`` `> "I can't believe we actually made it in here"
[21:44] * Shalanda looks at Blake.
[21:44] <Shalanda> "Don't say things like that."
[21:44] <Athas> (Ted NUgent?)
[21:45] * Shalanda looks for wait-staff.
[21:46] <DM_Tol> After a bit of sitting at breathing a sigh of relief, you realize by observing others that there is no table service... you see others go up to the bar to order a drink or food.

[21:46] <DM_Tol> The inside of the tavern feels bright, compare to the dim lighting around the outside of the town.

[21:47] <Shalanda> "Looks like we have to order our own food at the bar. Who's coming with me?"

[21:47] <Athas> "I am."

[21:48] <Ryu> "I will take an ale"

[21:48] * Shalanda rises and heads over to the bar with Athas in tow.

[21:51] * Athas follows along -- looking a little lost.

[21:51] <DM_Tol> It feels to you close to lunch time.

[21:52] * Shalanda looks at what is available for a selection.

[21:52] <DM_Tol> The barkeep looks up at you from behind the bar and speaks in Common: "Food or drink?"

[21:52] * Shalanda smiles.

[21:52] <Shalanda> "Both please."

[21:53] <Shalanda> "Oh and an extra ale for my companion at the table."

[21:53] <DM_Tol> The dwarf sets down a towel, "Carrot stew today. Six bowls or just you two?"

[21:53] <Shalanda> "I suppose just two. If the others want something, they can help themselves. I can't baby them all the time."

[21:54] * Shalanda chuckles a little.

[21:56] * Athas looks at Shalanda and shrugs his shoulders.

[21:57] * Berrian follows a moment later and orders food and ale.

[21:57] <Blake` ` > (afk again sorry)

[21:58] [Shalanda:#groveWOOD PING]

[21:58] -> [Shalanda] PING

[21:58] <DM_Tol> The dwarf turns and pours two bowls and puts them on the counter. He pours two ales and sets them up as well.

[21:59] <DM_Tol> (he asks for the appropriate amount of copper as well, which I don't recall)

[22:00] <Athas> (we're getting comped)

[22:00] <Shalanda> (3 ales)

[22:00] * Shalanda lays down a silver to make things easy.

[22:00] <DM_Tol> (2 sp for stew and ale)

[22:00] <Shalanda> "Thank you."

[22:00] <Shalanda> (Make that 2 silver then)

[22:00] <DM_Tol> Dwarven barkeep: "2 silver apiece. Can have seconds on the stew."

[22:01] * Shalanda returns to the table with the her stew, ale, and Ryu's ale.

[22:01] * Ryu flips Shalanda a silver when she returns

[22:01] <DM_Tol> Darce goes up and best a stew and an ale.

[22:01] <Blake` ` > (back)

[22:02] * Athas wanders back and sits down.

[22:03] * Shalanda mentions that they speak common at the bar, before enjoying her food

[22:04] * Berrian returns with his food, after paying.

[22:04] <DM_Tol> Darce sits down and eats furiously, "This. is good."

[22:04] <DM_Tol> Darce looks up, "... for dwarf food."

[22:04] * Ryu sits quietly and sips his Ale, and pulls small amounts of food from his basket of everlasting provisions

[22:05] * Athas gets up, walks to the bar and sets down a silver.

[22:05] <Blake` ` > "Be nice if they man we are looking for stopped in for an ale about now"

[22:05] <Athas> G: "ale and stew."

[22:06] <Shalanda> (G?)

[22:06] <Shalanda> (Is that short for "GuySpeak"?)

[22:06] <DM_Tol> (hehe)

[22:06] <Shalanda> "If I had to guess he sailed away on a boat leaving here."

[22:06] <Athas> (Giant)
[22:07] <DM_Tol> The barkeep brings you both, "Two silver."
[22:08] * Athas looks at the dwarf, then points to the coin.
[22:08] <Athas> G: "Coin not enough?"
[22:10] <DM_Tol> (You're speaking to the barkeep in Giant?)
[22:10] <Athas> (Yep.)
[22:10] <Blake`` > (nice)
[22:10] <DM_Tol> The barkeep looks up at you and speaks in Common: "Excuse you?"
[22:11] <Athas> G: "You want more coin? Don't you hear the words coming out of my mouth?"
[22:11] * Blake`` shurgs
[22:11] * Athas takes out a second coin
[22:11] <Athas> G: "Another coin? Good?"
[22:11] * Shalanda looks over at Athas and sighs.
[22:11] <DM_Tol> Athas, you hear the barkeep speak to you in Dwarvish, cocking his head in confusion.
[22:12] <Berrian> "what is he going on about over there?"
[22:12] <Shalanda> "Do I need to deal with this?"
[22:12] <Blake`` > "yup"
[22:12] * Shalanda lets out a sigh as she stands up and heads over to Athas.
[22:12] <Blake`` > "How much has he had to drink?"
[22:12] * Athas sets down the second coin and slides them both to the dwarf.
[22:12] <Athas> G: "Good?"
[22:14] <DM_Tol> The barkeep tentatively takes the second silver and looks at you oddly.
[22:14] * Shalanda reaches the bar.
[22:15] <Shalanda> "What is your problem?"
[22:15] * Shalanda smacks Athas in the back of the head.
[22:15] <Shalanda> "I'm sorry for this sir, I'm not quite sure what's come over him."
[22:15] * Athas flinches and skulks away
[22:15] <DM_Tol> You in turn get your food and drink. The ale is satisfying and the ale is rich.
[22:16] * Shalanda looks down at the counter.
[22:16] <Shalanda> "At least he gave you proper coinage."
[22:16] <DM_Tol> Over time, several more pile into the tavern, all dwarves save for a couple more humans and a couple half-elves.
[22:17] * Shalanda returns back to the tables muttering to herself a few 'choice' words in elven.
[22:17] <Blake`` > "How did we not learn about the boat?"
[22:18] <Blake`` > "Really, I did enjoy the trip in here, besides those worms, but the boat sounds a lot easier"
[22:19] * Shalanda gives Blake the 'stink eye' when he starts talking about how they came to the city.
[22:19] * Athas eats and drinks quickly.
[22:19] * Shalanda then proceeds to rub her palm before guzzling down her ale.
[22:20] * Ryu continues to sip quietly, his mind elsewhere on more pleasurable things
[22:20] <Blake`` > (afk again, i cant get this nightmare dog to settle down)
[22:21] <Shalanda> (Skip to the end of lunch, to find the inn?)
[22:24] <Athas> (let's skip to the bar brawl)
[22:24] * Berrian finishes eating and brings the containers back to the barkeep.
[22:25] <DM_Tol> A dwarf comes up to to your table, peddling trinkets.
[22:26] * Ryu eyes the dwarf, but doesn't say anything
[22:26] <DM_Tol> Peddler (common): "Interested in a new backpack, a new cup?"
[22:26] <DM_Tol> She pulls a couple mundane items out of a sack.
[22:26] * Shalanda looks at the items.

[22:27] <Ryu> "Only if I can cram five people in the bag, and carry it with ease." (bag of holding :-D)

[22:27] <Shalanda> (We already have a bag of holding)

[22:27] <Ryu> (I know, I'm being a smart ass)

[22:27] * Berrian returns to the table. "oh, a cup! how much?"

[22:28] <Ryu> (Although I would like one for myself ^^)

[22:29] <DM_Tol> Peddler: "It's a nice, tin cup. Light for your pack. Just 1 silver."

[22:29] <Berrian> "may I hold it?"

[22:29] <Blake``> (back)

[22:30] <DM_Tol> The dwarven woman looks at you and then hands it over.

[22:30] * Berrian looks it over, taking in all the details.

[22:30] <Shalanda> "Do you have anything more exotic?"

[22:30] <DM_Tol> It is a tin cup.

[22:30] * Berrian spends over a minute looking at the plain tin cup.

[22:30] <DM_Tol> She looks at Shalanda quizzically, then reaches in her bag, pulling out a quill, "A writing feather/"

[22:31] <DM_Tol> ?

[22:31] * Berrian digs in his pocket and removes a silver coin. "Thank you, I needed a cup."

[22:31] <Shalanda> "Do you have any ink to go with it?"

[22:33] <DM_Tol> Peddler: "No. Just one silver though."

[22:33] <Ryu> "Shalanda, do you still have that bag?"

[22:34] * Shalanda pays the silver for the quill.

[22:35] <Shalanda> "Which bag?"

[22:35] <Ryu> "The one we got a while back."

[22:36] <DM_Tol> She hands over the quill and smiles, "Thank you"

[22:36] <Ryu> "You know, the one thats bigger on the inside." (shameless Doctor Who reference)

[22:37] * Shalanda carefully tucks the quill just under the inside cover of a large book she pulls out of her pack, and hands a bag (of holding) to Ryu.

[22:37] * Ryu smiles

[22:38] <Ryu> "Thanks. Maybe I can lighten my load some," he proceeds to transfer items from his pack into said bag

[22:40] * Ryu finally places said bag back in his pack and secures it closed.

[22:43] * Shalanda looks to the peddler.

[22:44] * Shalanda decides against her question, then turns to the group.

[22:44] <Shalanda> "Shall we head to the inn?"

[22:44] * Athas nods

[22:45] <Blake``> "Let's go"

[22:45] * Shalanda rises to leave.

[22:45] <DM_Tol> You head out of the tavern.

[22:46] <Shalanda> (I don't suppose the guard pointed in the direction of the inn, otherwise I'm just going to check the corner buildings in the city starting at 10 and going clockwise to 7, then 8)

[22:47] <Shalanda> (Actually 8, then 7, then 10, since 8 is closest)

[22:51] <Ryu> (Sorry, had to go inspect the daughters room for 'monsters' aka Grasshoppers)

[22:51] * Shalanda begins to search the city, hoping she doesn't run across more dwarven guards.

[22:51] <DM_Tol> (It was building 16 he pointed at)

[22:51] <Shalanda> (Thanks)

[22:51] * Shalanda heads next door to the inn.

[22:51] <DM_Tol> (the large building you walked by with the sign of an oil lamp at it)

[22:54] * Blake`` follows and enters

[22:55] * Ryu enters as well

[22:57] <Blake``> "Athas, perhaps you should handle this, using that language you used at the

Tavern to get us rooms"

[22:57] * Shalanda glares at Blake and raises her palm half way up.

[22:58] * Athas looks to SHalanda, then flinches when she sees her palm

[22:59] * Shalanda enters the inn, and looks around.

[22:59] <DM_Tol> You move towards the tavern and enter through the door.

[23:01] <DM_Tol> Inside you see open columns on the opposite wall, open to a courtyard inside a building that creates a structure surrounding the open courtyard.

[23:02] <DM_Tol> Off to the side of the entry hall, you see an open office.

[23:02] <Athas> (brb)

[23:03] * Shalanda heads for the office.

[23:03] <DM_Tol> In the office, you see no one.

[23:04] * Blake`` looks a little lower

[23:04] <DM_Tol> A small desk is in the corner and a wall stand with several little cubby hole compartments.

[23:04] <DM_Tol> Darce looks at Blake, "What do you see?"

[23:04] <Blake`` > "I don't see a dwarf"

[23:05] <DM_Tol> Berrian, a dwarven voice behind you speaks up, "Hail. Welcome. Didn't know of any arrivals today. Well, how many rooms then?"

[23:05] <DM_Tol> A dwarf moves past you carrying a stack of parchment entering the office.

[23:06] * Berrian turns to Shalanda.

[23:06] <Blake`` > "Probably one for each of us, so 5?"

[23:07] <Shalanda> "We arrived yesterday actually. 6 please.

[23:07] <Shalanda> (Darce would be #6)

[23:08] <DM_Tol> He rubs his chin and shrugs. He grabs some keys and heads out into the hall, "Come, follow me."

[23:08] <Ryu> (May I roll an Insight check to see if something feels out of place about this place?)

[23:09] <Athas> (ignore the traps)

[23:09] <DM_Tol> Walking down the hall, you move past several doors on the left and right of the central corridor.

[23:09] <DM_Tol> (sure)

[23:09] <Ryu> 1d20+3 Insight

[23:09] <TolBot> [Ryu's 1d20+3 Insight]: 19

[23:09] <DM_Tol> Nothing seems out of place, other than you.

[23:10] <DM_Tol> As you walk, a door opens. From behind you, you hear a voice.

[23:10] <DM_Tol> "Blake? Blake, is that you?"

[23:10] <DM_Tol> *** As this session of Können land comes to a close ***

8-5-2012: LETS GO SHOPPING!

[20:32] <DM_Tol> *** Game Recap ***

[20:33] <DM_Tol> The party delved into the bas of the mountain of the Medigo range, where after passing a long-abandoned section of the Dwarven Kingdom high above, they entered into, with some luck, a city in a large cavern.

[20:37] <DM_Tol> Escaping the inquisition of the guards who keep an eye on the city, the group seems to have blended in with the assorted visitors in the city. Taken up at the inn (#16). Making your way to the rooms you rented, a dwarf walks into the hallway and seems to recognize Blake.

[20:38] <DM_Tol> (Map [http://konnen.wg2140.com/images/stories ... ingdom.jpg](http://konnen.wg2140.com/images/stories...ingdom.jpg))

[20:38] <DM_Tol> *** As this session of Können Land begins ***

[20:39] <Shalanda> (Uh oh)

[20:39] <DM_Tol> As you walk, a door opens. From behind you, you hear a voice.

[20:40] <DM_Tol> "Blake? Blake, is that you?"

[20:40] * Shalanda winces slightly, trying to keep it at bay.

[20:41] <DM_Tol> Darce turns around and looks back then at Blake.

[20:43] * Athas looks from dwarf to Blake and back to dwarf.

[20:46] <DM_Tol> Blake stops and looks back, seeing a stocky dwarf standing in front a door.

[20:46] <DM_Tol> Blake takes a step back.

[20:47] * Shalanda looks between the two, hoping this doesn't end badly.

[20:49] * Ryu watches quietly

[20:50] <DM_Tol> Blake: "Argo?"

[20:52] <DM_Tol> Blake walks towards the dwarf, while your host at the inn does not stop at first, then pauses to look back.

[20:52] <DM_Tol> Blake walks up to the dwarf and they speak lowly as the dwarf places a hand on his shoulder.

[20:53] <DM_Tol> They talk for a brief moment as Darce looks on with great curiosity.

[20:53] * Shalanda also looks on with great curiosity.

[20:54] * Berrian looks confused

[20:55] * Athas looks on with suspicion and curocity

[20:55] <DM_Tol> The inn host gives an *ahem*.

[20:56] <Berrian> "Shall we go to our rooms?"

[20:56] <Shalanda> "Um... yes."

[20:56] * Shalanda snaps out of it slightly.

[20:56] * Berrian heads to his room.

[20:57] * Ryu heads to his room as well

[20:57] <DM_Tol> Blake turns and returns to the group.

[20:58] <DM_Tol> He looks down at Darce and then up at the rest of you, "What?"

[20:58] <Shalanda> "Friend of yours?"

[20:58] <DM_Tol> Blake nods, "We fought together last year."

[21:00] <DM_Tol> The inn attendant speaks up in Common: "This way, please."

[21:00] <DM_Tol> You follow him around the corner, down another hall, to the end of it.

[21:00] <DM_Tol> (You have 3 rooms?)

[21:01] <Ryu> (Think so)

[21:01] <Shalanda> (Did we actually get to that point?)

[21:01] <Ryu> (don't remember lol)

[21:02] <DM_Tol> He stops in the NE corner of the halls. He opens one door on the outer side of the hall and motions for Shalanda.

[21:02] <Shalanda> (6 rooms according to the logs)

[21:02] <Shalanda> Dwarven: "Thank you."

[21:02] <DM_Tol> InnKeep: "The rest of you will double up?"

[21:03] <DM_Tol> He opens a door next to Shalanda's. Then he opens two door for rooms on the courtyard side of the hall.

[21:04] * Berrian enters the room next to Shalanda's

[21:04] * Ryu goes into another room

[21:04] <Ryu> (err, the 'other' room)

[21:07] <DM_Tol> You each enter your rooms, Blake and Darce a courtyard side room, Shalanda and Berrian rooms on the other side. Ryu and Athas enter the room beside Blake.

[21:08] <DM_Tol> Each room has a small desk, two beds on opposite sides of the room.

[21:09] <DM_Tol> A small window opens to the outside. For some, you see a building across a walking path, for others, the window is larger and opens into the courtyard that the inn hallway and rooms surround.

[21:10] * Shalanda puts her stuff by her desk, and changes into clean clothes.

[21:10] <DM_Tol> The attendant hands you each a key and then nods. Breakfast is in the courtyard.

[21:10] <DM_Tol> He walks back down the hall.

[21:10] * Athas takes hte key and nods

[21:12] * Ryu sets his "Food Basket" on the desk and pulls some food from it and eats a little quietly

[21:12] * Athas looks arond, trying to figure out what o do with the key.

[21:15] <Ryu> (site is messed up for a moment, updating theme changes)

[21:16] * Shalanda steps back out into the hall, oddly wearing just her clean dress, no armor, and no scythe is apparent.

[21:17] * Berrian opens his door and looks around.

[21:17] <Berrian> "Hello"

[21:17] * Ryu watches Athas play 'Where to hide the key'

[21:18] <Berrian> "What is our plan for the rest of the day, or whatever time period it is down here."

[21:18] * Shalanda looks over at Berrian.

[21:18] <Shalanda> "Hi"

[21:18] <Shalanda> "How about we get some food, and try to find out more about Master D.

[21:19] <DM_Tol> (I think it's mid-afternoon, that sound right?)

[21:20] * Ryu kneels in middle of the room, with his blade laying across his knees and meditates, strengthening his swordbond

[21:21] * Athas sighs and wanders towards the door, the key dangling from a finger

[21:21] <Shalanda> (Closer to dinner, last game we had lunch and the locals started coming in to the tavern.)

[21:25] <DM_Tol> (they were in for lunch)

[21:26] <DM_Tol> You hear singing in the courtyard.

[21:26] <Shalanda> "So, let's ..."

[21:26] * Shalanda pauses a moment and listens.

[21:26] <Shalanda> "Go listen to that, while we wait on the others."

[21:27] * Shalanda grabs Berrian's hand in her strong grip and heads towards the music.

[21:28] * Berrian follows along without contest

[21:31] * Athas follows

[21:31] <Athas> (brb)

[21:32] <Ryu> (I plan on staying in my room and meditating with my blade, its been a while and I feel he needs to strengthen the swordbond)

[21:33] <DM_Tol> You continue down the hall, round the corner heading down the east hall way.

[21:33] <DM_Tol> Midway down the east hallway, there's an opening to the courtyard.

[21:34] * Shalanda continues to follow the sounds of the singing.

[21:34] <DM_Tol> Outside of the lamplit hallway, your eyes adjust once again to the dim light of the mountain cavern, you see tables around the area, and a well and some large rocks with glowing moss.

[21:35] <DM_Tol> At one table, you see a couple dwarves, one of who is bellowing out a song.

[21:39] * Shalanda takes a seat at one of the tables to listen to the dwarf.

[21:40] <DM_Tol> After a bit, the dwarf stops singing, and then his companion at the table chuckles deep as they resume talking lowly.

[21:41] * Shalanda gazes out over the city as far as she's able.

[21:42] <Ryu> (Can we do any shopping, or do you want us to RP that out? Jus' wonderin)

[21:42] <DM_Tol> From in the courtyard, all you can see is the inn surrounding you, and the two entrances to the courtyard, from the east and west hallways.

[21:42] <DM_Tol> (you can auto-shop in a bit)

[21:43] <DM_Tol> (I'm awaiting your actions now, actually. You can go shop, or whatever)

[21:43] * Ryu eventually wanders into the courtyard, and looks to the others

[21:44] * Athas looks for some sort of bazaar

[21:45] <Shalanda> "I suppose I'm going to wander over to the tavern and try to see if I can dig up some information on Master D.

[21:45] <Berrian> "I suppose we should explore the city. Not many have the priviledge to look at the dwarven built areas."

[21:45] <Ryu> "I need to resupply some, and will seek information where I can as well"

[21:45] <Berrian> "I will go with you, Ryu."

[21:46] <Ryu> "Very well"

[21:46] * Athas looks around and shrugs his shoulders.

[21:46] <Athas> "I'll go with you, Ryu."

[21:46] <DM_Tol> You gather in the courtyard and then make plans to venture out in the city. Darce and Blake seem to desire staying behind.

[21:47] <Shalanda> "You should probably see if Blake will go with you, otherwise I should also join you in case you need a translator."

[21:47] <Shalanda> (And moments later when Shal finds out Blake wants to stay behind joins them).

[21:48] <DM_Tol> Ryu, Berrian, Athas and Shalanda head out of the inn and back into the streets. You move past the tavern you ate lunch at (#15)

[21:50] <Athas> (brb -- must be manly)

[21:50] <Shalanda> (Opening a jar while grunting?)

[21:52] <Ryu> (The wife asked me to open a jar for her a while back... I just told her to stop faking it.)

[21:52] <DM_Tol> Off to the right you see a complex of building and shops (#8) forming a market of some sort. You see various dwarves coming and going, and doing some shopping.

[21:53] <DM_Tol> You get the occasional funny look as you walk down the street.

[21:53] <DM_Tol> (Intuition check)

[21:54] <DM_Tol> (Insight)

[21:54] <Ryu> (insight?)

[21:54] <Ryu> (there we go)

[21:54] <Ryu> 1d20+3

[21:54] <TolBot> [Ryu's 1d20+3]: 21

[21:54] <Berrian> 1d20+6

[21:54] <TolBot> [Berrian's 1d20+6]: 7 (Ouch!)

[21:54] <Berrian> (Great, I'm clueless...)

[21:55] <Shalanda> (I'll take 10, so 21 INSIGHT, to guess that we look very out of place in a dwarven city.)

[21:56] <Ryu> (I was like 'Intuition' thats not on my character sheet lol)

[21:56] <Athas> 1d20+3

[21:57] <TolBot> [Athas's 1d20+3]: 10

[21:57] <Athas> (well -- that makes sense)

[22:03] <DM_Tol> Some of you come to think that while outlanders are not rare (you've already seen a couple other non-dwarves), you do look a bit out of place. Perhaps its your numbers, perhaps that your 'dressed for adventuring'.

[22:04] <Athas> (hey -- it's laundry day)

[22:05] <Shalanda> (Actually I should look mostly normal... not sure about the others.)

[22:05] <Ryu> (I'm geared up but my cloak should cover up most of it)

[22:07] * Shalanda pauses in the street and takes a look at her companions.

[22:07] <Shalanda> "Back to the inn."

[22:07] <Athas> (chain covered by fur)

[22:07] <DM_Tol> (subtle. LOL)

[22:07] <Athas> (I'm a barbarian -- this is subtle)

[22:13] <DM_Tol> You walk out into the town further, your eyes at times having difficulty seeing what there is to see from the dim light.

[22:13] <Berrian> (I have a cloak. That is all people can see of my items)

[22:13] <Athas> ("watch... your... stEEEEAAAAUUUGGGHHH!")

[22:13] <DM_Tol> There are no torches posted out in the city. The light comes from large patches along the cavern walls and roofs, glowing patches of some kind of color or moss.

[22:14] * Shalanda just shakes her head and moves to the back of the group.

[22:16] * Ryu continues to look around, looking to resupply his foodstuff, and hopefully find some potions

[22:16] * Athas looks for some better quiality chainmail

[22:19] * Shalanda mutters to herself in elven wondering when this became a shopping visit.

[22:19] * Ryu looks back at Shalanda and speaks in Elven to her "What better place to seek information than the market place."

[22:19] * Berrian looks back at Shalanda. "Recon."

[22:20] <DM_Tol> You commence some shopping. For small items, you are directed to the covered market.

[22:21] <Shalanda> Elven: "You all stick out like freshly arrived mercenaries, particularly the hairy bull over there."

[22:21] * Shalanda points at Athas at the end of her elven rambling.

[22:21] <DM_Tol> You find also individual shops with other equipment.

[22:21] * Athas ignores the chatter -- distracting to the buying.

[22:21] <Berrian> "But we must find information. We can't do that stuck in the inn."

[22:22] <Athas> (anyone know the price of good chain?)

[22:23] <DM_Tol> For potions, you are sent to inquire in the market.

[22:23] <Shalanda> (normal chainmail price is 40 gp)

[22:23] <DM_Tol> You ask one old dwarf, who directs you to one older male dwarf who sends you to one older female dwarf, who has a potion to sell.

[22:23] <DM_Tol> (You may purchase all normal, non-magical PHB items.)

[22:24] <Ryu> (are potions of healing magical?)

[22:24] <DM_Tol> Every shopkeeper you've encountered speaks Common.

[22:24] <Athas> (can I sell something?)

[22:25] * Berrian picks up some extra rations and a few other small items, while keeping an eye out for other non-dwarves.

[22:26] <DM_Tol> (sell at half price. some things may sell higher, just let me know)

[22:28] <DM_Tol> (It is a potion of Healing, 50gp)

[22:28] <Ryu> (alright, jus' wanted to make sure)

[22:29] <Ryu> (think they might come in handy with our luck lol)

[22:29] * Shalanda asks some of the shopkeepers about if they have seen "Master D", giving a description based on her best memories of the man.

[22:31] * Ryu does his shopping then tries his luck at trying to gather information

[22:32] <DM_Tol> (Is someone purchasing the potion?)
[22:34] <Ryu> (I purchased 2 of them)
[22:36] <DM_Tol> (only 1 available)
[22:37] <Ryu> (ah ok)
[22:38] <Ryu> (adjusted)
[22:40] * Athas tries to find someone willing to buy enchanted boots.
[22:41] <Shalanda> "What are you trying to sell?"
[22:43] <DM_Tol> Athas, after your first two inquiries, you are not finding a buyer. One vendor offered 75gp for the boots.
[22:44] <Athas> (is it the smell? It's the smell. I can get some activated charcoal padding.)
[22:44] <DM_Tol> (roll Streetwise, shal)
[22:44] <Shalanda> 1d20+4
[22:44] <TolBot> [Shalanda's 1d20+4]: 11
[22:45] <Ryu> (May I assist in Athas' endeavour of smelling his smelly boots?)
[22:48] <Shalanda> "If you find a buyer for those, I might be able to enchant something else for you... assuming you can afford the materials."
[22:48] <DM_Tol> Shalanda, you hear no recognition of a "Master D", but you learn that folks do come and go, mostly visitors from a ship that comes every few days from across the sea. You suspect you need to investigate more to learn more.
[22:49] <DM_Tol> You finish you shopping.
[22:50] <DM_Tol> After spending a couple hours in the city center, you discern that there are dwarves who come and go from a large opening in the cavern to the west of the city. (Marked "Hall" on the map)
[22:51] <Shalanda> "We should try that hall in our search next, probably in the morning."
[22:52] <Ryu> "Agreed"
[22:53] <Athas> "Agreed."
[22:53] <Athas> "Can get rid of these boots either."
[22:53] <Athas> (brb)

(Disconnected for 30sec)

[22:55] <DM_Tol> (dinner?)
[22:55] <Berrian> "Shall we return to the tavern for dinner?"
[22:56] <Shalanda> "I think you all need to go back to the inn first and get out of most of your gear so you don't look so out of place."
[22:56] <Berrian> "I am not leaving my cloak."
[22:57] <DM_Tol> You make your way back to the inn to prep for dinner.
[22:58] <DM_Tol> As you gather at the rooms, you knock but find that Blake and Darce are gone.
[22:58] <Shalanda> "A cloak is not out of place. Chainmail, swords, bows, and the like are."
[22:58] <Athas> "They might have gone drinking?"
[22:59] <DM_Tol> You head out for the tavern.
[22:59] <DM_Tol> *** as this session of Können Land comes to a close ***

8-12-2012: THE RETURN OF ZAHIRA, AND THE TRAIL

[19:50] <DM_Tol> *** Game Recap ***

[19:52] <DM_Tol> The adventurers entered into a mountain dwarven kingdom, hot on the long-standing trail of Master D, who over a year ago accosted many of them, leaving them to die, who confronted them in a cave hideout, who seems to have been hoarding magical items, including the latest conquest of the magical protective spire of the city of Tibris.

[19:53] <DM_Tol> Infiltrating the common level of the city, mistaken for ship travelers, the group has settle in the inn and acquainted themselves with several shops in town.

[19:54] <DM_Tol> After resetting at the inn, the group heads back to the tavern for dinner, Blake and Darce not in sight.

[19:54] <DM_Tol> *** As this session of Können Land Campaign begins ***

[19:57] * Shalanda takes a seat at one of the tables.

[19:57] * Berrian sits next to Shalanda

[19:57] <DM_Tol> You exit the inn and head across the pathway to the tavern, enter and sit at a table.

[19:57] * Athas looks around, then sits across from Shalanda

[19:58] <DM_Tol> You notice that there appears to be table service at dinner, as two dwarven waiters move around the already half-ful room.

[19:59] <DM_Tol> Two half-elves sit at t table beside yours.

[20:02] * Ryu sits quietly and listens for anything that may be of interest

[20:02] * Athas sits quietly and tries to look simple.

[20:03] <DM_Tol> Ryu, best you can tell, the half-elves are telling salty jokes to each other.

[20:03] <DM_Tol> The same dwarven bard is in the corner strumming a lyre.

[20:04] <DM_Tol> A couple figures leave as another enters the tavern and sits in a corner.

[20:04] <Blake` > (back)

[20:04] <DM_Tol> (perception check)

[20:05] <Athas> 1d20+3

[20:05] <TolBot> [Athas's 1d20+3]: 8

[20:05] <Ryu> 1d20+3

[20:05] <TolBot> [Ryu's 1d20+3]: 23 (Yahoo!)

[20:05] <Berrian> 1d20+11

[20:05] <TolBot> [Berrian's 1d20+11]: 22

[20:05] <Blake` > 1d20+3

[20:05] <TolBot> [Blake`s 1d20+3]: 5

[20:05] <Shalanda> 1d20+6

[20:05] <TolBot> [Shalanda's 1d20+6]: 17

[20:07] <DM_Tol> Ryu and Berrian, you wonder if your eyes are playing tricks on you, but you think you recognize a female elf sitting alone in the corner.

[20:07] <Athas> (Athas... well... moving on...)

[20:07] * Berrian looks between the figure and Ryu

[20:07] <Berrian> "Is she..."

[20:07] * Ryu stands and moves closer to said figure, checking to see if its who he thinks it is

[20:07] <Blake` > (ok im not back yet, dog is going crazy, its something with sunday nights, i even took him on huge walks today)

[20:08] * Shalanda tries to get a waiter's attention.

[20:08] <DM_Tol> Zahira, you see a familiar face walking towards you, much to your surprise.

[20:10] * Zahira blinks surprised and waves to the familiar faces before sneezing in her tea

[20:10] <DM_Tol> Berrian, you feel sure that that is Zahira the elf sitting in the corner, though she's wearing a hat, almost as if attempting to stay unnoticed, clutching a steaming cup of something.

[20:11] <Blake` > (back)
[20:11] <Berrian> "I think that's..."
[20:11] * Ryu points at Zahira, "You?!"
[20:11] * Berrian gets up and walks over with Ryu.
[20:12] * Zahira sputters trying to hide herself again wondering why 'they' were here...
[20:13] <Shalanda> "Will you all stop drawing attention to yourselves."
[20:13] * Shalanda sighs and shakes her head, oblivious to Zahira in the corner.
[20:13] <Ryu> "We found our lost pup that left us at the Dunnes."
[20:14] <Ryu> (Why is it that the one time I need something, they run off and hide?)
[20:15] * Berrian looks at Zahira. "It is nice to see you once more."
[20:15] <DM_Tol> Others of you recognize now that Zahira is at the table in the corner.
[20:16] * Athas grins and nods
[20:16] * Zahira mutters softly "lost pup my elvish arse" She smiled warmly as she could looking quite drained. "G'day Ber. long time no see."
[20:17] * Shalanda looks over.
[20:17] <Shalanda> "Well I'll be."
[20:17] <Berrian> "How are you enjoying the dwarven kingdom? Seen anything odd?"
[20:18] <Zahira> 'Dont know yet. i only just arrived' she failed to stiffl another sneeze
[20:19] <DM_Tol> Zahira explains how she left the Dunne farm and headed west to the coast. She met up with some shipment who had a map to a treasure on an island and they hired her to assist the venture. After it failed, she ended up on a large island Cracea.
[20:19] <DM_Tol> From the island of Cracea, she was hired on a ship that came across the sea to deliver goods to this mountain city, but she fell ill on the trip and for two days has been holed up in the inn, drinking tea and soup.
[20:22] <Zahira> 'id offer you a spot of tea, but i wouldnt want you to fall ill` ...hey Ryu, care for a cup?'
[20:22] * Ryu just shakes his head
[20:22] * Shalanda snickers
[20:22] <Ryu> "I learned a long time ago, never drink after a lost pup returns home."
[20:23] <Berrian> "Well, we are here for a time. Come, catch up."
[20:24] <Zahira> 'so...what big adventure are you all up to now?' she rises, mostly steady, and joins with the rest.
[20:24] <DM_Tol> Blake and Darce walk in the tavern, having spent time walking around the shops in the city center.
[20:25] * Blake` joins the others with Darce
[20:25] <DM_Tol> Darce sees the companions at the table and goes and sits down beside Shalanda, just as a waitress walks up to Shalanda, speaking in common, "The lamb or the chicken?"
[20:26] <Shalanda> "The lamb please."
[20:26] * Berrian sits back down, motioning to an empty seat.
[20:27] <Berrian> "Lamb, thanks."
[20:27] * Ryu sits down as well, more than kicking distance away from Zahira
[20:27] * Zahira takes up the empty seat with her tea
[20:27] <DM_Tol> The dwarven waitress moves to each of you, asking the same question before returning to the counter.
[20:28] <Shalanda> "Besides ill, how have you been?"
[20:28] <Athas> G: "Chicken"
[20:28] * Blake` greets Zahira "Didnt expect to see you here"
[20:28] <Ryu> "Chicken"
[20:28] * Shalanda kicks Athas underneath the table.
[20:29] <Shalanda> "In common!"
[20:30] <Athas> "Chih-ken."

[20:31] <Zahira> 'some more lintel soup would be wonderful...ive been busy working ships mostly...and dealing with cheats...not too bad really, but i do be tired of not getting paid...'

[20:33] * Shalanda nods in agreement.

[20:34] <DM_Tol> Zahira explains that the ship he was working docked in the mountain kingdom two days ago. It was a bay alongside the mountain where it comes down to the ocean. It was a long winding tunnel up from the docks that lead to the city center, where he was told he can remain for a week before returning on the ship.

[20:35] <Shalanda> "So we may need to work fast if we are going to find Master D, before we can't use the ship as our reason for being here."

[20:36] <Berrian> "Agreed. I do not want to be here any longer than required."

[20:36] <DM_Tol> You are each served your meal and drink, and get reacquainted with an old companion.

[20:36] <Blake` > "I don't mind it here, but the sooner we find him the better"

[20:37] <DM_Tol> Darce, the young halfling, introduced himself to Zahira, "I was also attacked by Master D's thugs."

[20:37] <Zahira> "master D? is that who you are chasing after now?'

[20:38] <Shalanda> "Yeah, old habits die hard."

[20:39] <DM_Tol> You finish up your meal, during which, things have become a bit more active in the tavern, now nearly full.

[20:40] <Berrian> "Good meals served here."

[20:41] <Blake` > "Its good have you back Zahira, we are going to need you, I can feel it"

[20:42] <Shalanda> Don't worry Zahira with our problems.

[20:42] * Athas smiles.

[20:43] * Sentagur (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) Quit (Quit: ChatZilla 0.9.88.2 [SeaMonkey 2.11/20120715041107])

[20:43] <Zahira> aye, the food is good, though a bit crowded at night for my tastes...so, does that mean i can join back up with you again?' she grins innocently.

[20:43] <Shalanda> "If that's what you want."

[20:46] <Berrian> "I welcome you back to the group."

[20:46] <Zahira> 'if you will have me, i would love to be with people i trust again...and i suppose i can puf up with ryu too.' [ducks]

[20:46] <Shalanda> "You don't have to, he's still a bit of a jerk."

[20:46] * Shalanda smiles coyly.

[20:47] <DM_Tol> Darce: "So, what do we do to find out where D went after he came here?"

[20:47] <Shalanda> "Head down to the docks to see if he may have taken a ship out of here."

[20:47] * Ryu glances at Shalanda, "And you're just a merry little princess too," he grins evilly.

[20:49] * Ryu prepares to dodge whatever object Shalanda throws at him

[20:49] * Shalanda shrugs

[20:51] <Shalanda> "So Blake, who was that dwarf you were chatting with earlier?"

[20:51] <Zahira> we may be able to find something from the crew i was with...they are a nosey bunch

[20:52] <Shalanda> "Sounds promising Zahira"

[20:53] <Athas> "Welcome back."

[20:53] <Blake` > "Well just some dwarf I met while we were travelling apart"

[20:53] <Blake` > "Never thought twice about it until we ran into each other"

[20:54] * Zahira grins before sneezing hard. 'fank oo'

[20:55] <Blake` > "We actually cleared a cave together for some coin to help our a farmer, he's good at that"

[20:58] <Shalanda> "Well I propose we get some rest, and visit the docks in the morning in hopes of getting some information."

[20:58] <Blake` > "Good proposal" Blake yawns

[20:59] <Zahira> sounds like a plan to me
[21:00] * Shalanda excuses herself and heads to the inn to get some rest.
[21:01] * Blake` follows suit
[21:01] <Ryu> "Agreed," he heads up to his room
[21:02] * Berrian heads off to the inn.
[21:02] <Ryu> (sorry had to tend to a wound, was bleeding like hell)
[21:02] * Athas shrugs his shoulders and heads up
[21:02] * Zahira heads back to her quarters feeling a good bit better from the reunion
[21:03] <DM_Tol> You each settle up and head back to the inn, without attempting to gather any information from the bustling tavern.
[21:03] <Ryu> (settle up value?)
[21:03] <DM_Tol> Things are quiet at the inn.
[21:03] <DM_Tol> (2sp)
[21:03] <Zahira> [derp...she get you with the pan again?]
[21:04] <Ryu> (old cut, socks caught the scab and ripped it off)
[21:06] <Ryu> (need more lemonade and have to put the little ones to bed. brb)
[21:06] <Athas> (how did he get the scab? The wife and her vorpal fry pan of wounding, +5/+10 vs. first husbands)
[21:06] * Athas pays and leaves
[21:07] <Zahira> [Imao]
[21:08] <DM_Tol> You have a good night's rest in the inn.
[21:08] <DM_Tol> Breakfast is served in the courtyard in the morning.
[21:08] <DM_Tol> (Medigo kingdom map at <http://konnen.wg2140.com/index.php?opti...p;Itemid=5>)
[21:10] <DM_Tol> (the inn is building #16. The tavern is building #15.)
[21:10] * Shalanda is up before what would be the crack of dawn above the surface, doing her morning routine, then enjoying breakfast early.
[21:12] * Zahira wanders down to breakfast with a much steadier stride than she had the previous day as she cast her eyes og-ut to spot the others.
[21:12] * Athas wakes up at first light, his belly grumbling.
[21:13] * Blake` meets the others in the morning
[21:13] * Ryu wakes, and slowly wanders to breakfast
[21:14] * Shalanda once again is dressed only in a dress, her scythe, pack, and armor remain safely stowed away in the inn.
[21:14] * Berrian arrives wearing his cloak as usual, not much else visible.
[21:15] * Ryu has his normal leather armor on, but no weapon.
[21:15] <DM_Tol> Darce wanders into the courtyard, rubbing sleep out of his eyes.
[21:16] <DM_Tol> (Plan for the day?)
[21:16] * Athas walks down with armor, axe and empty stomach/
[21:17] <Athas> (eat)
[21:17] <Ryu> (its safe to assume that this village is less than a mile in diameter right?)
[21:17] * Zahira has her sailers cloak on with something bulging slightly at her hip hidden beneath
[21:18] * Shalanda looks at Athas.
[21:18] <Athas> (brb)
[21:18] <Shalanda> "You should put the armor and axe in your room so you don't attract attention to yourself. Try to look a little more normal.
[21:18] <Ryu> "Athas... Normal... Those two words don't belong together."
[21:19] * Shalanda sighs as if in defeated agreement.
[21:20] * Zahira spots shalala and heads over to meet with the others. 'good morn. did you all get enough rest?'
[21:20] * Athas shrugs and goes back upstairs and takes hte time to take off hte armor, stows hi saxe and comes back down... looking a little smaller for it.

[21:20] <Blake` > "Not a bad idea Shalanda"
[21:20] * Shalanda smiles at Athas.
[21:21] * Blake` goes and leaves parts of his gear behind (armour)
[21:23] * Berrian enjoys his breakfast, then prepares to head to the docks.
[21:24] <DM_Tol> Dry cereal and coffee and muffins are on a table for you to help yourself.
[21:24] * Athas takes several muffins and cereal.
[21:24] <Zahira> mmm, muffins
[21:25] * Shalanda helps herself to several items.
[21:25] * Ryu eats his fill as he gets ready for the day ahead
[21:26] <Shalanda> "So we ready to head down to the docks to do some poking around?"
[21:27] <Blake` > "Let's get busy"
[21:27] * Berrian brushes a few crumbs from his cloak. "I am ready."
[21:28] <Zahira> 'Im good if you are ready'
[21:28] <Ryu> "Indeed"
[21:28] <Athas> "mmfph."
[21:29] <DM_Tol> (my kids are laying down on the back deck, watching the Perseid shower)
[21:29] <DM_Tol> Darce: "Sure we ALL should go to the docks?" He looks around at the party.
[21:30] <Berrian> "Perhaps all of us go there, and only a few go to talk."
[21:30] <Shalanda> "Why Darce, do you recommend something else?"
[21:30] <Berrian> "I am not much for talking."
[21:30] <DM_Tol> Darce shrugs.
[21:33] <Zahira> i agree...maybe not all of us should speak...not all sailors will talk...they will just want a fight
[21:33] <Shalanda> "Well then, time is wasting away. If everybody has had their fill, we should head down to the docks."
[21:33] * Athas nods and takes another bite of muffin.
[21:33] <Athas> (brb)
[21:33] <Shalanda> "So Zahira, you are saying Athas gets to have some fun?"
[21:33] <Ryu> "Agreed," he stands and heads to the door.
[21:35] <Zahira> between athas and ryu, there will be a rather large mess to clean
[21:35] * Ryu glances at Zahira, "I'm going, unarmed."
[21:37] <Zahira> when has that stopped you from whacking a few skulls together?
[21:38] <Ryu> "When I feel like being lazy."
[21:39] <DM_Tol> You rise up and head out the walkway of the courtyard.
[21:40] * Blake` also heads out the door
[21:40] * Athas follows along, a little reluctant in not being able to slake the Gods' thirst.
[21:40] <DM_Tol> Heading out the inn, Zahira takes you to the tunnel in the northwest of the cavern that leads down to the docks.
[21:41] <DM_Tol> As you do, you pass by the greater hall, which you have learned leads to the dwarven-only section of the kingdom.
[21:41] <Zahira> they be down thisaway.
[21:43] * Berrian holds back, but follows along for support.
[21:44] <DM_Tol> You move into a tunnel, 10
[21:44] <DM_Tol> foot wide and clean cut.
[21:45] * Athas looks around omniously
[21:46] <DM_Tol> The tunnel winds in roundabout with smooth floor and slight slope.
[21:47] <DM_Tol> After 10 minutes of descent, the tunnel opens into a room, 50 feet across, with some crates on the side. Open doors stand across with light shining in. It seems bright to you.
[21:48] * Shalanda looks around.
[21:48] * Athas shields his eyes
[21:49] * Ryu squints until his eyes adjust

[21:50] * Zahira blinks a lot trying to readjust to the light
[21:51] <DM_Tol> you move across the room towards the doors and eventually enter into what would otherwise be thought of as dim light of early morn, but in this context, seems bright.
[21:51] <DM_Tol> You see docks leading around a bay, covered by some of the mountain overhang. A couple ships and boats are docked.
[21:51] * Athas frowns slightly
[21:52] * Berrian looks around a bit.
[21:52] <Shalanda> "So, who do we talk to first?"
[21:52] * Shalanda looks over at Zahira.
[21:52] * Ryu looks around for a dock master of sorts
[21:54] <Zahira> here we are. watch your step, it may be slick. i think my vessel is docked on one of the outter piers. we can try asking around there if youd like
[21:55] * Athas makes his way to the middle of the dock -- far away from the evil, evil water.
[21:55] * Shalanda looks over at Athas and smirks evilly.
[21:56] * Ryu glances at Shalanda and whispers, "Go on, give him a push, you know you want too."
[21:57] <DM_Tol> Zahira goes to the ship she came on, followed by another one or two of you, while others ask elsewhere.
[21:57] <DM_Tol> (Streetwise checks. Not Rping all this out)
[21:57] <Ryu> 1d20+2
[21:57] <TolBot> [Ryu's 1d20+2]: 12
[21:58] * Shalanda asks around about "Master D"
[21:58] * Blake` heads around trying to stur up conversation about recent other non-dwarves about
[21:58] <Athas> 1d20+2
[21:58] <TolBot> [Athas's 1d20+2]: 20
[21:58] <Athas> (*Snerk*)
[21:58] <Shalanda> 1d20+4 because I'm totally "diplomatic"
[21:58] <TolBot> [Shalanda's 1d20+4 because I'm totally "diplomatic"]: 15
[21:58] <Blake` > 1d20+5
[21:58] <TolBot> [Blake`s 1d20+5]: 24
[21:58] <DM_Tol> (5" break... kids in bed)
[21:59] <Berrian> 1d20+4
[21:59] <TolBot> [Berrian's 1d20+4]: 8
[21:59] <Zahira> [any bonus on me ryu, and tol for knowing ppl?]
[22:01] <Zahira> 1d20 plus anything ryu or tol might know
[22:01] <TolBot> [Zahira's 1d20 plus anything ryu or tol might know]: 13
[22:09] <DM_Tol> As you wander around, a dwarven guard asks Ryu and Shalanda, "I don't recognize you... you were on the last ship?"
[22:09] <Ryu> (is he speaking in common or dwarven?)
[22:09] <DM_Tol> 9common)
[22:10] * Shalanda smiles "You are the 4th guard to ask me that since I've arrived. Security is really good here."
[22:13] <DM_Tol> He looks at Ryu and then at Shalanda.
[22:14] <Athas> (here we go...)
[22:14] <DM_Tol> He looks at the others of your group wandering the dock, rubbing his chin, "No, there were not this many outlanders off ship."
[22:15] * Shalanda tilts her head.
[22:15] <Shalanda> "How else would we have gotten here?"
[22:16] <DM_Tol> (diplomacy)
[22:16] <Shalanda> (oh crap)
[22:16] <Shalanda> 1d20+4
[22:16] <TolBot> [Shalanda's 1d20+4]: 9

[22:16] <DM_Tol> 1d20
[22:16] <TolBot> [DM_Tol's 1d20]: 8
[22:16] <Shalanda> (double crap)
[22:17] <DM_Tol> The guard rubs his chin, "I dunno."
[22:17] <Ryu> (I'll roll one sec)
[22:17] <Ryu> 1d20+7
[22:17] <TolBot> [Ryu's 1d20+7]: 15
[22:17] <DM_Tol> The guard speaks to himself (in dwarfish): "Let me check with the ship."
[22:18] <DM_Tol> He turns from you and walks towards the ship on the opposite side of the dock.
[22:18] <Ryu> (had a kiddo escape from bed lol)
[22:18] <Athas> (get the hounds!)
[22:18] <Shalanda> (Triple crap)
[22:19] * Ryu gets ready to summon his blade should it come to violence
[22:19] <Blake` > (seduce him Shal)
[22:19] <Shalanda> "Excuse me, now that I have your attention, I was hoping I could ask you something"
[22:19] <Blake` > (only option left)
[22:19] * Shalanda directs her question to the guard.
[22:19] * Athas looks at Shalanda and starts to head back to the inn
[22:20] <Blake` > (Shal: My question is, why are dwarven guards so stunning?)
[22:20] <Athas> (You make that beard work! Did I ever tell you that?)
[22:21] * Berrian continues to look around, keeping mostly to himself.
[22:22] <Shalanda> (Hoping the guard answers me)
[22:23] <Athas> (did I mention that I ma trying to get to my weapons and armor?)
[22:24] <Ryu> (I have my armor I jus' need to summon my blade)
[22:25] <DM_Tol> 1d20
[22:25] <TolBot> [DM_Tol's 1d20]: 7
[22:26] <DM_Tol> The guard walks out of hearing distance.
[22:26] * Shalanda turns to Ryu
[22:26] <Shalanda> "uh oh"
[22:27] <DM_Tol> You watch as the guard walks away, and then is distracted by a shipman who comes up to him, and the two of them start talking and laughing about something.
[22:27] * Ryu glances at Shalanda, then back to the guard
[22:27] <DM_Tol> After watching a bit, it seems the guard has left behind his earlier curiosity... for the moment.
[22:27] <Ryu> "Luck may be on our side."
[22:27] * Shalanda nods in agreement.
[22:28] <DM_Tol> (indeed it was, with his 8)
[22:28] <Shalanda> "Hopefully the others have had some luck in their asking around about Master D. I think I'm going to keep a casual eye on that dwarven guard just in case we have to leave quickly.
[22:28] <DM_Tol> As you gather back by the bay doors, no one has discovered much.
[22:30] <Shalanda> "I'm starting to wonder if he even came here at all."
[22:31] <Ryu> "I as well."
[22:31] * Athas walks as casual as he can through the inn.
[22:32] <Berrian> "I have seen no sign of him."
[22:32] <DM_Tol> (Athas, you're down at the bay, not the inn)
[22:32] <DM_Tol> Blake joins you.
[22:33] <Blake` > "Well, anyone find out anything, I got some news, but its not much"
[22:34] <Athas> (I was walking to the inn... I don't trust that this is going to go down well...)
[22:34] <DM_Tol> (sorry, I missed that)

[22:34] <DM_Tol> Athas, all is quiet at the inn.
[22:34] <Shalanda> "What did you find out?"
[22:35] <Ryu> (I don't remember what Master D looked like lol
[22:35] * Athas casually walks through the inn.
[22:35] <Blake` > "well one of the Dwarves mentioned a dignitary like Master D who came in a month ago...this Dwarf didnt remember him leaving at all...he also mentioned he found it odd cause most outlanders only stay a few days..."
[22:35] * Blake` continues
[22:35] <Berrian> (I never met him.)
[22:35] <Blake` > "he said that we should check the city and ask around there...wasn't much but its a little hope"
[22:36] <Ryu> "Back to the City I s'pose"
[22:36] <Shalanda> "Hmmm, maybe he did decide to meet with the dwellers below the city. Definitely a step in the right direction at least."
[22:37] <Blake` > (brb sorry, dog really needs out bad apparently)
[22:38] <Shalanda> "Shall we head back to the inn then and pick up Athas before he murders a few dwarves, then try to get more information around town?"
[22:40] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)
[22:40] <Athas> (That's what they're there for, right?)
[22:40] <Shalanda> (No that's gnomes you are thinking of.)
[22:41] <Ryu> "Agreed"
[22:41] <Blake` > (back)
[22:42] <Athas> (oh -- sorry -- the lack of pitutary efficiency threw me off)
[22:43] * Shalanda leads the pack back towards the inn to collect Athas.
[22:44] <Blake` > (afk again grrr)
[22:44] * Berrian lets his eyes adjust back to the dim light
[22:44] <Shalanda> (He's spending too much time with his dog, he's starting to talk like him.)
[22:44] <Ryu> (and that is why we have a cat lol)
[22:46] <DM_Tol> You move back up the tunnel and then back to the city.
[22:46] <Shalanda> (Where we see a few dwarves with bloody noses and Athas being lead off in chains?)
[22:47] <Athas> ("Excuse me... we're looking for the fight?" "Oh -- that way.")
[22:49] <DM_Tol> You make it to the inn in time for lunch then at the tavern.
[22:50] * Shalanda will start asking around at the tavern about Master D, knowing that their presence here is starting to draw too much attention.
[22:51] * Blake` starts to ask around about any outlanders having been around for a while, a month or so
[22:51] * Ryu asks around too
[22:52] <DM_Tol> (Streetwise checks)
[22:52] <Ryu> 1d20+2
[22:52] <TolBot> [Ryu's 1d20+2]: 20
[22:52] <Blake` > 1d20+5
[22:52] <TolBot> [Blake`'s 1d20+5]: 21
[22:52] * Berrian eats lunch and heads back to the inn, realizing he can't do personal interactions well.
[22:52] <Shalanda> 1d20+4
[22:52] <TolBot> [Shalanda's 1d20+4]: 13
[22:52] <DM_Tol> The group spends lunch and the afternoon asking about, in the tavern, in the shops, at the inn.
[22:53] <Blake` > (afk again)
[22:53] <Ryu> (*sends Blake` a case of Doggy Tranqs*)

[22:53] <Athas> 1d20+2
[22:53] <TolBot> [Athas's 1d20+2]: 13
[22:53] <DM_Tol> Ryu, the common market, you get a lead.
[22:54] <DM_Tol> The same woman you bought he potion from knows the dignitary of whom you speak. He bought up all the vials and bottles in the market.
[22:55] <DM_Tol> She can put you in contact tonight with someone who would know where he went, for 50gold.
[22:55] * Ryu hands over the gold
[22:55] <Blake` > (back)
[22:55] <Shalanda> (ouch)
[22:56] <Ryu> (It's only Gold, I'll jus' steal it back from Zah)
[22:57] * Athas comes back down -- loaded for bear and sitting away from the group.
[22:57] <DM_Tol> She says to meet her back here before dinner hour.
[22:57] * Shalanda shakes her head, obviously disappointed.
[22:57] * Ryu thanks the women and heads back to share the information
[22:59] <DM_Tol> Ryu shares the info as you meet back up, and then you find her again at the right time.
[22:59] <DM_Tol> She leads you from the shop, telling all of you to follow.
[23:00] <Ryu> (still leaving my sword at the inn)
[23:00] <DM_Tol> She takes you through the town, to one of the private buildings on the outskirts. (on the western edge.)
[23:01] * Athas follows closely behind
[23:02] <DM_Tol> She stops at the building and raps on the door.
[23:02] <DM_Tol> A dwarf opens the door and steps out. She hands him a small sack.
[23:02] <Ryu> (as this session comes to a close)
[23:02] <DM_Tol> The dwarf looks out at you all.
[23:03] * Shalanda looks at the dwarf in kind.
[23:03] <DM_Tol> The dwarf speaks: "Guards."
[23:03] <Shalanda> (I called that one)
[23:03] <DM_Tol> DwarfInformant: "We can try and dress you up as guards."
[23:03] <Shalanda> (or didn't)
[23:04] * Athas looks at the dwarf, then to the others.
[23:04] <DM_Tol> DwarfInformant: "If you're going to try and get below."
[23:04] <DM_Tol> DwarfInformant: "That's where he went.... below."
[23:04] <Shalanda> "What's below?"
[23:04] <Berrian> "hmm..."
[23:05] <DM_Tol> DwarfInformant looks at Shalanda and smiles.
[23:05] <DM_Tol> DwarfInformant: "Down to the Dark Gnomes."
[23:05] <DM_Tol> *** As this session of Können Land Comes to a close ***

8-19-2012: TO CRATE OR NOT TO CRATE

[19:45] <DM_Tol> *** Game Recap ***

[19:45] <DM_Tol> The group passes a couple days as outlanders in the common city of the Dwarven mountain kingdom.

[19:47] <DM_Tol> After diligent questioning locals in the city, they catch a lead from a woman in the open market.

[19:48] <DM_Tol> She leads them to the outskirts of the town buildings, to a corner private edifice, from which emerges a small dwarf who claims knowledge of Master D.

[19:49] <DM_Tol> DwarvenInformant: "If you are to try and follow him into the lower kingdom, perhaps would could dress you up as guards."

[19:49] <DM_Tol> *** As this session of Können land begins ***

[19:50] * Shalanda cocks her head, and looks down at her body in disbelief.

[19:50] <DM_Tol> The dwarf stands int he doorway, looking at each of you.

[19:50] <DM_Tol> DwarvenInformant: "Seven of you is a lot to sneak through."

[19:50] <DM_Tol> He looks over at the woman from the shop who remains silent.

[19:51] <DM_Tol> DwarvenInformant: "On assembly day, when the guards scramble to the hall."

[19:51] <DM_Tol> DwarvenInformant: "Maybe."

[19:52] <DM_Tol> DwarvenInformant: "Or maybe stow away in a supply crate from the docks... that would be another possibility."

[19:52] <DM_Tol> The shop woman looks back and shrugs.

[19:53] * Athas waits for someone to do or say something

[19:53] <DM_Tol> DwarvenInformant: "Or, if they are stealthy enough, they can find a way to distract the evening guards at the kingdom gate and sneak through. That might work."

[19:53] <DM_Tol> The dwarf shrugs, looking at each of you.

[19:53] <DM_Tol> DwarvenInformant: "It is your choice."

[19:54] <Berrian> "Passing as dwarves does not seem practical."

[19:54] * Berrian glances at a few of the taller members of the party.

[19:54] <Shalanda> "Agreed, I do not have dwarven physical traits."

[19:54] <DM_Tol> Darce looks at Berrian and then down at himself.

[19:54] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)

[19:55] <DM_Tol> DwarvenInformant: "Perhaps you can think of a fourth option as well."

[19:55] <Shalanda> "How many guards are there normally guarding this area?"

[19:56] * webchat28234 (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood

[19:56] <DM_Tol> DwarvenInformant: "The gate? Two before and two after. And the second gate locks."

[19:56] <Shalanda> (WB)

[19:57] <Shalanda> "Is this second gate barred or solid?"

[19:58] <Athas> "Crates?"

[19:59] <DM_Tol> The dwarf cocks an eyebrow.

[19:59] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood

[19:59] <DM_Tol> DwarvenInformant: "Ah, no, you can not see through it, shifter."

[20:00] <DM_Tol> The gate back there leads into the assembly chamber, which will stand empty, but the gate beyond it is locked in the evening.

[20:00] * Shalanda nods.

[20:01] * webchat28234 (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)

[20:01] <Berrian> "Hmm."

[20:02] <Athas> (brb)

[20:02] <Shalanda> "So we have a puzzle on how to get in. I doubt dressing as guards would work,

because the guards are so paranoid about outsiders, they would probably recognize new guards.

[20:03] <Shalanda> "The crate idea sounds like it has merit, but how would we get them through the gates?"

[20:04] <DM_Tol> DwarvenInformant: "They bring crates in from the docks."

[20:05] <Zahira> "We would need someone they trusted to deliver us"

[20:05] * Shalanda rubs her chin, trying to collect her thoughts.

[20:05] <DM_Tol> DwarvenInformant: "But that would take some thinking. They do not bring crates large enough for more than two of you to fit."

[20:06] <Berrian> "Do the dwarves move the crates, or are dock helpers allowed entrance?"

[20:06] <DM_Tol> DwarvenInformant: "Yes, the crates are moved, every morning, two or three."

[20:08] <Zahira> "I am still registered as a hand on the ship I arrived on...Perhaps if they have some new crates uncovered to move in?"

[20:09] <DM_Tol> DwarvenInformant: "I do not know if all the crates are unloaded into the storage room yet or not... I would think so."

[20:10] <Shalanda> "We could go in, in small groups over the course of 2 or 3 days, however I suspect our presence here will be discovered sooner than that."

[20:10] <DM_Tol> DwarvenInformant: "Sometimes it does take several days to get them all off the ship... it's been three days so far since the ship docked."

[20:11] <Zahira> "Exactly...and some quick markings can make them seem more important as well...ensuring a faster delivery..."

[20:12] <Shalanda> "I suppose it's our best option and chance at avoiding discovery and unneeded bloodshed."

[20:13] <Athas> "Yes. What's the shortest amount of time?"

[20:17] <DM_Tol> (who are you asking that of, Athas?)

[20:20] <DM_Tol> (is everyone distracted or something?)

[20:20] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)

[20:20] <Ryu> (I'm kinda sorta here)

[20:20] <Shalanda> (I'm letting others have a chance)

[20:20] <Athas> (I was asking the dwarf)

[20:20] <Berrian> (I just don't see any good options...)

[20:20] <Athas> (sorry)

[20:21] * webchat54121 (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood

[20:21] <Berrian> (also, I'm distracted by hunger. I didn't have a chance to eat dinner before game)

[20:21] * webchat54121 is now known as Zahira

[20:22] <Zahira> [sry...]

[20:22] <DM_Tol> DwarvenInformant looks at Athas, "Shortest amount of time for what?"

[20:22] <Athas> "Staying in the crates."

[20:23] <Athas> "After two days, they are going to stink."

[20:23] * Shalanda groans

[20:23] <DM_Tol> The dwarf nods.

[20:23] <DM_Tol> DwarvenInformant: "Well, they take two or three every morning. It would be possible to know the night before which three."

[20:25] <Shalanda> "And if each crate can fit about 2 of us each, we should be able to move all of us in, under one trip.

[20:25] <Zahira> "it will take a bit to safely stow us all so we don't give ourselves away when they move us...also, putting something in the box atop us will keep us safe in case someone opens one to check."

[20:25] <Berrian> "I suppose that is the plan we will need to take."

[20:28] <Athas> "I agree."

[20:28] <DM_Tol> DwarvenInformant: "I do not know how many you could get, and how many they plan to take. This would have to be learned."

[20:28] * Athas shrugs his shoulders.
[20:28] <Athas> "Do it."
[20:29] <DM_Tol> DwarvenInformant: "You'll have to think it through well."
[20:29] <DM_Tol> (afk 5" kids to bed)
[20:29] <Shalanda> "Indeed, Zahira you know the docks best. What have you observed of their activities?"
[20:33] <Zahira> "we will just have to hope to get lucky on that part...perhaps a few could be found around the docks...ships tend to use opened ones for hauling food aboard before stowing the food in their own containers to save room and rope...they just toss the containers on the dock or cast them overboard...or we can try our hand at theivery...but that could be more problematic."
[20:34] * Shalanda doesn't look too encouraged by that information.
[20:35] <Athas> "Thievery...
[20:35] * Athas frowns slightly
[20:37] <Zahira> "Or...we can do it the old fashioned way and buy crates to be shipped, though it may cost a good bit for three entire crates."
[20:38] <Shalanda> "Why would the dwarves accept crates intentionally shipped to their underground bowels, and especially without inspection?"
[20:40] <Athas> "They could think they're from a fiendly city."
[20:40] <DM_Tol> (couple more minutes... tomorrow is first day of school... lots to get ready)
[20:40] <Athas> (friendly)
[20:41] <Shalanda> "Doubtful, the guard don't seem to keen on outsiders being friendly."
[20:41] <Athas> "Another dwarven city, then?"
[20:43] <Zahira> "Crates are reused on ships for private personal deliveries...they would have old inspection stamps, and perhaps we can find and forge the current stamp for here...stamps are rarely intricate"
[20:43] <Shalanda> "The only ones I know of lie very far across the desert."
[20:45] <DM_Tol> DwarvenInformant: "The crates all be moved from the ship and put in the storage room beside the bay dock."
[20:45] <Zahira> "What about a return to sender? Then it may be a bit inconspicuous"
[20:45] <DM_Tol> DwarvenInformant: "All the kingdom ships out is ore... I do not know what would be returned."
[20:46] <Athas> "Bad ore?"
[20:46] <Ryu> "Wrong ore"
[20:48] * Zah1ra (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood
[20:48] <Shalanda> "What about something simple, like food stuffs, or mining equipment?"
[20:48] <Berrian> (cattle ore?)
[20:49] <Athas> (that's not cattle ore you're handling...)
[20:49] <Berrian> "This is turning out to be more difficult than I thought, and I expected difficulties."
[20:49] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)
[20:50] <Zah1ra> [thats a cow pie sir]
[20:50] <DM_Tol> DwarvenInformant looks at Shalanda, "Those are the types of goods that ship into the kingdom."
[20:51] <Berrian> "Perhaps we would be allowed inside as performers. Anyone able to write a song about the bird?"
[20:51] <DM_Tol> DwarvenInformant: "You'd just need to discern which crates are being brought in in the morning and then stow in those. It would take two days worth, I think."
[20:51] <DM_Tol> DwarvenInformant: "No one... and I mean NO outsiders, are tolerated inside the kingdom."
[20:51] <Shalanda> "Well then, I suppose we should start there. Any additional advice you could offer us would be welcome however."
[20:52] <DM_Tol> DwarvenInformant looks at Shalanda, "How will you control who receives the

crates?"

[20:52] <Berrian> "See, I don't understand the 'no outsiders' when the man we're after is down there."

[20:53] <Ryu> "What about Prisoners of the Kingdom?"

[20:53] <Athas> "Unless he makes himself to look like one of them?"

[20:53] <DM_Tol> DwarvenInformant nods, "He had influence beyond my knowledge."

[20:53] <Shalanda> "I don't know what to do to control who receives the crates."

[20:54] <DM_Tol> DwarvenInformant: "No, he came through here. But was escorted past the gate by Shiphka authorities. We do not question such authority."

[20:54] * Zah1ra (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)

[20:54] <Shalanda> "Who are these Shiphka authorities?"

[20:55] <Berrian> "No way we could get a Shiphka escort?"

[20:55] <Athas> "Sounds rich."

[21:01] <DM_Tol> DwarvenInformant: "The Shiphkas are the palace security."

[21:01] <DM_Tol> DwarvenInformant: "They are the protection of the proletariat of the palace, the high families."

[21:02] <Shalanda> "Hmmm, I doubt they are easy to convince or persuade to let outsiders hunt down another outsider. Are there any that may be sympathetic to our cause?"

[21:02] <DM_Tol> He looks at Berrian, "You are barely welcome, coming in on the ship you are allowed to stay but a week."

[21:02] <DM_Tol> DwarvenInformant: "What is your cause?"

[21:03] <Berrian> "I was just asking."

[21:04] <Shalanda> "This man we seek, Master D, has been stealing people and magic throughout the prevailing area. Tibris's tower was recently hit, causing them to receive hauntings and causing great problems. We suspect he is here working on a similar goal...

[21:05] <Shalanda> or may be looking to make use of the magic he has collected, perhaps in alliance with the gnomes and dark dwarves rumored to live below your kingdom."

[21:06] <Shalanda> "He may also be working under the guise of an exotic trader."

[21:06] <Athas> "Or may look like one of you."

[21:07] <Shalanda> "Huh?"

[21:07] * Shalanda looks at Athas.

[21:08] <Athas> "He's a wizard -- they can do that sort of thing in the camp fire tales."

[21:09] <DM_Tol> Darce remains quiet.

[21:09] <DM_Tol> DwarvenInformant: "So, you wish to try going in by crates?"

[21:10] <DM_Tol> DwarvenInformant: "The good of it is you would possibly be delivered closer to the lower levels."

[21:10] <DM_Tol> DwarvenInformant: "If you snuck in from this level, long would be your journey, and certain to be seen and killed."

[21:10] <Shalanda> "I suppose that will be our best chance."

[21:10] <Athas> "Crate it is then."

[21:10] <Berrian> "I suppose it is the crates."

[21:11] * Ryu sighs "Agreed"

[21:11] <DM_Tol> DwarvenInformant: "If you need help in providing for the correct delivery of the crates, I can not do this myself. You will have to enlist the help of another."

[21:12] <DM_Tol> DwarvenInformant: "I can arrange a meeting, for him join the conspiracy. But it will certainly cost you again."

[21:13] <Athas> "How much?"

[21:15] <DM_Tol> DwarvenInformant: "We will find out when we find someone to help."

[21:16] <DM_Tol> The dwarf looks around, "Long have we tarried here. After breakfast, in your inn courtyard."

[21:16] * Athas nods

[21:17] <DM_Tol> He nods at the shopkeeper dwarven woman.
[21:17] <DM_Tol> She nods and departs.
[21:17] <DM_Tol> He prepares to shut the door.
[21:17] * Shalanda nods.
[21:17] * Berrian mumbles a bit
[21:18] * Athas turns to Shalanda
[21:18] <Athas> "What is our course, now?"
[21:19] <Shalanda> "We go to the inn, get some food and wait for our new contact to find somebody to work with us."
[21:19] <Ryu> (Sorry everybody but I'm going to go crash, can hardly keep my eyes open 😞)
[21:20] <Athas> "I agree -- let's eat."
[21:21] <Shalanda> (Ok, sleep well)
[21:21] <Athas> (Night)
[21:23] * Berrian goes to eat.
[21:23] <DM_Tol> (nite)
[21:23] * Shalanda also returns back to the inn.
[21:24] <Berrian> "Are we sure this is the proper course of action?"
[21:24] <Athas> (brb)
[21:24] <DM_Tol> You head to the tavern and find it busy. After some shuffling of two tables, you sit in proximity to each other.
[21:27] * Shalanda tries to make herself comfortable in the tavern.
[21:27] <DM_Tol> You are served and eat.
[21:27] * Athas tries to figure out where an attack would come.
[21:27] <DM_Tol> (feel free to dialog or retire to the inn to jump to the morn
[21:28] * Shalanda excuses herself after dinner, her thoughts occupied by the task ahead.
[21:28] * Athas takes another tankard of ale or two.
[21:31] * Athas tries to remember some of the elder tales about magicians.
[21:32] <DM_Tol> Darce looks at Athas: "I'm going to head to the inn."
[21:32] * Athas nods.
[21:33] <Athas> "something something... head flew off his shoulders like a frightened crow..."
[21:33] * Berrian goes to his room.
[21:34] * Athas takes another ale and starts to his room.
[21:36] <Athas> "... and with every bounce... his head sputtered a curse that grassed the brown around it... I think."
[21:37] <DM_Tol> Darce follows Berrian.
[21:38] <DM_Tol> After eating and reminiscing, you each in turn go to the inn and retire for the night.
[21:38] <DM_Tol> In the morning, you head to the courtyard, and find a light breakfast as normal. Blake sits with the Dwarven friend from his earlier adventures.
[21:39] <DM_Tol> After a bit, the other patrons peel off and depart, leaving your group alone in the courtyard.
[21:39] * Athas asks for water and bread.
[21:41] <DM_Tol> After a longer wait, you see the shopkeeper dwarf enter the courtyard. Behind her is the dwarf you know from the private building.
[21:41] <DM_Tol> Behind him is a salty-looking dwarven male.
[21:41] <DM_Tol> They come straight away and sit at your table.
[21:42] <Shalanda> "Morning to you."
[21:42] <DM_Tol> DwarvenInformer: "This is Ivik. He works in supplies and inventory. He can help."
[21:42] <DM_Tol> Ivik: "Morning, yes, I s'pose so."
[21:43] * Athas nods

[21:43] * Berrian sits, watching
[21:43] <DM_Tol> Ivik: "Why in all blazes do you want to get below, to the Dark Folk?"
[21:44] <Shalanda> "We are after a man who is a threat to us, and very likely your kingdom as well."
[21:44] <DM_Tol> Ivik: "Stuff it, rather. I don't want ta know."
[21:45] <DM_Tol> Ivik: "You want to get in through the crates? Clever idea."
[21:46] * Shalanda nods, looking at the informant for giving the suggestion.
[21:46] <Athas> (brb again)
[21:48] <DM_Tol> Ivik: "We can get you in, and get you low, but it will take two days."
[21:48] <Berrian> "If that is what it takes."
[21:48] <DM_Tol> Ivik: "Otherwise, the crates would be too heavy or too many to get all of you in at once."
[21:49] <Athas> "We should bathe before we leave."
[21:54] <Shalanda> "Two days should be fine. Where do we need to be leading up to that point?"
[21:55] <DM_Tol> Ivik: "I can arrange it for the morning... at midnight, come to the docks."
[21:56] <DM_Tol> Ivik: "But it will be 20 gold."
[21:56] <DM_Tol> Ivik looks at each of you in turn.
[21:57] * Shalanda sighs, and extracts 20 gold coins.
[21:57] <DM_Tol> Ivik: "Not here... tonight."
[21:57] <DM_Tol> Ivik looks at Shalanda and then the rest, "20 gold for each passenger."
[21:57] * Berrian nods
[21:57] <Athas> "As you want."
[21:59] <DM_Tol> Ivik stands up.
[22:00] <DM_Tol> Ivik: "Tonight then."
[22:01] <DM_Tol> He turns and begins walking away.
[22:01] <DM_Tol> The other dwarves follow.
[22:01] * Shalanda nods.
[22:01] <DM_Tol> *** As this session of Können Land comes to a close ***

[20:22] <DM_Tol> *** Game Recap ***
[20:22] <DM_Tol> The party scored a series clandestine contacts in the upper city of the Dwarven kingdom deep within the mountains of Medigo.
[20:24] <DM_Tol> A lead from a shopkeeper, leading to a mysterious dwarf in an outer building, who brought another in on the conspiracy to supply worker... all coalescing into a plan to enter the depths of the dwarven kingdom.
[20:25] <DM_Tol> Ivik told the group after breakfast:"I can arrange it for the morning... at midnight, come to the docks."
[20:25] <DM_Tol> "20 gold for each passenger."
[20:26] <DM_Tol> *** As this session of Können Land begins ***
[20:26] <DM_Tol> It is late morning as the meeting with the dwarves ends.
[20:27] <DM_Tol> You have one day of preparing for the midnight attempt to stow yourselves into supply crates to be brought into the lower dwarven kingdom.
[20:28] <Blake` > (dog afk)
[20:30] <Blake` > (Back)
[20:31] <Ryu> "So we have until midnight, let us get our supplies ready for the voyage."
[20:31] <Berrian> "I will take one of the first, if there are no other volunteers."
[20:31] * Shalanda thinks if she needs anything before they go, other than a bath, a good meal, and a bathroom break before they leave.
[20:31] * Athas gathers his weapons, scrubs what needs to be scrubbed and stows some food with him.
[20:32] * Berrian prepares everything he would need within his cloak, for easy access.
[20:33] * Blake` also prepares
[20:33] * Ryu double checks his gear in preparation for the long crate trip
[20:34] <DM_Tol> Darce: "How... how long are we supposed to stay in these, er... crates?"
[20:35] <Shalanda> "As comfortably as we can muster. Though you might want to get yourself a crowbar or a slender dagger to pry yourself out if they decide to nail you in."
[20:35] * Athas looks at his axe and nods
[20:36] <Berrian> "I would think a day, maybe two? Of course, I would not want them opening the crate while we are still within."
[20:39] <Shalanda> "There is a slight problem I foresee though."
[20:39] <Athas> "Being?"
[20:39] * Shalanda 's eyes move to Athas' axe.
[20:39] <Shalanda> "Some of our weapons may be too big for a crate."
[20:39] <DM_Tol> Darce shivers.
[20:40] <Berrian> "hmm. I could possibly take them? I know that my longsword and bow will fit within my cloak."
[20:40] <Ryu> (How big are said crates?)
[20:40] * Athas looks at Berrian and holds his axe away.
[20:40] <Athas> "I will deal with the axe."
[20:41] * Athas looks at it. The axe shrinks down to a dagger.
[20:41] <Berrian> "Fair enough."
[20:41] * Shalanda looks at Athas oddly.
[20:41] <Shalanda> "How did you just do that?"
[20:42] <Athas> "The weapon takes the form I desire."
[20:44] <Shalanda> "Interesting. I suppose that just leaves me with finding a home for my scythe."
[20:45] <Berrian> "I do not think it would fit in my cloak."
[20:46] <Ryu> (guessing I can carry my sword with ease in it?)

[20:47] <DM_Tol> Darce looks on.
[20:47] <Shalanda> "I doubt it, but given a little protective measure I think it can survive a trip in the bag of holding I gave to Ryu earlier in the week."
[20:48] <Berrian> (actually, it only states each item no more than 10lbs, up to 1000lbs or 100 cuft. Perhaps the scythe would fit...)
[20:48] <Ryu> "Indeed."
[20:49] <DM_Tol> You spend the day pondering logistics and making final plans as nervousness sets in.
[20:49] <Blake` > (sign dog again)
[20:50] <Blake` > (sigh even)
[20:50] <DM_Tol> After dinner, you remain in the tavern awaiting the approach of midnight.
[20:50] <Shalanda> "Anyway, we should make sure to get our affairs in order and get ready to leave later. We'll likely attract some attention going out in full gear, so we'll likely have to go out when it's quieted down in town.
[20:50] <DM_Tol> (anything else before time to head down?)
[20:51] <Shalanda> (I suppose not)
[20:51] <Athas> (not from me, no)
[20:53] <Berrian> (I'm placing all gear within my cloak, aside from a dagger at my belt. I won't look much more than a traveler)
[20:54] <Ryu> (bulk of mine is in the bag of holding, save for my armor, cloak, and dragonling lol)
[20:56] <Shalanda> (I'll give my scythe to Berrian)
[20:56] <Ryu> (What don't trust me :-P)
[20:56] <Shalanda> (My character likes Berrian far more than she likes you.)
[20:56] <Athas> (ooooooooooooohhh)
[20:56] <Berrian> "I will test the cloak, it may hold the scythe."
[20:58] * Shalanda hands her beloved scythe to Berrian.
[20:58] * Berrian gently tries to place it in one of the many internal pockets.
[20:58] <Ryu> (*it shreds the inside of Berrian's nice cloak* XD)
[20:59] <DM_Tol> (special properties of your cloak?)
[21:00] <DM_Tol> As midnight approaches, you take your gear and head through town.
[21:00] <Athas> (*riiiiiip* "OK -- maybe not...")
[21:02] <DM_Tol> On the outskirts of town, you see the tunnel across the open space til the wall that leads down to the docks.
[21:02] * Shalanda looks around for guards.
[21:03] <DM_Tol> (roll percept)
[21:03] <DM_Tol> 1d20
[21:03] <TolBot> [DM_Tol's 1d20]: 10
[21:03] <Shalanda> 1d20+6
[21:03] <TolBot> [Shalanda's 1d20+6]: 16
[21:03] <Ryu> 1d20+3
[21:03] <TolBot> [Ryu's 1d20+3]: 12
[21:04] <Berrian> 1d20+11
[21:04] <TolBot> [Berrian's 1d20+11]: 26
[21:04] * Athas waits for a signal
[21:04] <Athas> 1d20+3
[21:04] <TolBot> [Athas's 1d20+3]: 6
[21:05] <DM_Tol> Berrian points out the guard sitting near the main gate that leads to the dwarven tunnels, but not one at the tunnel to the bay.
[21:05] <DM_Tol> Athas bumps into Darce in the dark chamber, knocking him to the ground.
[21:05] <DM_Tol> Darce picks himself back up, and glares at Athas.
[21:06] * Athas glares back.

[21:06] <Berrian> "Be silent. We do not want to be caught taking a midnight stroll."
[21:08] <Shalanda> "It looks clear, let's go."
[21:10] * Shalanda heads towards the entrance to the docks.
[21:13] * Athas moves as stealthily as a barbarian can
[21:14] <DM_Tol> (stealth checks from all)
[21:14] <Ryu> 1d20+3
[21:14] <TolBot> [Ryu's 1d20+3]: 12
[21:14] <Shalanda> 1d20+4
[21:14] <TolBot> [Shalanda's 1d20+4]: 19
[21:14] <Berrian> 1d20+13
[21:14] <TolBot> [Berrian's 1d20+13]: 15
[21:16] <Athas> 1d20+2
[21:16] <TolBot> [Athas's 1d20+2]: 16
[21:17] <Blake`> (back)
[21:17] <Blake`> 1d20+1
[21:17] <TolBot> [Blake`'s 1d20+1]: 11
[21:17] <DM_Tol> 1d20+6 for Darc
[21:17] <TolBot> [DM_Tol's 1d20+6 for Darc]: 22
[21:18] <Shalanda> (This is sad, I'm the stealthiest PC out of all of us)
[21:18] <DM_Tol> You all one by one make your way into the tunnel that leads down to the docks.
[21:18] <Berrian> (shal, only because of a good roll)
[21:19] <DM_Tol> You head down the long, good size, but roughly cut tunnel once again.
[21:20] <Athas> (don't need to be stealthy, I just need to marry my axe with an enemy's neck)
[21:20] <DM_Tol> The light quickly disappears, as you're left to rely on your your own sources.
[21:20] <DM_Tol> After a several minutes of steady descent, you arrive at the large room with crates on the side.
[21:21] <DM_Tol> You see or hear no one.
[21:23] * Shalanda finds a spot to sit and wait.
[21:24] <DM_Tol> After a couple minutes of waiting, you hear the larger double doors which lead to the dock crack open.
[21:25] * Athas peers around a corner
[21:25] <DM_Tol> Ivik walks towards you.
[21:25] * Blake` stays quiet
[21:26] <DM_Tol> Ivik carries a small glowing rock.
[21:26] <DM_Tol> He walks up to you and stands.
[21:26] * Athas waits for Ivik to make a move
[21:27] <Shalanda> "Hello"
[21:27] <DM_Tol> Ivik: "It is not perfect."
[21:27] <DM_Tol> Ivik: "It was difficult to arrange the supply deliveries to work out. I did what I could."
[21:28] <Shalanda> "Thank you for your efforts."
[21:28] <DM_Tol> Ivik: "We can only get half of you tonight."
[21:28] <DM_Tol> Ivik: "And..."
[21:29] <Berrian> "And?"
[21:30] <DM_Tol> Ivik: "There's good news... we can get you INTO the dark kingdom."
[21:30] <Athas> (brb -- someone creeping around hte house...)
[21:30] <DM_Tol> Ivik: "But, "
[21:31] <Shalanda> "The dark kingdom is what you refer to the home of the gnomes?"
[21:31] <DM_Tol> Ivik: "Where I have the crate going first... you must stay there hidden away."
[21:31] <DM_Tol> Ivik nods at Shalanda.
[21:32] * Shalanda looks at the others.

[21:33] <Berrian> "Longer crate ride. Fun."
[21:33] <DM_Tol> Ivik: "I do not know how long it will be until you will be moved a second time. I hope two days."
[21:34] <Shalanda> "I'll take the first trip, and I recommend Blake and Zahira take the second trip, only because Blake the only other person who can speak the dwarven tounge and Zahira knows the area. Anybody want to volunteer to stay for the 2nd trip instead of the 1st."
[21:34] <DM_Tol> Ivik looks around at you. "Too much stuff."
[21:35] <Blake` > "Sounds good to me"
[21:35] <Blake` > "I can take the second trip"
[21:35] <Athas> (He ain't gonna lurking around here no more...)
[21:35] <Ryu> "I'll go in the first trip."
[21:35] <Athas> "I will take the second trip."
[21:35] * Shalanda looks at Berrian.
[21:36] <DM_Tol> "You must take only the gear you absolutely need. If the crates weigh too much, it will not transport."
[21:36] <Shalanda> "You ok for the 1st trip?"
[21:36] <DM_Tol> Ivik: "You must reduce your weight."
[21:36] <Berrian> "I will do the first trip."
[21:36] <Ryu> (pretty much everything I have is in the bag of holding, save for the leather armor I'm wearing)
[21:36] <Athas> (OK -- Adkins diet and I'll hit the gym)
[21:36] <Berrian> "I can also take anything extra."
[21:37] <DM_Tol> (ok, then he looks at the rest of you)
[21:37] <Berrian> (Between the bag of holding and my cloak, we shouldn't have much trouble with excess items)
[21:37] <DM_Tol> (Yes, but you haven't stowed it there yet)
[21:38] * Shalanda takes off her backpack, pulls out her last 3 days of rations & waterskin, and hands the pack to Berrian.
[21:38] <Shalanda> "Do you mind?"
[21:38] <Berrian> "I will find room."
[21:38] <DM_Tol> After consolidating everything you can into the two special carriers, you reduce your weight.
[21:39] * Berrian takes the pack and stows the items into as many pockets as needed.
[21:39] <DM_Tol> Ivik: "Very good. That will work. In another hour, we will go to the dock where the crates are waiting. But it will be tricky."
[21:39] <DM_Tol> Ivik sits on a box.
[21:41] <DM_Tol> Ivik: "In the morning, your crates will be rolled into the kingdom. I have arranged them placed in a storage area deep in the reserves, far down into the mountain. You should be safe to come out of the crate, if it is possible, but I can not control which will get stacked on top of each other."
[21:42] <Athas> "How long will this take?"
[21:42] <DM_Tol> Ivik: "And it will be very crowded in the storage chamber. You must remain there, inside. You will be killed at first sight if you emerge from that room."
[21:42] <Ryu> "Sounds fun."
[21:42] <DM_Tol> Ivik: "Two hours to get to the storage."
[21:42] <DM_Tol> Ivik: "But then you must wait until I can come and arrange your transport. I will come when I can... two days, three maybe."
[21:43] <DM_Tol> Ivik dangles his feet.
[21:43] <DM_Tol> Darce: "So am I going tonight or tomorrow?"
[21:43] * Shalanda nods, understanding the instructions.
[21:43] * Ryu stretches and prepares for the long trip

[21:43] <Berrian> "We do what we must."
[21:44] * Athas secures his daggers and gets ready for a lot of sitting
[21:44] <Shalanda> "I suppose if there is room enough tonight, so we don't have to worry about room problems for the 2nd trip.
[21:49] <Ryu> (making sure my connection didn't die)
[21:49] * Shalanda takes a couple cleansing breaths, while she awaits the appointed time.
[21:49] <DM_Tol> Ivik stands, "It is time."
[21:49] <DM_Tol> Ivik: "Who is going?"
[21:49] <Ryu> "I"
[21:49] * Shalanda stands
[21:50] * Shalanda then looks over at Berrian and Darce.
[21:50] <Berrian> "I go tonight"
[21:50] <DM_Tol> Darce moves forward.
[21:51] <Blake` > "Good luck"
[21:53] * Athas watches Ivik.
[21:53] <Shalanda> "Thanks, but I think you may need it more than we will."
[21:55] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) Quit (Ping timeout: 246 seconds)
[21:56] <DM_Tol> Ivik motions for you four.
[21:56] * Berrian moves forward.
[21:57] * Ryu follows
[21:57] * Shalanda follows Ivik
[21:58] * Athas looks arond
[22:00] <Athas> (waiting for the sting to drop)
[22:01] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood
[22:03] <DM_Tol> Ivik takes you to the double bay doors, steps outside and then back in.
[22:03] <DM_Tol> Ivik: "Come"
[22:03] <DM_Tol> He leads you just out onto the dock.
[22:03] * Shalanda follows close by.
[22:05] <Blake` > (grr having a terrible night, brb again)
[22:06] * Athas follows far behind
[22:07] <Ryu> (wife asked me why I have an empty pepsi box under my desk... I jus' smiled... so she pulled it out and discovered why. Jynx was sleeping in it. lol)
[22:07] <DM_Tol> Ivik: "Alright, all of you to those four crates. The tops are not nailed. I will come an secure you after awhile. Don't be seen, there is a guard on duty on the docks."
[22:07] * Ryu hops in one of the crates, and makes himself comfortable
[22:08] * Berrian does likewise
[22:08] * Shalanda picks a crate and slides in quietly.
[22:08] <Blake` > (back)
[22:08] <Athas> "What of us that are going in the second set?"
[22:08] <DM_Tol> You move the 50 yards down to the set of 4 crates.
[22:09] <Shalanda> (You get to go in 2 days or so)
[22:10] <DM_Tol> (they go next day)
[22:12] <DM_Tol> Darce sneaks down and hops in the last crate.
[22:13] <DM_Tol> After a bit of time, Ivik comes by and tosses various items in your crate and seals it up.
[22:14] <Athas> (brb)
[22:14] <DM_Tol> You hear nails sealing your crate.
[22:15] * Shalanda thinks to herself this will not be a pleasant trip, and is thankful she went to the bathroom before she left.
[22:15] <DM_Tol> The rest of you return to the inn, satisfied with the arrangements, ready to return the next night.

[22:16] <DM_Tol> Inside the crates, you get quite uncomfortable after a few hours. Eventually you hear some activity outside the boxes. In time, you feel motion and then regular movement. The movement makes the dwelling exponentially more uncomfortable.

[22:16] <DM_Tol> Some of you feel nautilus.

[22:16] <Athas> (you mean nauseous?)

[22:16] <DM_Tol> (hehe... nauseous.)

[22:17] <Shalanda> (I feel sea-worthy)

[22:17] * Berrian tries to meditate

[22:19] <DM_Tol> To the second group, you pass the day and then await the midnight reneevous.

[22:19] <DM_Tol> (rendevouz)

[22:19] * Athas waits

[22:19] <DM_Tol> (ack)

[22:19] * Shalanda adjusts her cloak into a pillow, and her dress into some padding and tries to meditate.

[22:20] <DM_Tol> You wait in the the large room by the docks with all the crates until Ivik arrives.

[22:21] * Ryu meditates on strengthening his sword bond for lack of better things to do

[22:23] * Athas pledges to sate the thirst of his gods.

[22:24] <DM_Tol> When Ivik arrives, he waits with you and then leads you to the bay doors towards the dock.

[22:24] <DM_Tol> Ivik: "I have three more crates ready for the same destination of the supply room."
"

[22:25] <DM_Tol> (forgot to rp the 20 gold from each the previous night... shall we assume you did so?)

[22:25] <Athas> (I gave it to him)

[22:26] <Blake` > (i also did)

[22:26] <DM_Tol> Ivik asks for the money.

[22:26] <Shalanda> (Yeah we can assume that, or he could have forgotten 😊)

[22:26] <DM_Tol> Zahira hands it over.

[22:26] <DM_Tol> He points out the crates, 'Go, get in and I'll seal it up.'

[22:27] * Athas drops the coins in the dwarf's hand.

[22:27] * Athas climbs into his crate

[22:28] * Blake` loads up into the crate

[22:28] <DM_Tol> After a few moments, Ivik comes and seals up your crates, after tossing some rope and random items on top.

[22:28] <DM_Tol> (for each group:)

[22:29] <Athas> (random items? t-shirts? books?)

[22:30] <Shalanda> (For you a mix tape of "She Who Steals" greatest hits)

[22:31] <DM_Tol> After a time in the crate, it begins to move.

[22:31] <Athas> (gah -- I hate nature music)

[22:33] <DM_Tol> For each of you, the two hour trek of rolling, bumping through unknown spaces in nauseating.

[22:34] <DM_Tol> Darkness is all you know, and the uncomfortableness of sitting, laying atop dry goods and mundane supplies.

[22:34] <Athas> (so... it's like my work commute. I can live through that)

[22:34] <DM_Tol> After the two hours, you are secured to rest.

[22:35] <DM_Tol> All goes silent.

[22:35] <DM_Tol> (Anyone going to try and emerge from your crate?)

[22:36] <Athas> (Not until I know we're secure in our new digs)

[22:36] <Shalanda> (I'll stay put for now)

[22:36] <Blake` > (same)

[22:36] <DM_Tol> Time passes unknown. Your limbs are full of stiffness you've not know. You smell of urine and sweat.

[22:36] * Berrian nibles on a ration whenever he gets hungry.

[22:37] <DM_Tol> You feel at least a day has passed in the darkness, the stillness.

[22:38] <DM_Tol> (endurance check, all)

[22:38] <Berrian> 1d20+10

[22:38] <TolBot> [Berrian's 1d20+10]: 18

[22:38] <DM_Tol> (DC 13)

[22:38] <Blake` > 1d20+10

[22:39] <TolBot> [Blake`s 1d20+10]: 25

[22:39] <Shalanda> 1d20+8 vs 13

[22:39] <TolBot> [Shalanda's 1d20+8 vs 13]: 12

[22:39] <Shalanda> (Grrr)

[22:39] <Ryu> 1d20+8

[22:39] <TolBot> [Ryu's 1d20+8]: 22

[22:40] <DM_Tol> Shalanda, after several hours, you feel a pinching pain in your neck that won't go away. (You are now losing 1 HP per hour as long as you remain in the crate.)

[22:40] <Athas> 1d20+9

[22:40] <TolBot> [Athas's 1d20+9]: 16

[22:40] * Shalanda will attempt to emerge from her crate.

[22:42] <DM_Tol> (Strength check, DC20 to open crate)

[22:42] <Shalanda> 1d20+6

[22:42] <TolBot> [Shalanda's 1d20+6]: 19

[22:42] <DM_Tol> Shlanada, you try for a time, and hear some creaking, but it is not open. You are in pain.

[22:43] * Ryu feels they've been in the crate long enough and will try to exit as well

[22:43] <DM_Tol> (You can keep rolling for each hour one roll)

[22:43] <DM_Tol> (Roll, Ryu)

[22:43] <Ryu> 1d20+2

[22:43] <TolBot> [Ryu's 1d20+2]: 21

[22:43] <DM_Tol> Many of you begin to feel as if you've been waiting too long.

[22:43] <Athas> 1d20+9

[22:43] <TolBot> [Athas's 1d20+9]: 23

[22:43] * Shalanda will pull out one of her daggers and put a hole in the side of the crate to see out of.

[22:43] <DM_Tol> 1d100 Ryu 20% chance crate is blocked.

[22:43] <TolBot> [DM_Tol's 1d100 Ryu 20% chance crate is blocked.]: 91

[22:43] <DM_Tol> 1d100 Athas 20% chance crate is blocked.

[22:44] <TolBot> [DM_Tol's 1d100 Athas 20% chance crate is blocked.]: 7

[22:44] * Blake` also attempts to open up his crate

[22:44] <Athas> (what should we roll to get out?)

[22:44] <DM_Tol> Ryu, you pop the top off your crate, and see more darkness, and stale air.

[22:44] <Athas> (straight strength?)

[22:44] * Berrian continues to wait within the crate.

[22:44] <Blake` > 1d20+4

[22:44] <TolBot> [Blake`s 1d20+4]: 10

[22:44] <DM_Tol> Athas, you feel your should've been able to open the crate, but it must be stacked, for you can not budge it.

[22:45] <DM_Tol> 1d100 Shalanda 20% chance crate is blocked.

[22:45] <TolBot> [DM_Tol's 1d100 Shalanda 20% chance crate is blocked.]: 53

[22:45] * Ryu wishes he had darkvision so he could see the other crates and ponders risking his

everburning torch

[22:45] <DM_Tol> (Shalanda, you can keep rolling Str. Each attempt is an hour)

[22:45] <Shalanda> (Well if I could see outside my crate by putting a hole in it, I'd try to feystep out of it.)

[22:45] * Athas feels around for where the sides of hte crate meets the bottom

[22:46] * Ryu decides to go by ear and look for an unburied crate thats moving (eg: Shalanda's and assist in opening it)

[22:46] <DM_Tol> Shal, you manage to get a crack in the crate, with your blade. You see nothing outside it.

[22:46] * Shalanda quietly swears to herself in elvish.

[22:47] <DM_Tol> (ah, good plan)

[22:47] * Shalanda tries to position herself so her back is to the bottom of the crate for leverage to push with her legs.

[22:47] <Shalanda> 1d20+6 dc 20

[22:47] <TolBot> [Shalanda's 1d20+6 dc 20]: 17

[22:47] <DM_Tol> Shalanda, the pain is excruciating.

[22:47] <DM_Tol> (fail)

[22:48] * Blake` attempts to reposition in order to kick the top off

[22:48] <DM_Tol> Ryu, looking around, you see and hear nothing descript. Only some movement noises.

[22:48] * Athas tries to pry out the side of hte crate from the bottom

[22:49] * Ryu decides to risk his everburning torch (can I leave it in the bag and slightly open it to only let out limited light?)

[22:49] <DM_Tol> (sure)

[22:49] <Ryu> (just enough that I can see around and look for any moving crates)

[22:49] <DM_Tol> Athas, you have not enough room to maneuver any prying.

[22:49] * Shalanda whispers "A little help here... ow damn it?"

[22:49] <DM_Tol> Shalanda, you see light coming into your crate through the hole you made.

[22:50] <DM_Tol> You see the top of a crate near yours through the hole.

[22:50] * Ryu whispers "Where are you all at? I'm out"

[22:50] <DM_Tol> Several of you hear Ryu.

[22:50] * Shalanda looks through the crack she made, in attempts to find a safe spot to navigate to through the feywild.

[22:50] * Athas looks around and tries to ram himself into the side, maybe he can get it to move and topple over the crate on top

[22:51] <DM_Tol> You see the top of a crate near yours through the hole.

[22:51] <Shalanda> (Anything on top of that crate?)

[22:51] <DM_Tol> (no)

[22:51] * Berrian knocks gently on the side of his crate. "Over here. I'm fine."

[22:51] * Shalanda feysteps to the top of that crate, and grabs the back of her heck.

[22:51] <DM_Tol> Ryu, you see Shalanda appear in the dim light.

[22:51] <Shalanda> (err neck not heck)

[22:52] <DM_Tol> The room is not large, it is more of an alcove off of a hallway... ie. no closed door.

[22:52] <Ryu> (that answers that)

[22:52] <DM_Tol> You immediate worry about this fact. You are now exposed to someone who might look in from the hallway beyond.

[22:52] <DM_Tol> 1d100

[22:52] <TolBot> [DM_Tol's 1d100]: 69

[22:53] <DM_Tol> 1d100 for DC21 for Blake's crate to be unblocked.

[22:53] <TolBot> [DM_Tol's 1d100 for DC21 for Blake's crate to be unblocked.]: 24

[22:53] <Shalanda> "Ah crap."

[22:53] * Ryu moves back to his crate and closes the bag as that thought crosses his mind
[22:54] <DM_Tol> Shalanda, you find yourself alone, in the dark, sitting atop a crate.
[22:55] <DM_Tol> (4 HPs total damage. No more accumulating)
[22:56] <DM_Tol> The darkness takes you again. In your crates, the cramping is nearly maddening.
[22:56] * Berrian tries to reposition into a more comfortable position.
[22:57] * Shalanda sighs to herself, alone in the dark, atop a crate.
[22:58] <DM_Tol> Shalanda, stay quiet and alone, but able to stretch your limbs. Only once in some half a day do you hear and see anyone pass the hall. Seemingly two dwarves, passing by.
[22:59] * Athas sits still and waits for a signal
[22:59] <DM_Tol> The stench of your crates is awful. Your mind plays tricks on you.
[23:00] <DM_Tol> (Insight checks, all)
[23:00] <Shalanda> (How many days has it been now since my group got crated?)
[23:00] <Shalanda> 1d20+11
[23:00] <TolBot> [Shalanda's 1d20+11]: 24
[23:00] <Athas> 1d20+3
[23:00] <TolBot> [Athas's 1d20+3]: 5
[23:01] <DM_Tol> Your insight begins to tell some of you that it has been more than three days, and that your contact has abandoned you.
[23:01] <Berrian> 1d20+6
[23:01] <TolBot> [Berrian's 1d20+6]: 13
[23:01] <Blake` > 1d20+5
[23:01] <TolBot> [Blake`s 1d20+5]: 8
[23:01] <Shalanda> "Time to get out of your crates. It looks like we are in the wrong spot and something has gone wrong."
[23:01] <DM_Tol> (ok, it only tells Shalanda.)
[23:02] <DM_Tol> You all hear Shalanda clearly.
[23:02] <Athas> "I swear to Old Man Iron -- he will drink the blood of that treacherous dwarf."
[23:02] * Berrian tries to get out of his crate
[23:03] <Shalanda> "I doubt he betrayed us entirely at least, otherwise we'd be at the mercy of the guard by now."
[23:03] * Shalanda cracks her still stiff neck.
[23:03] <Berrian> 1d20+4
[23:03] <TolBot> [Berrian's 1d20+4]: 16
[23:03] * Blake` tries again to escape also
[23:03] <Blake` > 1d20+5
[23:03] <TolBot> [Blake`s 1d20+5]: 16
[23:03] <DM_Tol> (Shall, you helping them get out?)
[23:04] <Berrian> "I think I need some help."
[23:04] * Athas tries to hit the side of hte crate with his elbow
[23:05] * Shalanda stands up, her bones and joints creaking, and tries to help whomever is closest first.
[23:05] <DM_Tol> After an hour of listening, and shuffling crates around, with Shalanda's help, you all are out of your crates, cramped in what little room is left in the alcove, surrounding by wooden boxes and barrels.
[23:05] <DM_Tol> The last to get free is Athas, since you needed to move a crate off of his.
[23:05] * Blake` whispers "That was horrible"
[23:06] <DM_Tol> The other crate slides to the side, falling against the wall, knocking another over, which crashes down.
[23:06] <DM_Tol> The loud noise overwhelms your senses that have know only silence for days now.
[23:06] <Berrian> "Do you feel that 20gp each means we are entitled to some of these items, since the plan did not go through properly?"

[23:07] <DM_Tol> All goes silent once more.

[23:07] <DM_Tol> Until you hear footsteps coming down the hall towards your storage room.

[23:07] <Shalanda> "I could care less, but geez the smell in here is really bad now that you all have been exposed to the air."

[23:07] * Berrian grabs some items and tosses them in his cloak.

[23:07] * Athas stretches. "I will split that dwarf in half like a bundle of grasses."

[23:08] * Shalanda puts her finger tip to her lips and very quietly goes "ssshhhhhh"

[23:08] <DM_Tol> You hear a dwarven voice call out, "Oi, is someone there?"

[23:08] <DM_Tol> *** As this Session of Können Land comes to a close ***

[20:03] <DM_Tol> *** Game Recap ***
[20:04] * Harlequin_J_Goat is now known as Athas
[20:04] <DM_Tol> The party engaged its plan to enter the depths of the Dwarven kingdom. Tucked into storage crates, in turn each were rolled into some dark storage area in a hall below a chamber down a tunnel unknown.
[20:07] <DM_Tol> After grueling days tucked away, bathing in your own sweat and urine, cramped beyond belief, nauseating and taxing, you emerge from your crates.
[20:07] <Athas> (I am so firing my travel agent)
[20:07] <DM_Tol> In the dark of darkness, the kind of darkness that affords not the sight of the hand before your face, you sit in quiet, sparingly allowing the glow of your glowing rod.
[20:08] <DM_Tol> Having given up on your guide reappearing, you prepare to do something next on your own.
[20:08] <DM_Tol> At such time, Ryu's crate smashes another to the ground, alerting a figure who comes downy he hall.
[20:09] <Shalanda> (way to go Ryu)
[20:09] <DM_Tol> You hear footsteps approaching.
[20:09] <DM_Tol> You hear a dwarven voice call out, "Oi, is someone there?"
[20:09] <DM_Tol> *** As this session of Können Land begins ***
[20:09] * Athas stretches and twists his torso.
[20:10] * Shalanda goes completely motionless, like a kid with his hand caught in the cookie jar
[20:10] * Athas steps back into the crate.
[20:11] * Shalanda ponders the situation.
[20:12] * Berrian stands ready, drawing his weapons from his cloak.
[20:12] <Ryu> (I don't remember knocking my crate over...)
[20:12] * Warbudgie (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood
[20:12] * Warbudgie is now known as Blake`
[20:12] <Shalanda> (It was all his fault)
[20:13] <Blake` > (here but got the dog to deal with of course)
[20:13] <Shalanda> (and his meddlesome dog too)
[20:13] <DM_Tol> (it was Athas, sorry)
[20:13] <DM_Tol> [23:05] <DM_Tol> The last to get free is Athas, since you needed to move a crate off of his.
[20:13] <Ryu> (Hah! It was the crate on top of Athas lol)
[20:14] <DM_Tol> [23:06] <DM_Tol> The other crate slides to the side, falling against the wall, knocking another over, which crashes down.
[20:14] <DM_Tol> [23:06] <DM_Tol> The loud noise overwhelms your senses that have know only silence for days now.
[20:14] <DM_Tol> [23:07] <DM_Tol> All goes silent once more.
[20:14] <DM_Tol> [23:07] <DM_Tol> Until you hear footsteps coming down the hall towards your storage room.
[20:14] <DM_Tol> (yep)
[20:14] * Shalanda slowly draws one of her daggers, and tries to tip-toe to the edge of their little storage alcove.
[20:15] <Shalanda> (I want to place myself by a wall, where I shouldn't be seen by anybody coming down, but close enough to grab them when they pass.)
[20:16] <DM_Tol> (noted)
[20:16] <DM_Tol> The footsteps approach and you detect a little light approachng.
[20:17] <DM_Tol> Darce gulps.

[20:18] * Athas readies a dagger as he retreats into the shadows of the crate.
[20:18] * Ryu sits as still and quietly as possible, his hand resting on the hilt of his blade
[20:19] <DM_Tol> (for all those not in crates (just Shalanda?), roll a stealth check.
[20:19] <Athas> (i'm in one)
[20:19] <Athas> (brb)
[20:20] <Shalanda> 1d20+4
[20:20] <TolBot> [Shalanda's 1d20+4]: 5 (That stinks.)
[20:20] <Shalanda> (Stinks just like me)
[20:21] <DM_Tol> (hehe)
[20:21] <DM_Tol> Shalanda, the light gets near as the one holding it enters the storage room.
[20:22] <Athas> (powerword: cologne?)
[20:22] <Ryu> 1d20+3
[20:22] <TolBot> [Ryu's 1d20+3]: 10
[20:22] <DM_Tol> You hear the dwarven-shaped figure hop and shriek. "Agh!"
[20:22] <Athas> (I don't smell that bad)
[20:22] <Shalanda> (Would like to grab said dwarf, before he has a chance to run or draw a weapon (if one not already drawn))
[20:23] <Berrian> 1d20+13
[20:23] <TolBot> [Berrian's 1d20+13]: 24
[20:23] <DM_Tol> Shalanda grabs at the dwarf, as it falls back onto a crate, the lid slipping off, and he falling inside, right on top of Athas.
[20:24] <DM_Tol> Athas, you are smooshed as the heavy Ivik falls on top of you.
[20:24] <Shalanda> "Ivik?"
[20:24] * Berrian stays in the darkness
[20:24] <DM_Tol> Ivik: "Holy Blookers, you scared me."
[20:25] <Shalanda> "Well that is understandable, I can be intimidating."
[20:25] <DM_Tol> Ivik struggles to upright himself, his foot planting on your head, Athas.
[20:25] * Athas shoves them away.
[20:26] <DM_Tol> (and a poor hider.)
[20:26] <Athas> "Have a care, short man."
[20:26] <Shalanda> (Stealth is not exactly a cleric's strong suit)
[20:28] <Shalanda> "So where are we Ivik?"
[20:28] <DM_Tol> Ivik after some struggle rights himself and shuffles out of the crate.
[20:28] * Athas tries to straighten out his cloak and furs.
[20:31] <DM_Tol> Ivik stands up and looks around.
[20:32] <DM_Tol> He sniffs.
[20:32] <Shalanda> "Don't ask"
[20:32] <DM_Tol> Ivik: "It smells in here."
[20:32] <Shalanda> "In fact, don't say... anything."
[20:32] <DM_Tol> Ivik looks at Shalanda, "I brought water."
[20:32] * Blake` keeps quiet
[20:32] <Blake` > (am I still stuck in my crate?)
[20:32] * Shalanda smiles.
[20:32] <DM_Tol> Ivik moves towards the door and pucks up a bag he dropped when he scared.
[20:33] <Athas> "Next time, you can travel with us."
[20:33] <DM_Tol> He pulls out 5 skins of water, and passes them around.
[20:33] <DM_Tol> Ivik: "I thought you'd need water."
[20:33] <Shalanda> "Thank you. I am a little dehydrated."
[20:35] * Ryu drinks from his own skin after he pulls it from the bag of holding
[20:36] <DM_Tol> Darce takes a skin, and pours some of it over his head, and drinks more.
[20:36] <DM_Tol> Darce, "Ah".

[20:36] * Athas steps out from the crate
[20:36] * Blake` tries to get out of his crate again
[20:37] * Berrian passes on the water. "I have my own."
[20:37] <DM_Tol> (Warb, I never realized you are here. LOL)
[20:37] <Blake` > (i had to deal with the dog)
[20:37] <DM_Tol> (you are out of your crate.. everyone got free, but hid back inside when you heard someone coming. But it turned out to be your guide Ivik)
[20:38] <Athas> (and apparently we smell worse than corpses left out in the sun)
[20:39] <Blake` > (hehe)
[20:39] * Blake` comes back out of his crate also
[20:40] <DM_Tol> Darce passes Blake a fresh skin of water.
[20:40] <DM_Tol> Ivik: "We're alright, this area is not used."
[20:40] * Athas takes one of his dagger and frowns. It shimmers once and becomes a two-headed axe again.
[20:40] <Shalanda> "How or why did we get here, if this area isn't used?"
[20:40] * Blake` enjoys a drink
[20:40] <DM_Tol> Ivik: "I.. I wondered how you would fare, but you all seem to have made it?"
[20:41] <Blake` > "that was a terrible experience"
[20:41] <DM_Tol> Ivik: "I changed the orders on the crates. You were marked contingent supplies."
[20:42] * Shalanda rubs her neck.
[20:42] <DM_Tol> Ivik: "It was the best I could do. But..."
[20:43] <DM_Tol> Ivik: "I could not get the crates sent to the Kingdom below, to the Gnomes."
[20:43] <Blake` > "Well it worked, just lets hope we don't need to do that again"
[20:44] <DM_Tol> Ivik: "You will have to make it in. A gate is not far."
[20:44] * Shalanda nods
[20:46] <Athas> "What do we do from there?"
[20:46] <DM_Tol> Ivik: "There's more. In asking about the lower kingdom, I heard of this Master D."
[20:47] <Shalanda> "Oh?"
[20:47] <Blake` > (brb again)
[20:47] <DM_Tol> Ivik: "They say he is there, he paid them and they took him in. Into the Core Source."
[20:48] <Athas> "What's that?"
[20:48] <Shalanda> "He paid them... I wonder if we can do similiar?"
[20:48] <DM_Tol> Ivik: "The Core Source. The Gnomes are a people of dark magic... The Core Source is the center of our their magic."
[20:49] <DM_Tol> Ivik: "An evil people they are, the Dark Gnomes below. This is why I am helping you... There are some of us not pleased with the relationship with the kingdom since the tunnels merged a generation ago.
[20:50] <DM_Tol> Ivik: "We closed our gates to the people of the land. And became beholden to their dark protection."
[20:50] <Blake` > (back)
[20:50] <Shalanda> "So your kingdom and the gnomish kingdom have a relationship?"
[20:51] <DM_Tol> Ivik: "They do. And if this Master D is their agent, then we wish for you to do away with him."
[20:51] <Blake` > "Seems like this works out for both of us"
[20:51] <Berrian> "It sounds like your wishes and our wishes mesh."
[20:51] <Shalanda> "I agree."
[20:51] <DM_Tol> Ivik: I can get you to the gate."
[20:52] * Athas looks a little concerned about all this magic
[20:53] <DM_Tol> Ivik: "But where to go once inside, I can not help. Only just in have I ever been."

Few have."

[20:54] <DM_Tol> Ivik: "It is an evil kingdom, filled with chaos."

[20:55] <DM_Tol> Ivik looks down: "Kill as many as you can along the way. No others will notice. Any of the gnomes would kill you upon sight."

[20:55] <Shalanda> "Well I'm sure Athas's knuckles can convince a gnome to co-operate as a guide."

[20:56] <Berrian> "I would prefer to be stealthy, than begin a war with a whole civilization."

[20:56] <DM_Tol> Ivik: "They corrupt our court, and the enslave our security."

[20:56] <DM_Tol> Ivik: "But they have little organization... so you have a chance, I think, to make it through their tunnels, to the Core Source, or to this Master D."

[20:59] <Shalanda> "Before we head to the gate, any other advice or information you can share?"

[20:59] <DM_Tol> Ivik rubs his chin.

[21:02] <Shalanda> "Ok, then. Lead the way."

[21:02] <Athas> "How many of them are there, and do you care if some die?"

[21:02] <DM_Tol> Ivik: "How many of the Gnomes? I do not know, but in all the cities? Thousands."

[21:02] <Shalanda> "I'd rather not kill the dwarves."

[21:02] <DM_Tol> Ivik looks at Shalanda, "You shall not kill any of our people."

[21:03] <Shalanda> "I've gone to great lengths thus far not to."

[21:04] <DM_Tol> Ivik: "Prepare then to depart. We should be there in a couple hours."

[21:04] <Shalanda> "Is there a water source along the way?"

[21:05] <Athas> (brb again)

[21:06] <Blake` > "Good question, anything we should know about, things we might not know about being from the surface"

[21:06] <DM_Tol> Ivik: "There is no well room this far down."

[21:06] <DM_Tol> Ivik: "Yes, wait, there is... sorta. Let's get going then... first to some water."

[21:07] <Shalanda> "Ok"

[21:08] <DM_Tol> Ivik heads to the exit.

[21:08] <DM_Tol> He turns around, "Do you have... hoods?"

[21:08] <Blake` > "Do we need one?"

[21:08] <DM_Tol> Ivik: "And try not to look so, " he looks at Athas, "so tall."

[21:09] <Ryu> (Everlasting Provisions: Provides enough food and water for 5 medium creatures for 24 hours)

[21:09] <Shalanda> (Does my cloak of resistance have one? I assume it does.)

[21:09] <DM_Tol> (sure)

[21:09] <Shalanda> "I do"

[21:10] * Ryu flips his hood up

[21:10] * Berrian places his weapons under his cloak, but at the ready.

[21:11] <DM_Tol> Ivik turns and heads out.

[21:11] <DM_Tol> Darce looks up at Blake: "Do I need to not be so tall?"

[21:11] * Athas lowers himself slightly and tries to look simple.

[21:11] <DM_Tol> Darce chuckles.

[21:12] * Blake` chuckles

[21:12] <Blake` > "I heard gnomes are pretty short'

[21:13] <Berrian> "I have plenty of water. And food."

[21:14] <DM_Tol> Ivik: "If we encounter anyone, just keep your heads down and stay quiet."

[21:15] * Blake` nods

[21:15] * Athas nods

[21:16] <Berrian> (I have rain, could get worse. fyi)

[21:16] <DM_Tol> Ivik walks on, turning to the right.

[21:17] <DM_Tol> He heads along a roughly hewn tunnel, short but wide.

[21:17] * Berrian follows, slightly hunched with his hood drawn up

[21:17] <Athas> (the baseball game I was going to go to is still on rain delay...)
[21:17] <DM_Tol> He passes hall to the left and right, turns here, and not there."
[21:17] <DM_Tol> (perception check)
[21:18] <Berrian> 1d20+11
[21:18] <TolBot> [Berrian's 1d20+11]: 28
[21:18] <Shalanda> 1d20+6
[21:18] <TolBot> [Shalanda's 1d20+6]: 18
[21:18] <Athas> 1d20+3
[21:18] <TolBot> [Athas's 1d20+3]: 14
[21:18] <Ryu> 1d20+3
[21:18] <TolBot> [Ryu's 1d20+3]: 18
[21:19] <Blake`> 1d20+3
[21:19] <TolBot> [Blake`s 1d20+3]: 17
[21:20] <DM_Tol> Berrian, you see marking on the wall at several intersections, subtle as they are. You suspect they are navigation related.
[21:21] <DM_Tol> In time, you come to a small room, two tables are along the wall and a hole in the ground has a rope dangling inside.
[21:21] <DM_Tol> Ivik takes his glowing rod and looks down the hole, "Dry." No water here.
[21:21] <Athas> (hey... my gps don't work...)
[21:22] <DM_Tol> (Can you hear me now?)
[21:22] <DM_Tol> ("Anybody got any bars?")
[21:22] <Shalanda> (HUH?)
[21:23] <Blake`> (like a steel bar?)
[21:23] <Berrian> "We should be fine with water. Shall we head towards the gnome kingdom now?"
[21:23] <Athas> (Oh, lord -- Bars don't mean service.... and I can't even count how many times I've told people that...)
[21:24] <Athas> "What sort of spellcasters are these gnomes?"
[21:28] <DM_Tol> Ivik stands and heads for the entryway, squeezing past, "Watch it."
[21:28] * Shalanda 'shortens' her height.
[21:28] <DM_Tol> Ivik walks on, turning left, "Fey magic. Most of them exude it."
[21:29] <DM_Tol> An hour more you trudge along, until you see two dwarves, one carrying a lantern move by you in the wide hallway.
[21:29] <Athas> "So... what she does?"
[21:29] * Athas points to Shal
[21:29] <DM_Tol> Ivik: "Shh."
[21:30] <DM_Tol> Ivik seems to nod as they walk by.
[21:30] <DM_Tol> They move along past you.
[21:30] <DM_Tol> (anyone not keeping your head down? saying hi, or anything?)
[21:31] * Blake` keeps his head down as asked
[21:31] <Shalanda> (I'm ok with not being social)
[21:33] <Ryu> (I as well)
[21:33] <Athas> (I let my axe handle my social calendar)
[21:35] <DM_Tol> Just past you, one of the dwarves stops and turns to look. Ivik is looking back, nervously.
[21:35] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) Quit
[21:36] <DM_Tol> (Let's see a Bluff check to see how nondescript you've made yourselves)
[21:36] <DM_Tol> 1d20
[21:36] <TolBot> [DM_Tol's 1d20]: 7
[21:36] <Shalanda> 1d20+4
[21:36] <TolBot> [Shalanda's 1d20+4]: 11
[21:36] <DM_Tol> (Bluff from everyone)

[21:36] <Ryu> 1d20+2
[21:36] <TolBot> [Ryu's 1d20+2]: 16
[21:36] <Athas> 1d20+2
[21:36] <TolBot> [Athas's 1d20+2]: 3 (Better luck next time.)
[21:37] <Athas> (D'oh!)
[21:37] <Ryu> (Nice... really nice)
[21:37] <Shalanda> (I don't think the Jolly Green Giant passed)
[21:37] <DM_Tol> 1d20 for Darce
[21:37] <TolBot> [DM_Tol's 1d20 for Darce]: 11
[21:37] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) has joined #grovewood
[21:37] <DM_Tol> (Bluff check, Blake)
[21:37] <Berrian> 1d20+4
[21:37] <TolBot> [Berrian's 1d20+4]: 12
[21:37] <Athas> (see -- I told you I let my axe take care of my social calendar -- an opening is about to appear.)
[21:37] <DM_Tol> The dwarf looks at Athas, his head scraping the roof of the tunnel.
[21:38] * Athas snorts
[21:38] <DM_Tol> Dwarven: "What is this?"
[21:38] <DM_Tol> Ivik walks back to the pair of dwarves.
[21:38] <Athas> "Who you?"
[21:38] <Athas> "You not master."
[21:38] <DM_Tol> Ivik smacks Athas, "Quiet."
[21:38] <DM_Tol> He walks to the dwarves and speaks quietly.
[21:38] * Athas grunts
[21:39] * Shalanda winces and also smacks Athas... not holding back on the smack either.
[21:39] <DM_Tol> Eventually they turn and walk away, slowly.
[21:39] * Athas grunts again
[21:39] <DM_Tol> Ivik watches them walk off.
[21:39] <DM_Tol> Ivik walks up to Athas, "I said to remain quiet."
[21:40] * Athas shrugs
[21:40] <DM_Tol> He walks past you, up to the front of the pack.
[21:40] <DM_Tol> Ivik swirls around, then finally glances at Darce, "There you are. I keep losing sight of you, little one."
[21:41] <DM_Tol> He looks at the others, "Is everyone ok? That was close."
[21:41] <DM_Tol> Ivik: "Could have been disastrous."
[21:43] * Shalanda nods
[21:43] * Athas looks to Shal
[21:43] <DM_Tol> Ivik looks at Athas.
[21:43] <Athas> "Isn't there some crafting you can do to make me pook small?"
[21:43] <Athas> "Isn't there some crafting you can do to make me look small?"
[21:44] <Shalanda> "Yes, but you wouldn't like it, as it would involve permanently removing your legs."
[21:44] <DM_Tol> Ivik: "Me, no. "
[21:45] <Blake` > "You are doing a good job at not looking tall anyway"
[21:45] <DM_Tol> Ivik: "I just said that you were top dwellers and that you though I was taking you to meet the Underdark dwellers, but that I was taking you to be their food for a festival."
[21:45] <DM_Tol> Ivik turns and walks down the hall once more, resuming the journey.
[21:46] * Shalanda looks at the back of Ivik with a slight bit of shock
[21:47] <DM_Tol> (ark, kids to bed)
[21:48] <Ryu> (same)
[21:48] <Shalanda> (Expecting a biblical flood on the way to bed?)

[21:48] * Athas looks down at Ivik.
[21:51] <Ryu> (bk)
[21:53] * Athas says to himself: "This is one meal that will fight you all the way down."
[21:55] <DM_Tol> (Back)
[21:57] <DM_Tol> Ivik: "Not much further. The gate will be guarded. I will go ahead and to do what I can for you to pass."
[21:58] * Berrian readies for a fight, but hopes for a smooth entry.
[21:58] <DM_Tol> You leave passages on the right and continue on, at times descending much, at times only gradually. Finally, Ivik stops.
[21:58] <DM_Tol> The walls of the tunnel are very rough here.
[21:59] <DM_Tol> Ivik: "Down this passage to the right is the gate. It is a back gate of sorts, not much used. It is the tunnel where our kingdoms first met."
[21:59] <Shalanda> "How many guards?"
[22:00] <DM_Tol> Ivik: "There should only be one, and I should be able to pull him off the post for a time. Once inside the gate, you will be locked in. You will be in the Underdark, dwellings of the Dark Gnomes, and it is a dangerous place to be."
[22:01] <DM_Tol> Ivik: "You will not be able to return this way, and I know not your plan for returning to the surface."
[22:01] <Blake` > "sounds like a place we would end up"
[22:01] * Athas looks around for something to mark the tunnel.
[22:01] <DM_Tol> Ivik: "But this gate, unlike the main, is not near a Gnome city."
[22:01] <DM_Tol> Ivik, if I can move the guard away, you should be able to peacefully pass through the gate and be on your way."
[22:02] <DM_Tol> (Some small stones are about on the floor, Athas)
[22:03] * Athas stoops down to pick one up
[22:04] <DM_Tol> Ivik looks at each of you, "Wait at this junction three minutes, then come after me. Down this hall to the gate, not the passages left or right, straight ahead to the gate, which I hope to have open and the guard distracted."
[22:04] <DM_Tol> Ivik: "This is where we say farewell."
[22:04] * Berrian nods
[22:05] <DM_Tol> Ivik drops his sack in a corner of the hall, and heads down the corridor, "Three minutes."
[22:05] <Shalanda> "Thank you for your assistance Ivik."
[22:05] * Blake` thanks the dwarf
[22:05] * Athas nods
[22:06] <DM_Tol> Ivik disappears out of sight with his light. All goes dark.
[22:06] * Athas breathes deeply.
[22:06] <DM_Tol> You hear voices down the corridor where Ivik headed.
[22:06] <DM_Tol> A minute passes.
[22:07] <DM_Tol> (Perception checks)
[22:07] <Berrian> 1d20+11
[22:07] <TolBot> [Berrian's 1d20+11]: 29
[22:07] <Shalanda> 1d20+6
[22:07] <TolBot> [Shalanda's 1d20+6]: 17
[22:07] <DM_Tol> You hear raised voices down where Ivik headed, which then die off.
[22:07] <Ryu> 1d20+3
[22:07] <TolBot> [Ryu's 1d20+3]: 11
[22:07] <DM_Tol> Two minus pass.
[22:08] <Blake` > 1d20+3
[22:08] <TolBot> [Blake`s 1d20+3]: 10
[22:08] <Athas> 1d20+3

[22:08] <TolBot> [Athas's 1d20+3]: 21
[22:08] <DM_Tol> Darce peers into the darkness behind you.
[22:08] <DM_Tol> 1d20
[22:08] <TolBot> [DM_Tol's 1d20]: 1 (Ouch!)
[22:09] <DM_Tol> Darce: "I... nevermind."
[22:09] * Berrian whispers. "Noises behind us, let us go now."
[22:09] * Shalanda nods
[22:09] <DM_Tol> Darce looks at Berrian, I though I heard something too."
[22:09] * Shalanda whispers "Take it slow though, give Ivik as much time as we can."
[22:09] * Berrian feels the wall and begins to head forward.
[22:10] * Blake` follows along
[22:10] <DM_Tol> Darce follows last down the hall.
[22:11] <DM_Tol> It has now been three minutes.
[22:11] * Shalanda continues forward.
[22:12] * Athas moves forward
[22:12] <DM_Tol> Ahead down the passage, you see Ivik laying on the floor, a Dwarven guard standing above him. Ivik's light shines in the darkness. Behind them both is an old solid iron gate.
[22:13] <DM_Tol> Then you all can hear shuffling behind you up the passageway, and a light.
[22:13] * Shalanda whispers "Uh oh"
[22:13] <DM_Tol> Ivii turns his head towards you, a look of despair on his face.
[22:13] * Berrian clutches his bow at the ready
[22:13] * Athas readies his axe.
[22:14] <DM_Tol> A dwarven voice calls out from behind you.
[22:14] <DM_Tol> Dwarven: "See, there they are!"
[22:15] <DM_Tol> Darce speaks: "Uh, guys."
[22:16] * Shalanda whispers there is one in front of us, we can focus on knocking him out and getting through the gate.
[22:16] <Shalanda> "If we are quick enough the dwarves behind us need not get hurt."
[22:17] <Blake` > "lets move then"
[22:17] <DM_Tol> The guard before the gate stand in front of it.
[22:17] <DM_Tol> You reach the guard. (10 ft away)
[22:18] * Berrian faces the rear, while allowing Athas to approach the guard
[22:18] <DM_Tol> Guard (Dwarven): "I was not informed of any festival. You can not go through."
[22:18] <DM_Tol> The dwarves up the passage come quickly.
[22:19] <Shalanda> (Going to use an encounter power: Command on the guard. Wis vs Will, to force the guard away from the gate 4 squares)
[22:19] <DM_Tol> Ivik stands up behind the guard and turns a wheel on the iron door, swinging it forward and open. A gust of cold, cold air blows up the passage.
[22:19] <DM_Tol> (Go ahead, Shal.)
[22:19] <Athas> "Stand away, master has business here."
[22:20] <Shalanda> 1d20+7
[22:20] <TolBot> [Shalanda's 1d20+7]: 9
[22:20] <Shalanda> Dwarven: "MOVE"
[22:20] <DM_Tol> (vs?)
[22:20] <Shalanda> (Will)
[22:20] <DM_Tol> (fail)
[22:20] <Shalanda> (I guessed a 9 would)
[22:21] <Athas> (Time for me to persuade them?)
[22:22] <DM_Tol> The dwarf turns to look at the open gate behind him.
[22:22] <DM_Tol> Guard (Dwarven):" What are you doing?"
[22:23] <DM_Tol> Ivik: "Go!"

[22:23] <Shalanda> Dwarven: "Stand aside, I have a score to settle and it's not with your kind."
[22:23] <DM_Tol> Chaos ensues as the group behind you rushes into the hall space.
[22:23] <DM_Tol> Ivik: "Go, now!"
[22:24] * Berrian follows the others through the door. (or continues to guard the rear, until they choose to go in.)
[22:24] * Shalanda rushes the gate, and will bull rush the guard out of the way if he doesn't get out of the way.
[22:24] <DM_Tol> Berrian rushes past the guard through the portal.
[22:24] <DM_Tol> Darce follows.
[22:24] * Athas rushes the guards, axe at the ready
[22:24] * Blake` follows suit
[22:25] <DM_Tol> (Athas... the dwarves pursuing you from behind? or the guard who is standing there rather dumbfounded looking at the open gate?)
[22:25] <Athas> (rearguard action)
[22:25] <Athas> (brb)
[22:26] <DM_Tol> Shalanda and the others pass by the guards with ease. All stop just inside the gate, except for Athas who turns and runs away from the gate, rushing the dwarves who approach from behind.
[22:26] <DM_Tol> Athas, you come upon four dwarves in the passage before you. One carries a net.
[22:26] <Shalanda> (mental face-palm)
[22:28] <Berrian> (it's Athas, he's mental.)
[22:29] <DM_Tol> (hmm, he went afk)
[22:29] <Athas> (we do not flee from combat -- we have gods to slake)
[22:29] <DM_Tol> (what combat?)
[22:29] <Athas> (the guards)
[22:30] <DM_Tol> (harl, I keep correcting you... they are dwarves behind you, there is just one GUARD in front of you at the gate)
[22:30] <Athas> (oh -- sorry -- running for the guard, then)
[22:30] <DM_Tol> Athas, you recognize the front two dwarves as the ones who passed you in the hallways nearly an hour ago.
[22:30] * Athas turns and runs back the other way
[22:30] <DM_Tol> Athas turns and runs past the guard as the others did, into the gate.
[22:31] <DM_Tol> The guard steps forward and stands beside Ivik. They both stop short of the gate, staring at your party.
[22:31] <DM_Tol> The four other dwarves stumble to a stop behind them, staring in through the gate at you.
[22:32] * Shalanda looks back at the dwarves.
[22:32] <DM_Tol> You are separated from them by only a few feet, and yet it seems like miles.
[22:32] <DM_Tol> Guard: "Why did you bring them in there?"
[22:33] <DM_Tol> Ivik: "I dunno."
[22:33] * Blake` (kylekauf@282f3892.a61bf37.net.hmsk) Quit (Ping timeout: 246 seconds)
[22:33] <DM_Tol> Other dwarf: "Well, I suppose they'll die quickly enough."
[22:33] <DM_Tol> Third dwarf: "Fools, let them die."
[22:34] <DM_Tol> The guard grabs hold of the gate, and quickly pulls it shut.
[22:34] <DM_Tol> It slams with a thundering sound that echoes through the passage.
[22:34] <Berrian> "So."
[22:34] <DM_Tol> Blackness takes over.
[22:35] <DM_Tol> (Warb lost power at his place.)
[22:35] <Shalanda> "Now the next part of this journey begins."
[22:35] <Shalanda> (Warb shouldn't let the dog chew on the electrical cords.)
[22:35] <DM_Tol> Darce puts his hand in front of his face, he thinks.

[22:36] <Berrian> (good time to stop, then?)
[22:36] <Athas> "What part is this?"
[22:37] <DM_Tol> (Can go a bit more)
[22:37] <Athas> (I'm in)
[22:37] <Shalanda> (Sure)
[22:37] <Berrian> "Someone get a light, that only needs one hand to attack? I need both to use my bow."
[22:38] <Shalanda> "This is the part where your gods drink deep of fey blood... not Eladrin blood though."
[22:38] <DM_Tol> Darce: "So in the end, they just let us go through?"
[22:38] <Berrian> "That's good to know."
[22:38] <Athas> "All blood slakes the thirst."
[22:38] <Shalanda> "Looks like it, though they don't think we are going to survive."
[22:39] * Ryu draws out his everburning torch slowly, to allow those with dark/low-light vision time to adjust
[22:40] <DM_Tol> Darce: "Woah. look at this."
[22:41] * Ryu glances at Darce, to see what he's all excited about
[22:42] <DM_Tol> The space you're in is hollowed out a bit, but the tunnel before you quickly reduces down to quite small. The walls, the sides, the cut, is very different from what what in the Dwarven kingdom.
[22:44] <Athas> "Deeper into the world we go?"
[22:44] <Berrian> "Do we have any other option?"
[22:44] * Ryu sizes up the new tunnel size
[22:45] <DM_Tol> You move forward into the unique passage. The passage is five feet round. Not as cleanly cut as the Dwarven passages, which were squared off and high.
[22:45] <Shalanda> "We could politely knock on the gate, but I don't think they will let us back in."
[22:45] <DM_Tol> (Anyone more than a couple inches of 5 ft must duck to enter.)
[22:45] * Shalanda stoops down to walk down this tunnel.
[22:46] <DM_Tol> (Marching order?)
[22:46] <Ryu> "Damn gnomes, make bigger tunnels..." he stoops down as well
[22:46] * Berrian stoops as well.
[22:46] <Athas> (I should be in the back)
[22:46] <Ryu> (somewhere in the middle)
[22:47] * Berrian places his bow away and draws out two daggers.
[22:47] <DM_Tol> (so, order is?)
[22:47] <Berrian> (I'll take 2nd or 3rd)
[22:47] <Ryu> (hell, put me 2nd)
[22:47] <Shalanda> (1st)
[22:48] * Shalanda looks back towards Berrian.
[22:48] <Shalanda> "Mind passing up my stuff please?"
[22:48] * Berrian removes Shalanda's items and passes them up.
[22:49] * Ryu passes Shal's stuff forward as it comes by him
[22:50] <Athas> (5th)
[22:50] <DM_Tol> You gather your equipment from the bag and robe of holding and prepare and then head into the small passage. (Shalanda, Berrian, Ryu, Blake, Darce, Athas?)
[22:50] * Athas waits for everyone to shuffle around.
[22:50] <Berrian> (Shal, Ryu, me)
[22:51] * Shalanda slips her armor on and rubs the smooth wood of her scythe, before shouldering it, then continues to head down the passageway.
[22:52] <DM_Tol> (perception checks all)
[22:52] <Berrian> 1d20+11

[22:52] <TolBot> [Berrian's 1d20+11]: 29
[22:52] <DM_Tol> 1d20
[22:52] <TolBot> [DM_Tol's 1d20]: 20 (Way to go!)
[22:52] <Shalanda> 1d20+6
[22:52] <TolBot> [Shalanda's 1d20+6]: 17
[22:52] <Athas> 1d20+3
[22:52] <TolBot> [Athas's 1d20+3]: 22
[22:53] <Ryu> 1d20+3
[22:53] <TolBot> [Ryu's 1d20+3]: 4 (Yikes!)
[22:54] <DM_Tol> You fumble forward into the hall, as Berrian sees something in the wall.
[22:54] <DM_Tol> (so, from berrian forward is Berr, Ryuu and Shal?)
[22:54] <Berrian> (yup)
[22:56] <DM_Tol> A spear comes out of the ceiling, thrusting down onto the first three in the group.
[22:56] <DM_Tol> 1d20+7 vs AC Shal
[22:56] <TolBot> [DM_Tol's 1d20+7 vs AC Shal]: 11
[22:56] <DM_Tol> 1d20+7 vs AC Ryu
[22:56] <TolBot> [DM_Tol's 1d20+7 vs AC Ryu]: 16
[22:56] <Athas> (Oh -- yeah, spear)
[22:56] <DM_Tol> 1d20+7 vs AC Berr
[22:56] <TolBot> [DM_Tol's 1d20+7 vs AC Berr]: 10
[22:56] <Ryu> (Miss)
[22:57] * Shalanda looks at the spear in front of her, almost expressionless. "Damn gnomes"
[22:57] <DM_Tol> You all gasp as spears thrust throughout the passage.
[22:57] * Berrian sighs. Suppose we need to check for traps.
[22:58] <DM_Tol> Darce sighs.
[22:58] <DM_Tol> *** As this session of Können Land comes to a close ***

9-9-2012: TRIPPED UP IN TRAPS

[19:54] <DM_Tol> *** Game recap ***

[19:55] <DM_Tol> The party through several contacts, some of which came at a hefty sum, made acquaintance with a mountain dwarf who had some responsibilities over the supply inventories brought in from the ship bay.

[19:56] <DM_Tol> Stowing away in crates, the members spend horrific days inside boxes, hours they hope to wipe from their memory.

[19:57] <DM_Tol> Ivik then met them and led them to an ancient tunnel, the site of first contact between this dwarven kingdom at Medigo and the the Dark Gnomes from the Underworld below.

[19:58] <DM_Tol> Forcing their way through the gate, the party found themselves in the dark, facing a short tunnel.

[19:58] <DM_Tol> They discovered a spear trap early in the tunnel, escaping the tips of the devastating trap.

[19:59] <DM_Tol> *** As this session of Können Land begins ***

[20:00] <Shalanda> "I'm not exactly comfortable up front anymore, anybody with a better eye for things that can impale you from the wall want to take point?"

[20:01] <DM_Tol> The group steps past the three spears, Shalanda, Ryu, Berrian, Zahira, Blake, Darce, Athas in order.

[20:01] <Berrian> "Ryu, feel like taking point?"

[20:01] <Ryu> (I'm by no means a tank lol)

[20:02] <Zahira> "Well, this certainly is like old times...At least no one is getting the shaft..."

[20:02] <Shalanda> "Not amusing."

[20:02] <Ryu> "Could be worse..."

[20:03] * Athas frowns... there is something funny to this... but what?

[20:04] <DM_Tol> (moving forward?)

[20:04] <Zahira> "If no one else wishes to, Ill step forward. I have a bit of an eye for traps."

[20:05] <Shalanda> "Feel free."

[20:05] * Zahira takes point, keeping her keen eyes open for any more 'surprises'

[20:05] <DM_Tol> The passage is five feet round. Not as cleanly cut as the Dwarven passages, which were squared off and high. Everyone over five feet by much must continue to duck as you progress.

[20:07] * Zahira ducks slightly to continue along. "We are going into the midget holes now, arent we?"

[20:08] <DM_Tol> (Zahira, Shalanda, Ryu, Berrian, Blake, Darce, Athas in order?)

[20:08] <Shalanda> "Yup, let's proceed."

[20:09] <DM_Tol> Zahira squeezes past three members to assume the front position.

[20:09] <Athas> (Yep)

[20:09] <DM_Tol> With the tight tunnel, it takes some doing to move past one another.

[20:09] <DM_Tol> (Perception rolls, plz)

[20:09] <Shalanda> 1d20+6

[20:09] <TolBot> [Shalanda's 1d20+6]: 23

[20:09] <Ryu> 1d20+3

[20:09] <TolBot> [Ryu's 1d20+3]: 12

[20:10] <DM_Tol> The tunnel moves forward, winding some.

[20:10] <Athas> 1d20+3

[20:10] <TolBot> [Athas's 1d20+3]: 12

[20:10] <Berrian> 1d20+11

[20:10] <TolBot> [Berrian's 1d20+11]: 18

[20:10] <DM_Tol> 1d20 for Darce

[20:10] <TolBot> [DM_Tol's 1d20 for Darce]: 5

[20:11] <Zahira> 1d20+12
[20:11] <TolBot> [Zahira's 1d20+12]: 18
[20:13] <DM_Tol> Shalanda, you see slits in the ceiling and floor.
[20:14] * Shalanda grabs Zahira's shoulder to stop her, and stops herself.
[20:14] <Shalanda> "Slits in the ceiling and floor."
[20:14] <DM_Tol> Pendulums begin swinging through the hall before you.
[20:14] <DM_Tol> 1d20+9
[20:14] <TolBot> [DM_Tol's 1d20+9]: 17
[20:14] <DM_Tol> (Vs Zahira's AC)
[20:14] <Zahira> <20>
[20:15] <DM_Tol> Zahira, Shaland pulls you back as you jump back from swinging pendulums before
ou.
[20:15] <DM_Tol> You all watch as they continue to swing for several feet up ahead.
[20:15] * Zahira freezes and blinks at the swinging blade. "Thank you very much..."
[20:15] <DM_Tol> Shalanda, as you look around, you see some sort of control panel.
[20:16] * Athas stops and looks up.
[20:17] <DM_Tol> *schwoop* *schwoop*
[20:17] <Athas> "hmmm"
[20:18] <DM_Tol> The blades swing again and again just before you.
[20:18] * Shalanda examines the panel.
[20:18] <DM_Tol> The panel looks like it could be deactivated with successful Thievery skills.
[20:19] <Shalanda> "Zahira, any clue how to operate this thing?"
[20:19] * Zahira takes a look
[20:20] <Zahira> 1d20+9
[20:20] <TolBot> [Zahira's 1d20+9]: 19
[20:20] <Berrian> "shall I take a look?"
[20:21] <Shalanda> "Sure"
[20:21] <Berrian> 1d20+15 thievery
[20:21] <TolBot> [Berrian's 1d20+15 thievery]: 16 (Better luck next time.)
[20:21] <DM_Tol> Zahira, you hear a bad sound as you jimmy the panel.
[20:21] <Berrian> (wth!)
[20:21] <Shalanda> "Is it supposed to be making that grinding noise?"
[20:21] <DM_Tol> Berrian pushes forward and also works on the panel next.
[20:21] <Zahira> "umm...maybe?"
[20:21] * Ryu eyes Berrian "Why did you just have to break it?!"
[20:21] <DM_Tol> An additional clunk and buzz signals a failed manipulation of the panel.
[20:22] * Athas looks around.
[20:22] <DM_Tol> 1d6
[20:22] <TolBot> [DM_Tol's 1d6]: 5
[20:22] <Shalanda> (I think this skill challenge isn't looking to good)
[20:22] <Athas> (my next character is going to be a mage/thief)
[20:22] <DM_Tol> Zahira, a pendulum slices at you as Berrian clunks the panel.
[20:23] <DM_Tol> 1d20+9 vs Zahira AC
[20:23] <TolBot> [DM_Tol's 1d20+9 vs Zahira AC]: 19
[20:23] <Berrian> (I had +13 w/picks for +15, and I get a 1... stupid rolling thing...)
[20:23] <DM_Tol> Zahira pushes back the blade as it swings by and disappears.
[20:24] <DM_Tol> (This is a skill challenge... so many successes before getting so many failures)
[20:24] * Zahira ducks away and feels a few hairs cut by the blade. "Oh great..now I have split
ends...thanks Ber..."
[20:24] <Shalanda> "Want me to try looking at it?"
[20:25] <DM_Tol> The three pendulum scythes remain in front of you, but the one that went by

Zahira just now came and disappeared.

[20:25] <DM_Tol> (Any one can continue for successes)

[20:25] <Berrian> "I know I can do better. Must be rusty."

[20:25] <Shalanda> "Well then try again."

[20:25] <Berrian> 1d20+15

[20:25] <TolBot> [Berrian's 1d20+15]: 30

[20:25] <DM_Tol> Berrian manipulates the panel.

[20:26] <DM_Tol> *clink* (much better sound than clunk)

[20:26] <DM_Tol> Berrian makes some progress on the panel.

[20:27] <DM_Tol> (will take multiple success to completely succeed)

[20:27] * Zahira tries to assist berrian

[20:27] <Zahira> 1d20+9

[20:27] <TolBot> [Zahira's 1d20+9]: 28

[20:27] <DM_Tol> Berrian is assisted by Zahira.

[20:27] * Athas looks over his shoulder, expecting other things to come.

[20:27] <DM_Tol> (roll your attempt, Berr)

[20:27] <Berrian> 1d20+15

[20:27] <TolBot> [Berrian's 1d20+15]: 17

[20:28] <DM_Tol> (you get a +2)

[20:28] <DM_Tol> *clunk*

[20:28] * Shalanda cringes

[20:28] * Zahira twitches

[20:29] * Berrian sighs.

[20:29] <Berrian> "This is hard."

[20:29] <Berrian> 1d20+15

[20:29] <TolBot> [Berrian's 1d20+15]: 24

[20:29] <DM_Tol> *clink*

[20:30] <DM_Tol> Darce shivers, "This is scary."

[20:30] <Berrian> 1d20+15

[20:30] <TolBot> [Berrian's 1d20+15]: 16 (Not good.)

[20:30] <Zahira> "Not as hard as living in those boxes...lets get this thing turned off already..."

[20:31] <Berrian> (I'm done rolling)

[20:31] <Shalanda> "Everybody else should back up I think."

[20:31] <DM_Tol> *buzz* (worse sounding than a clink)

[20:31] <Zahira> <this just aint your day...>

[20:31] <DM_Tol> 1d5

[20:31] <TolBot> [DM_Tol's 1d5]: 4

[20:31] <DM_Tol> 1d20+9 vs Berrian's AC

[20:31] <TolBot> [DM_Tol's 1d20+9 vs Berrian's AC]: 27

[20:32] <DM_Tol> More blades from all around start dropping. only one comes close to one of you, Berrian.

[20:32] * Berrian cringes from the hit

[20:32] * Athas crouches down

[20:32] * Zahira grumbles and turns back to the device trying again to get it to stop trying to kill them.

[20:32] <Athas> whisper: "This is not helping!"

[20:32] <DM_Tol> 2d8+4

[20:32] <TolBot> [DM_Tol's 2d8+4]: 15

[20:33] <DM_Tol> (15 HPs on Berrian)

[20:33] <Zahira> 1d20+9 Please

[20:33] <TolBot> [Zahira's 1d20+9 Please]: 10 (Nooooo!)

[20:33] <DM_Tol> 1d20+7 vs Berrian's Fortitude
[20:33] <TolBot> [DM_Tol's 1d20+7 vs Berrian's Fortitude]: 11
[20:33] <Berrian> (pass)
[20:33] <DM_Tol> Darce turns around, and notices that behind you are three more blades swinging continually, just like the ones in front of you.
[20:34] <DM_Tol> Zahira manipulates the panel, but it doesn't go well.
[20:34] <DM_Tol> *Clunk*
[20:34] <Zahira> "Um...Duck"
[20:34] <DM_Tol> (nothing happens as of yet)
[20:34] <Ryu> (Should I try lol?)
[20:35] <Berrian> 1d20+15
[20:35] <TolBot> [Berrian's 1d20+15]: 29
[20:35] <DM_Tol> Berrian works on it.
[20:35] <DM_Tol> *clink*
[20:35] * Zahira continues to assist Berr praying for no more bad sounds
[20:35] <Berrian> "It's this opening. I can't even stand in here."
[20:35] <Berrian> 1d20+15
[20:35] <TolBot> [Berrian's 1d20+15]: 28
[20:35] <DM_Tol> *clink*
[20:36] * Berrian takes a deep breath
[20:36] <Berrian> 1d20+15
[20:36] <TolBot> [Berrian's 1d20+15]: 30
[20:36] <DM_Tol> *clink*
[20:36] <Zahira> "So far so good...just relax and focus..."
[20:36] <DM_Tol> Berrian feels like he's close to disabling it.
[20:36] <Berrian> 1d20+15
[20:36] <TolBot> [Berrian's 1d20+15]: 20
[20:37] <DM_Tol> *buzz*
[20:37] <DM_Tol> 1d5
[20:37] <TolBot> [DM_Tol's 1d5]: 3
[20:37] <Shalanda> (It slices, it dices, it makes Shalanda fries!)
[20:37] <DM_Tol> Athas, a pendulum scythe slices at you from the ceiling.
[20:37] <DM_Tol> 1d20+9 vs AC
[20:37] <TolBot> [DM_Tol's 1d20+9 vs AC]: 28
[20:37] * Athas rolls back
[20:37] <Athas> (... dang ...)
[20:37] <DM_Tol> 2d8+4
[20:38] <TolBot> [DM_Tol's 2d8+4]: 12
[20:38] <DM_Tol> 1d20+7 vs Fortitude.
[20:38] <TolBot> [DM_Tol's 1d20+7 vs Fortitude.]: 23
[20:38] <Athas> (need my fortitude?)
[20:38] <DM_Tol> (Fail the fort attack?)
[20:38] <Athas> (over by a point)
[20:39] <DM_Tol> Athas is knocked prone by the blade and receives an additional slice (5 more HP)
[20:39] <DM_Tol> The pendulum disappears.
[20:39] <Berrian> "I did not plan to die in a hole this early in life."
[20:39] * Athas growls and regains his footing.
[20:39] <Zahira> "Quit complaining and just do it right"
[20:39] <DM_Tol> ((insight checks from all)
[20:40] <Berrian> "Understood"
[20:40] <Berrian> 1d20+6 insight

[20:40] <TolBot> [Berrian's 1d20+6 insight]: 16
[20:40] <Shalanda> 1d20+11
[20:40] <TolBot> [Shalanda's 1d20+11]: 26
[20:40] <Zahira> 1d20+4
[20:40] <TolBot> [Zahira's 1d20+4]: 20
[20:40] <Athas> 1d20+3
[20:40] <TolBot> [Athas's 1d20+3]: 14
[20:41] <DM_Tol> Shalanda, you intuit that you need more than 3 successful manipulations of the panel before getting two failures, which then seems to bring a random scythe and reset the panel.
[20:41] <Berrian> 1d20+15 thievery
[20:41] <TolBot> [Berrian's 1d20+15 thievery]: 20
[20:41] <DM_Tol> *Clunk*
[20:42] <Berrian> 1d20+15
[20:42] <TolBot> [Berrian's 1d20+15]: 16 (Better luck next time.)
[20:42] * Shalanda shares her observations, and suggests that Zahira help Berrian with the attempts. They were working better as a team.
[20:42] <DM_Tol> *buzz*
[20:42] <DM_Tol> 1d5
[20:42] <TolBot> [DM_Tol's 1d5]: 5
[20:42] <Zahira> "Shnit..."
[20:42] <DM_Tol> A scythe whirrs at Zahira.
[20:42] <DM_Tol> 1d20+9 vs AC
[20:42] <TolBot> [DM_Tol's 1d20+9 vs AC]: 17
[20:42] <Zahira> <called it>
[20:42] <DM_Tol> It disappears quickly.
[20:42] <Zahira> <saved>
[20:42] <Berrian> (would we be better just allowing it to kill us?)
[20:42] <Berrian> 1d20+15
[20:42] <TolBot> [Berrian's 1d20+15]: 33
[20:42] <Berrian> 1d20+15
[20:42] <TolBot> [Berrian's 1d20+15]: 16 (Better luck next time.)
[20:42] * Zahira returns to assisting. "Do it now..."
[20:43] <DM_Tol> * Schwoop * * Schwoop * go the blades before and behind your party as Berrian continues with the panel.
[20:43] <Berrian> (wtf! 4 1s in what, 9 rolls?)
[20:43] <DM_Tol> *clink *
[20:43] <DM_Tol> *clunk*
[20:43] <Berrian> 1d20+15
[20:43] <TolBot> [Berrian's 1d20+15]: 28
[20:43] <Berrian> 1d20+15
[20:43] <TolBot> [Berrian's 1d20+15]: 32
[20:43] <DM_Tol> (Zahira, you need to roll a successful Assist for each roll Berrian makes)
[20:43] <DM_Tol> *clink *
[20:43] <DM_Tol> *clink *
[20:43] <Zahira> <ahh...kk>
[20:44] <DM_Tol> Berrian feels close to finishing n the panel.
[20:44] <Zahira> 1d20+9
[20:44] <TolBot> [Zahira's 1d20+9]: 10 (Ouch!)
[20:44] <DM_Tol> (LOL, hmm, -2?)
[20:44] <Zahira> <good thing im assisting...>
[20:44] <Berrian> (roll again?)

[20:44] <Berrian> 1d20+15
[20:44] <TolBot> [Berrian's 1d20+15]: 28
[20:45] <DM_Tol> * Ping *
[20:45] <DM_Tol> The blades *schwoop* one last time and then disappear as Berrian dissbles the panel.
[20:45] * Zahira heaves a sign of relief"
[20:45] * Berrian sighs in relief.
[20:45] <Berrian> "Lets move forward a few paces, then take a break. That was taxing."
[20:45] <DM_Tol> A pool of blood is on the floor underneath Berrian.
[20:46] <Zahira> "You should prolly sit down a second and tend to yourself young man."
[20:46] <Berrian> "I will, once we clear these infernal devices."
[20:47] * Shalanda looks over his wounds.
[20:48] * Zahira takes a look down the hall to make sure it is secure
[20:48] <Ryu> (am I the only one that didn't get hit?)
[20:48] <Berrian> (surge used)
[20:48] <Shalanda> (I didn't either)
[20:49] <DM_Tol> You take a short rest and then move on.
[20:49] <DM_Tol> (What's the order now?)
[20:49] <Shalanda> (Same?)
[20:49] <Zahira> <same is fine by me>
[20:50] <Athas> (surge used)
[20:51] * Zahira resumes the lead when everyone is back together and takes some extra care to keep an eye on the path ahead
[20:53] <DM_Tol> (still actively searching?)
[20:53] <Shalanda> (Definitely)
[20:53] <Zahira> <most definately after that one...>
[20:54] <DM_Tol> The group moves on once again at half-pace, searching as you go.The tunnel remains restrictive and rounded out. You head down a straighter-than-typical passage with a bend up ahead, discernible by your dim lights that you carry.
[20:54] <DM_Tol> (Perception checks)
[20:54] <Athas> 1d20+3
[20:54] <TolBot> [Athas's 1d20+3]: 14
[20:54] <Zahira> 1d20+14
[20:54] <TolBot> [Zahira's 1d20+14]: 17
[20:54] <Shalanda> 1d20+6
[20:54] <TolBot> [Shalanda's 1d20+6]: 26 (Yahoo!)
[20:55] <Berrian> 1d20+11
[20:55] <TolBot> [Berrian's 1d20+11]: 28
[20:55] <Ryu> 1d20+3
[20:55] <TolBot> [Ryu's 1d20+3]: 12
[20:55] <DM_Tol> Shalanda, you see a nozzle in the wall in front of you as Zahira steps in front of it.
[20:55] <DM_Tol> 1d20+11 vs Reflex for Zahira.
[20:55] <TolBot> [DM_Tol's 1d20+11 vs Reflex for Zahira.]: 25
[20:55] <Athas> (all in favor of Shal going first say aye)
[20:55] * Shalanda pushes Zahira quickly past the nozzle and stops the group.
[20:56] <Zahira> <aye>
[20:56] <Shalanda> (But it looks like I'm too late)
[20:56] <DM_Tol> A flame jet blasts out of the wall, diagonally down, filling the space Zahira is in.
[20:56] <Zahira> <fail>
[20:56] <DM_Tol> 3d8+4 HP damage
[20:56] <TolBot> [DM_Tol's 3d8+4 HP damage]: 21

[20:57] <Ryu> (ouch)
[20:57] <DM_Tol> Zahira, you fall forward into the space past the nozzle.
[20:57] <Zahira> "Ouch! That Burns!"
[20:58] <Berrian> "roll!"
[20:58] * Zahira rolls trying to smother any remaining flames
[20:58] <DM_Tol> Shalanda, you see a second nozzle one more space beyond.
[20:58] <Shalanda> "DON'T MOVE FORWARD!"
[20:59] <Shalanda> (Did it look like it was triggered by a pressure plate, something else, or don't I know)
[20:59] <Shalanda> "There is another nozzle in front of you."
[20:59] <DM_Tol> -----
[20:59] <DM_Tol> party f z f
[20:59] <DM_Tol> -----
[20:59] <DM_Tol> f= fire nozzle
[20:59] <DM_Tol> z = zahira
[21:00] * Athas looks over his shoulder at Shal, then back to the rear.
[21:00] <DM_Tol> You see no flames to the rear, Athas
[21:00] * Zahira begins cursing like the sailors she had been working with before coming into this hole.
[21:01] <Athas> (I expect attacks)
[21:02] <DM_Tol> You see no one coming up from the rear, Athas
[21:02] <DM_Tol> Darce looks back with Athas, "Anything?"
[21:02] * Zahira tries to look around for what triggered the flame jet in hopes of preventing the others from a trip to the BBQ
[21:02] <Shalanda> (Did it look like it was triggered by a pressure plate, something else, or don't I know)
[21:03] <DM_Tol> (You can not discern)
[21:04] <DM_Tol> (All you see is space, nozzle, space, nozzle, and nothing past that in this light and narrow tunnel)
[21:04] * Athas shakes his head.
[21:04] <Shalanda> "Ok, I'm going to try to rule something out here... and will probably regret it."
[21:05] * Shalanda waves the handle of her scythe in front of her, under the nozzle, but not on the ground.
[21:05] <Berrian> "This doesn't sound good"
[21:06] <Ryu> (can we see where the nozzels stop?)
[21:06] <Ryu> (eg where the last one is?)
[21:07] <DM_Tol> Your scythe is blasted with fire. The heat is intense.
[21:08] * Zahira winces at the heat, still feeling the singe.
[21:08] * Shalanda pulls it back.
[21:08] <Shalanda> "Oooh, I was afraid of that."
[21:08] * Shalanda looks around for a panel.
[21:09] * Ryu looks for the panel as well
[21:09] <DM_Tol> (You already rolled a perception check from this spot)
[21:10] <DM_Tol> You see no panel in your area.
[21:10] * Zahira looks around in my space
[21:10] <DM_Tol> (roll, Zahira)
[21:10] <Zahira> 1d20+14
[21:10] <ToIBot> [Zahira's 1d20+14]: 23
[21:11] <DM_Tol> Zahira, you see a panel above the second nozzle that is still ahead of you.
[21:11] <DM_Tol> (assuming Shal had already pointed out these two nozzles)
[21:11] <Shalanda> (I had)

[21:12] <Zahira> "Theres a pannel up ahead...on the next hole in the wall. Im gonna see if i can get a look at it without turning extra crispy this time..."

[21:12] <Shalanda> "Hold on a moment."

[21:12] * Shalanda looks over at Berrian.

[21:13] * Zahira pauses a moment "Hmm?"

[21:13] <Shalanda> "Mind stepping into the fey and taking a look?"

[21:14] <Berrian> "I will if necessary."

[21:14] <Shalanda> "I think it would be safer than Zahira trying to get closer."

[21:15] * Berrian removes a torch from his cloak.

[21:15] <Zahira> <brb...>

[21:15] <Berrian> "We can't see if there are others, for the darkness. I'll toss this ahead and see if it lights."

[21:15] <DM_Tol> Zahira, you can not reach the panel from where you are without going in front of the space with the nozzle.

[21:16] * Berrian tosses the torch, unlit, through the passage, as far as he can.

[21:16] <Athas> ("where was that oil barrel?" "Somewhere here, don't worry about it.")

[21:17] <DM_Tol> Berrian pushes in front of Shalanda and tosses his torch.

[21:17] <DM_Tol> It is incinerate as it is blasted in the space in front of him.

[21:17] <Berrian> "That didn't work as I'd planned..."

[21:17] <DM_Tol> (maybe something less flammable? hehe)

[21:18] <Shalanda> (/me tosses Athas)

[21:18] * Ryu pulls a sun rod from his pack, activates it, and hands it to Berrian

[21:18] <DM_Tol> (hehe, he's flammable)

[21:18] <Berrian> (I wanted something flammable. I didn't expect an instant destruction)

[21:18] <DM_Tol> (sorry, maybe I was being dumb)

[21:19] <Berrian> (I wanted it to light and allow us to see ahead for a better perception of the corridor ahead. specifically, if there is a third nozzle, and if it was a space further than the 2nd.)

[21:19] <Zahira> <back...sorry had to lay down the law to the little one>

[21:20] <Berrian> "I could step to the other side of this nozzle, or to the other side of the second nozzle. But, without knowing what is beyond, I could be stepping into another nozzle's path without knowing."

[21:20] <DM_Tol> The snrod that Berrian tosses ignites the two known nozzles as they shoot by, and then stop at a bend in the corridor 20' beyond.

[21:21] <DM_Tol> (15' actually.. you can now see 3 empty spaces passed the second nozzle)

[21:21] * Berrian prepares to feystep to the far side of the traps, so that he can look at the panel

[21:21] * Athas divides his attention from the front to the rear

[21:21] <Berrian> 1d20+15 looking at the panel

[21:21] <TolBot> [Berrian's 1d20+15 looking at the panel]: 32

[21:22] <DM_Tol> Berrian fey steps 4 spaces forward.

[21:22] <DM_Tol> Berrian, you see the panel above the nozzle. You can reach it from this side perhaps without triggering the fire nozzle.

[21:23] <Zahira> "Looks like fun...Please dont Barbeque me..."

[21:23] <Berrian> "I'll do my best to deactivate it."

[21:23] <Berrian> 1d20+15

[21:23] <TolBot> [Berrian's 1d20+15]: 24

[21:25] <DM_Tol> (First make a dex check DC 15 to approach it without setting it off)

[21:26] <Berrian> (dex mod?)

[21:26] <DM_Tol> (yep)

[21:26] <Berrian> (plus level bonus?)

[21:27] <DM_Tol> (no, i don't think so)

[21:27] <Berrian> 1d20+5

[21:27] <TolBot> [Berrian's 1d20+5]: 6 (Nooooo!)
[21:27] <Berrian> (not that it matters. I'm rolling 1s all night...)
[21:27] <Shalanda> (I think it's supposed to have the level bonus, not that it would matter in that situation.)
[21:27] <DM_Tol> (ok, yes, then)
[21:28] <Berrian> 1d20+8
[21:28] <TolBot> [Berrian's 1d20+8]: 23
[21:29] * Berrian attempts to work on the trap
[21:29] <DM_Tol> Attempting to approach the nozzle, it fires off at Berrian.
[21:30] <DM_Tol> 1d20+11 vs Reflex
[21:30] <TolBot> [DM_Tol's 1d20+11 vs Reflex]: 15
[21:30] <Berrian> (21)
[21:30] <DM_Tol> (see, the poor rolls go both ways)
[21:30] <DM_Tol> Berrian pulls back safely.
[21:30] <Berrian> (but a 4 isn't a 1...)
[21:30] <Ryu> (After Berr are there any more nozzels?)
[21:30] <Ryu>)
[21:30] <DM_Tol> (same drill, Dex check DC 15 to approach, then can roll for successes on the fire thingy panel)
[21:31] <Berrian> 1d20+8
[21:31] <TolBot> [Berrian's 1d20+8]: 9 (That stinks.)
[21:31] <Zahira> <lmao>
[21:31] <Berrian> asgjkbasdgbjk;assgbjk;
[21:31] <Ryu> (roflmao)
[21:31] <DM_Tol> Berrian has see no nozzles past these two.
[21:31] <Berrian> (goblin.)
[21:31] <DM_Tol> Berrian once again fails to make it to the nozzle.
[21:31] <Ryu> (Session Title: Berrian and the Magical 1s)
[21:31] <DM_Tol> 1d20+11 vs Reflex
[21:31] <TolBot> [DM_Tol's 1d20+11 vs Reflex]: 31 (Perfect!)
[21:31] <DM_Tol> 3d8+4
[21:31] <TolBot> [DM_Tol's 3d8+4]: 11
[21:31] <Zahira> <is feystep racial?>
[21:32] <DM_Tol> (11 HPs fire damage)
[21:32] <Shalanda> (Critical hit... and Berrian was no more, as he fell to the ground looking like a smore marshmellow that got overcooked)
[21:32] <DM_Tol> (DM is being nice here)
[21:32] <Shalanda> (Fey-step is an Eladrin racial)
[21:32] * Berrian rolls out of the way, crispy.
[21:33] <Berrian> "I think I'll take a minute before I try again, if nobody minds."
[21:33] <DM_Tol> (hmm, just noticed that miss is supposed to be half-damage)
[21:33] <Shalanda> (Eeek)
[21:33] <Zahira> <darn...*attemtps to bolt thru flames to help* XD>
[21:33] * Ryu grabs Zahira and teleports (Armathors Step + Arcane Transport) to the otherside of Berrian [If I may do so?]
[21:34] * Berrian tries to catch his breath.
[21:34] <Ryu> (Yup, Arcane Transport is Close Burst 2 triggered by me using a Swordmage Teleport power ^^🤔)
[21:35] * Berrian tries to get close enough once more
[21:35] <Berrian> 1d20+8

[21:35] <TolBot> [Berrian's 1d20+8]: 15
[21:36] <DM_Tol> (Ryu, I don't understand half of what you said, but, Zahira is on the other side of a nozzle from you.
[21:36] <Berrian> (does matching DC = pass?)
[21:37] <Zahira> <armathor step to get to me, arcane xport to tp past i think>
[21:37] <DM_Tol> Berrian eels up to the nozzle successfully.
[21:37] <Berrian> 1d20+15
[21:37] <TolBot> [Berrian's 1d20+15]: 23
[21:38] <DM_Tol> (rye, please explain in pm to me)
[21:38] <Shalanda> (Berrian successfully bends the nozzle so it points at Zahira)
[21:38] <DM_Tol> *clunk*
[21:38] <Zahira> <shnit...>
[21:39] <Berrian> "I doubt this is the way Master D went."
[21:39] <Zahira> <all we need now is the indiana jones ball to come down from where we started forcing us onward...lol>
[21:39] <Shalanda> "Yeah I think he probably used a different entrance, with corrupt dwarves that we could have paid to get in. Hopefully though, we get the element of surprise if we survive this crap."
[21:40] <DM_Tol> Ryu disappears and then does Zahira as they appear on the other side of Berrian.
[21:40] <Berrian> "welcome."
[21:40] * Zahira blinks slightly confused then notices where they are and moves to take a look at the panel
[21:41] <Zahira> 1d20+7 dex approach
[21:41] <TolBot> [Zahira's 1d20+7 dex approach]: 19
[21:41] <DM_Tol> (Zahira, only one at a time can get to the nozzle.. you taking Berrian's place?)
[21:41] <Zahira> <yea, was intending to sorry>
[21:42] * Berrian backs away to allow Zahira entry
[21:42] <Zahira> <he is crispy and diced already>
[21:42] <DM_Tol> (got it)
[21:42] <DM_Tol> Zahira successfully replaces Berrian at the nozzle.
[21:42] * Ryu does what he can to tend to Berrian's wounds
[21:42] <Zahira> 1d20+9 tinkering
[21:42] <TolBot> [Zahira's 1d20+9 tinkering]: 20
[21:43] <DM_Tol> (thievery to disable the panel?)
[21:43] <Zahira> <yessir>
[21:43] <DM_Tol> *buzz*
[21:43] <DM_Tol> The two known jets blast their fire.
[21:43] <DM_Tol> 1d20+11
[21:43] <TolBot> [DM_Tol's 1d20+11]: 21
[21:44] <DM_Tol> (vs Zahira reflex)
[21:44] <Zahira> <fail>
[21:44] <DM_Tol> 3d4+2 damage
[21:44] <TolBot> [DM_Tol's 3d4+2 damage]: 10
[21:44] <Zahira> <bloodied>
[21:45] <Berrian> "I should be fine for now, Ryu. Check on Zahira."
[21:45] <Zahira> "We arent having much luck with these are we?" She sighs and looks to approach again.
[21:45] * Ryu shimmies past Berrian to check on Zahira
[21:46] * Athas starts to move back with the rest of the group.
[21:46] <DM_Tol> Darce looks back at Athas and shrugs.
[21:46] <Zahira> "I am a bit crunchy, but im still breathing."

[21:47] <Zahira> "lets try one more time..."
[21:47] <Zahira> 1d20+7 approach
[21:47] <TolBot> [Zahira's 1d20+7 approach]: 11
[21:47] <Zahira> <apparently i love BBQ>
[21:48] <DM_Tol> Zahira sets off the fire valve approaching it.
[21:49] <DM_Tol> 1d20+11 vs Reflex
[21:49] <TolBot> [DM_Tol's 1d20+11 vs Reflex]: 26
[21:49] <Zahira> "wonder if we can plug the holes somehow...rather than BBQing ourselves..."
[21:49] <Zahira> <fail>
[21:49] <DM_Tol> 3d8+4
[21:49] <TolBot> [DM_Tol's 3d8+4]: 21
[21:49] * Berrian takes up position once more.
[21:49] <Zahira> <down for the count...thats a lot more than you rolled last time lol>
[21:49] <DM_Tol> got it.
[21:50] <Berrian> "One last attempt, or we try a different way."
[21:50] <Berrian> 1d20+8
[21:50] <TolBot> [Berrian's 1d20+8]: 12
[21:50] <DM_Tol> (I was looking at the SwordMage pdf you sent me
[21:50] <Berrian> (crispy Berrian again...)
[21:50] <DM_Tol> (oops)
[21:51] * Zahira thumps the the ground as a crispy critter.
[21:51] <DM_Tol> (last time was half damage, since you had already successfully Dex'd up to the panel)
[21:51] <DM_Tol> Berrian sets off the flames
[21:51] <DM_Tol> 3d8+4
[21:51] <TolBot> [DM_Tol's 3d8+4]: 17
[21:52] * Ryu sighs and goes about bandaging up Zahira as best he can
[21:52] <DM_Tol> (oops)
[21:52] <DM_Tol> 1d20+11
[21:52] <TolBot> [DM_Tol's 1d20+11]: 20
[21:52] * Shalanda advises the others on the entrance side of the nozzles to stay put and fey steps over to the other side to treat Zahira.
[21:52] <DM_Tol> (vs Relfex)
[21:52] <Shalanda> "I've got Zah."
[21:52] * Berrian barely manages to dodge the blast
[21:52] <Berrian> "I do not think we can continue this..."
[21:52] <DM_Tol> Shalanda has Ryu step down the hall so he steps beside Zahira.
[21:53] * Shalanda kneels down by Zahira and heals her wounds.
[21:54] <Shalanda> 2d6+3 and spend a healing surge.
[21:54] <TolBot> [Shalanda's 2d6+3 and spend a healing surge.]: 6
[21:55] * Shalanda repeats it again a moment later.
[21:55] <Shalanda> 2d6+3 and spend a healing surge.
[21:55] <TolBot> [Shalanda's 2d6+3 and spend a healing surge.]: 9
[21:55] * Athas looks back at teh others.
[21:55] <Athas> "Are we doing well?"
[21:55] <Zahira> <im in the yellow now>
[21:55] <DM_Tol> (what terrorist threat level is that?)
[21:55] <Shalanda> (You should be non-bloody now)
[21:56] <Athas> (a step below puce)
[21:56] <Zahira> <surge is 1/4 correct?>
[21:56] <Shalanda> (yes, so you should be at 1/2 your hps +15)

[21:57] * Shalanda looks around.
[21:57] <Berrian> "Do we have any other ideas on this trap, or do I take another shot at disarming it?"
[21:57] <Zahira> <yep thank you much...make that in the green>
[21:58] <Shalanda> "Anybody have a metal shield they don't mind getting a little singed?"
[21:58] <Athas> "For who?"
[21:59] * Athas starts taking off his furs, exposing the chainmail underneath.
[22:00] <Athas> (cue stripper music)
[22:00] <Shalanda> "Well the way I see it, we have 3 options. Option 1: Figure out how to disarm this trap. Option 2: Find an alternative way to get people through this trap. Option 3: Have those on the other side run really fast and try to get past the nozzles before they go off."
[22:01] <Berrian> "Option three sounds dangerous, as they go off nearly as fast as we go by them."
[22:02] <Berrian> "I will attempt one more disarming, if I must, but please start thinking of alternatives."
[22:02] <Berrian> 1d20+8
[22:02] <TolBot> [Berrian's 1d20+8]: 14
[22:02] <DM_Tol> Berrian fails to approach the panel without setting off the nozzle.
[22:02] <Shalanda> "Well if we had a metal shield, we could try to put that between the nozzle and the people running underneath."
[22:02] <DM_Tol> 1d20+11 vs Refl
[22:02] <TolBot> [DM_Tol's 1d20+11 vs Refl]: 31 (You da man.)
[22:02] <DM_Tol> 3d8+4
[22:02] <TolBot> [DM_Tol's 3d8+4]: 17
[22:03] * Zahira grunts sitting up and trying to fully regain conciousness. "Well...trying to work on it is a bit painful."
[22:03] * Ryu shakes his head
[22:03] * Berrian crawls away, bloodied and fried.
[22:03] <DM_Tol> Berrian is doused with flame as he pulls back.
[22:04] <Athas> "My chain can block the worst of the damage if someone wears it."
[22:04] * Ryu hands Berrian one of his Potions of Healing
[22:04] <Ryu> (Spend a healing surge and gain 10hp)
[22:04] <Ryu> (instead of what you'd normally gain)
[22:04] * Berrian pushes it away. "I will heal. I am not going to use the potion."
[22:05] <DM_Tol> Berrian backs up to rest.
[22:05] <DM_Tol> Darce waves at you from the other side of the two nozzles. Blake and atlas are behind him.
[22:06] <DM_Tol> Darce: "You want me to run for it?"
[22:06] <Shalanda> "Unless you can come up with a better idea."
[22:06] * Berrian uses a surge, while staying away from the nozzles.
[22:06] * Zahira stands up and looks at Ber. "Well, its either run, or hope Ber and I dont kill ourselves...
[22:06] * Ryu decides to give it a go
[22:07] <Ryu> 1d20 vs DC15
[22:07] <TolBot> [Ryu's 1d20 vs DC15]: 2 Fail
[22:07] <Ryu> (ROFLMAO!)
[22:07] <Ryu> (*gives Tolbot a cookie*)
[22:07] <DM_Tol> Ryu moves past Berrian, squeezing through, and then attempts to approach the panel near the nozzle, setting off the flame.
[22:07] <DM_Tol> 1d20+11 vs Ryu Refl
[22:07] <TolBot> [DM_Tol's 1d20+11 vs Ryu Refl]: 22
[22:07] <DM_Tol> 3d8+4

[22:07] <TolBot> [DM_Tol's 3d8+4]: 14
[22:07] <Ryu> (hit)
[22:07] <Shalanda> "Think we can break the nozzles?"
[22:08] <Athas> "I can."
[22:08] <Zahira> "If you break them, it may make it harder"
[22:08] * Ryu growls and retaliates by striking the nozzel with his blade the best he can
[22:08] <Shalanda> "True, but we won't know until we try."
[22:08] * Reed (webchat@3bfc1088.dhcp.trcy.mi.4e125616.com.hmsk) has joined #grovewood
[22:08] <Zahira> "The nozzles direct it...if you break them, there is no direction, it will spread out instead..."
[22:08] <DM_Tol> 1d20+11
[22:08] <TolBot> [DM_Tol's 1d20+11]: 21
[22:08] <DM_Tol> (vs Ryu's Ref)
[22:08] <Shalanda> "Though I guess Ryu is going to try anyway."
[22:08] <Shalanda> (Hey Reed)
[22:09] <Ryu> (REF 19)
[22:09] <Ryu> (I think you need to take TolBot out of hard mode)
[22:09] <DM_Tol> 3d8+4 more damage as Ryu reenters the flames.
[22:09] <TolBot> [DM_Tol's 3d8+4 more damage as Ryu reenters the flames.]: 20
[22:09] <Reed> (hey guys. was going to show up earlier, but I got caught up with stuff)
[22:09] <DM_Tol> (I guess that could be half damage)
[22:10] <DM_Tol> (since you were attacking not completely in its space we'll say)
[22:10] <Ryu> (So 10 damage?)
[22:10] <DM_Tol> (Yes. Now roll AC hit, Ryu)
[22:10] <Ryu> 1d20+13
[22:10] <TolBot> [Ryu's 1d20+13]: 21
[22:10] <DM_Tol> (hit. roll damage)
[22:11] <Ryu> 1d10+7
[22:11] <TolBot> [Ryu's 1d10+7]: 13
[22:11] <DM_Tol> Ryu hits the nozzle, damaging it some.
[22:12] <Ryu> (*pulls a potato from his basket of everlading provisions and shoves it over the nozzel*)
[22:12] * Zahira sighs watching Ryu.
[22:12] <Reed> (mmm, taters.)
[22:13] * Zahira calls down to the others at the far end "Do you have cloaks?"
[22:13] <DM_Tol> Darce: "Eh? Well, yes."
[22:14] <Zahira> "Unhook it and wrap yourself in it loosely, then run through and once you are clear throw the cloak on the ground...it should protect you from the brunt of it if you run quick enough..."
[22:15] <DM_Tol> Darce looks back at Athas.
[22:15] * Athas looks down at Darce.
[22:15] <Shalanda> "Or run under somebody's legs."
[22:15] <DM_Tol> Darce: "I don't know about that."
[22:15] <Zahira> <or heave the midget and we will catch him>
[22:15] <Athas> "The gods favor you this day, Darce."
[22:16] <Ryu> (Where is our wizard when we need one?)
[22:16] * Athas bends down to pick him up, wrapping his cloak around him.
[22:16] * Athas looks down the tunnel.
[22:16] <Athas> "How far?"
[22:16] <DM_Tol> (Athas, you can not pick up anyone in this cramped space)
[22:16] <Athas> (dang, I was going to carry him and do a Heisman at the end)
[22:16] <Zahira> "Its only about 15 feet...2 nozzles then you will be clear"

[22:17] * Athas looks at his armor, then to Darce.
[22:17] <DM_Tol> Darce: "So, we run?"
[22:17] <Athas> "Darce -- do you want the protection of my armor?"
[22:18] <DM_Tol> Darce snickers, it would crush me.
[22:19] <DM_Tol> (so, you want these three to run for it?)
[22:19] <Zahira> <i can always hold ryu in front of the second one so yall only have to run thru one nozzle>
[22:19] <Shalanda> (yes)
[22:19] <DM_Tol> Blake runs through the first nozzle.
[22:19] <Athas> "Very well, good Darce. Let's see if we slake the thirst of our gods' today."
[22:19] <DM_Tol> 1d20+11
[22:19] <TolBot> [DM_Tol's 1d20+11]: 24
[22:19] <Berrian> (we can keep getting toasted and they're still stuck, or they can run.)
[22:19] <DM_Tol> 3d8+4
[22:19] <TolBot> [DM_Tol's 3d8+4]: 11
[22:19] <DM_Tol> Blake shrieks as he goes through the first flame.
[22:19] <DM_Tol> He runs forward.
[22:20] <DM_Tol> 1d20+11
[22:20] <TolBot> [DM_Tol's 1d20+11]: 12 (Better luck next time.)
[22:20] <DM_Tol> And scoots past, catching only some of the fire.
[22:20] <DM_Tol> 3d4+3
[22:20] <TolBot> [DM_Tol's 3d4+3]: 12
[22:20] <DM_Tol> Darce shivers.
[22:20] <DM_Tol> Darce moves behind Athas, "You go"
[22:21] <DM_Tol> Blake falls forward, rolling to put out the flames.
[22:21] * Athas takes a breath and bolts down the hallway, heedless of the danger
[22:21] <Athas> (please be good please be good please be good)
[22:21] <DM_Tol> 1d20+11 vs Athas Refl
[22:21] <TolBot> [DM_Tol's 1d20+11 vs Athas Refl]: 14
[22:22] <Athas> (less than one)
[22:22] <Athas> (ref 15)
[22:22] <DM_Tol> Athas avoids the first flames' main blunt.
[22:22] <Reed> (niice)
[22:22] <DM_Tol> 3d4+2
[22:22] <TolBot> [DM_Tol's 3d4+2]: 11
[22:22] <DM_Tol> (11 HPs damage)
[22:23] <DM_Tol> 1d20+11 vs Athas Refl
[22:23] <TolBot> [DM_Tol's 1d20+11 vs Athas Refl]: 20
[22:23] <Athas> (huh?)
[22:23] <DM_Tol> The next flame spout catches Athas full on.
[22:23] <DM_Tol> (problem?)
[22:23] <Athas> (if I missed the first, why did I get damage?)
[22:23] <DM_Tol> (Success is half damage)
[22:23] <Athas> (oh, OK)
[22:24] <DM_Tol> (3d4+2 vs 3d8+4)
[22:24] <DM_Tol> 3d8+4
[22:24] <TolBot> [DM_Tol's 3d8+4]: 26
[22:24] <DM_Tol> Athas falls out of the second flame space burning.
[22:24] <DM_Tol> (26 more HPs damage)
[22:25] <Athas> (any more?)
[22:25] <DM_Tol> (no... I'm ignoring the ongoing damage desc... I'm such a softy)

[22:25] <DM_Tol> Darce looks on and then sits down.
[22:25] <Shalanda> (Damn gnomes and their napalm)
[22:25] * Athas collapses and skids the last few feet, grinning.
[22:26] <Athas> "He Who Bites and Burns has no power over the Faithful."
[22:26] * Athas sighs
[22:26] <DM_Tol> Darce puts his head in his hands.
[22:26] <Athas> "He does not dirnk deep today."
[22:26] * Zahira tamps out the flamer with her cloak
[22:26] <Reed> (Napalm sticks to barbarians. - Gnome proverb)
[22:26] * Athas scoots back to give Darce plenty of room.
[22:26] <DM_Tol> Darce stands up, looking forward.
[22:27] <DM_Tol> Those at the front can see tears in his eyes.
[22:27] <Zahira> "Come on Darce, you can do it.....we are right here for you."
[22:27] * Athas waves to Darce.
[22:27] <Athas> "I am well, Darce!"
[22:27] <DM_Tol> Darce moves forward.
[22:28] * Athas tries to play down the worst of his injuries.
[22:28] <DM_Tol> 1d20+11
[22:28] <ToIbot> [DM_Tol's 1d20+11]: 13
[22:28] <DM_Tol> Darce hops through rather deftly, avoiding the spewing fire.
[22:28] <DM_Tol> Darce stops in the middle spot, wiping the tears from the corner of his eyes, and manages a smile.
[22:28] <Zahira> "ALmost there! Good job"
[22:29] <DM_Tol> He more confidently scoots forward.
[22:29] <DM_Tol> 1d20+11
[22:29] <ToIbot> [DM_Tol's 1d20+11]: 20
[22:29] <Zahira> <midgit powers activate!>
[22:29] <DM_Tol> 3d8+4
[22:29] <ToIbot> [DM_Tol's 3d8+4]: 21
[22:29] <Shalanda> (Form of a burning ember)
[22:30] * Athas gathers his feet under him.
[22:30] <DM_Tol> Darce screeches as the inferno sears his skin and his equipment.
[22:30] <Athas> (this guy takes the Dr. Light cosplay seriously)
[22:30] <Zahira> <form a bucket of berr's blood to put out the flames>
[22:31] <DM_Tol> Darce looks up, clothes all but burned off. "Not fun."
[22:32] * Athas grins
[22:32] <DM_Tol> You all have made it past the two Flame jet traps.
[22:32] <Shalanda> "I imagine it wouldn't be."
[22:32] <Athas> "The fun will come later, when you bed many a woman with this tale."
[22:32] * Shalanda looks at Athas and just shakes her head.
[22:32] <Ryu> "Atleast Athas hopes this tale will work for him."
[22:32] <Zahira> "I know the feeling...but at least you will have a good story to tell in the bar"
[22:33] <DM_Tol> (ok, anyone who took more than 10 hps of fire damage, any exposed cloth is burned up,)
[22:33] <Berrian> "I think it is time to take a break."
[22:33] <Ryu> (Does that include Leather?)
[22:33] <DM_Tol> (nope)
[22:33] <Ryu> (Coo, I'm fine then)
[22:33] <Reed> (You do start to smell rather delicious though)
[22:33] * Shalanda looks around at the group, Berrian and Zahira in particular.
[22:33] <Zahira> <hide?>

[22:33] <DM_Tol> (non-magical cloaks, hoods, shirts underneath leather vests, etc)
[22:34] <Athas> (ummm... Wardrobe?)
[22:34] <DM_Tol> (Sacks)
[22:34] <DM_Tol> (yep)
[22:34] <DM_Tol> (backpacks are leather)
[22:34] <Zahira> <sweet...im nekkid! not really lol>
[22:34] <Shalanda> (How close to nekkid are you?)
[22:35] <Zahira> <depends if hide counts as cloth or not lol>
[22:35] <Athas> (my sack is not leather, thank you.)
[22:35] <DM_Tol> (If you had just cloth on, your undergarments are still clinging on for dear life.)
[22:35] <Athas> (my fur's burnt off, but I stil have armor)
[22:37] <DM_Tol> You lay in the tunnel, the stench of burned material, animal skin, and your own flesh permeates the area. It is disgusting.
[22:37] <Athas> (spoken like a vegetarian)
[22:37] <Zahira> <lmao>
[22:38] <Berrian> "If we manage to complete this quest, could we take a vacation, maybe to a nice green forest, for a few weeks?"
[22:38] <Shalanda> "Any of you want to use my spare dress to cover up some of your more modest areas?"
[22:38] <Ryu> "At the rate we are going Shalanda, you may need it"
[22:39] <Shalanda> "Well if that time comes, I'll take it back."
[22:39] <Zahira> "I second that....Some Trees would be nice. I think Im still covered up for the most part."
[22:39] <Athas> "Let them flee at the sight of me in all my glory."
[22:39] <Shalanda> "Ok, suit yourself. Let me know if it gets too cold for..."
[22:39] * Shalanda shudders at the thought of Athas in his full glory.
[22:40] * Zahira chokes back a laugh
[22:41] <Athas> (she shudders in ecstasy no doubt. 🤪)
[22:41] <Shalanda> "If you like, I'll take point again."
[22:41] <Zahira> "I think we should let Full Glory take point
[22:42] <DM_Tol> (Everybody gains a milestone AP)
[22:42] <Ryu> (Would that be a +30 to Intimidate checks for Athas in his full glory? lol)
[22:42] <Reed> (Depends on how cold the room is)
[22:42] <Athas> (what does that do? The milestone?)
[22:42] <Shalanda> "You plan on deflating Athas' ego when the gnomes all start laughing at him?"
[22:43] <Shalanda> (Extra action point)
[22:43] <DM_Tol> (more like a flee in terror attack)
[22:43] <Athas> (vorpal teabagging, anyone?)
[22:43] <DM_Tol> You finish a brief rest.
[22:43] <Ryu> (Healing Surge use?)
[22:44] <Shalanda> "Anybody in need of additional healing?"
[22:44] * Zahira heaves a sigh. "I suppose its time to see what form of death awaits us next." <usin a surge in this rest to prep for our next death>
[22:44] * Athas raises his hand and looks to Darcen.
[22:44] <Athas> "Are you well, good Darcen?"
[22:45] <Athas> (spending a surge)
[22:45] <Ryu> (I as well, would use 2 if I could lol, although I'm only 8hp down now)
[22:45] <DM_Tol> Darce looks better than he did, after the short rest.
[22:45] <DM_Tol> Darce stands, 'I can go on'
[22:46] * Athas laughs and *gently* pats him on the back.

[22:46] <DM_Tol> Darce manages a small smile.
[22:46] <DM_Tol> (moving ahead?)
[22:46] <Shalanda> (Yes, I'll take point)
[22:47] <DM_Tol> Shalanda leads the group down the passage. (still searching half pace?)
[22:47] <Ryu> (make that 2 surges, so I'm back at full hp)
[22:47] <Shalanda> (yes)
[22:47] <DM_Tol> You move slowly, nearly painfully slowly forward.
[22:47] <DM_Tol> After an hour, you decide the traps are behind you for the timem being.
[22:48] <Zahira> "We arent dead yet...thats a good sign"
[22:48] <Shalanda> "Don't tempt the attention of the Raven Queen."
[22:49] <DM_Tol> YOu come to a for in the tunnel.
[22:49] <DM_Tol> You can go left or right.
[22:49] <Athas> (right)
[22:49] * Shalanda pauses to listen for any sign of sounds, wind, or tell-tale traces of travel from the two tunnels.
[22:50] <DM_Tol> You hear nothing
[22:50] * Zahira glances down both looking for any notable differences
[22:50] <Shalanda> "I see no difference in these tunnels. Unless somebody else does, I'm going to lead us right."
[22:51] <Zahira> "Right sounds alright to me...so long as nothing else happens."
[22:51] <DM_Tol> You move down the right passage. After 100 feet or so, Shalanda, the path dead ends.
[22:52] <Shalanda> (Does the dead-end look flat, like it was still being cut out, a cave-in, or other design?)
[22:52] <DM_Tol> It looks as if the passage digging was abandoned.
[22:53] * Shalanda turns the group around for the other passage.
[22:53] <DM_Tol> You back track and head down the other fork.
[22:53] <DM_Tol> After two hours, the tunnel winds again and again. At least a dozen times, the tunnel splits in two, be one of the forks always ends in a dead end after 10 to 50 feet.
[22:53] <Berrian> "Interesting."
[22:53] <DM_Tol> (sorry, 50 to 200 feet)
[22:54] <DM_Tol> (10 to 50 squares)
[22:54] <Shalanda> (Time of day?)
[22:54] <Zahira> "well...this is fun."
[22:55] <DM_Tol> (You have no sense of time of day, since a day in the crates. You do not feel like you are encumbered with normal sleep/meditation exhaustion yet)
[22:55] * Shalanda continues onward then.
[22:56] <DM_Tol> Backtracking numerous times, you more along the passage, always descending. After another hour, you come to a dead end.
[22:56] <DM_Tol> It appears to be a stone door.
[22:57] * Shalanda takes a moment to examine it, particularly for signs of more unpleasant traps.
[22:57] <Zahira> "Well, at least it isnt a dead dead end. What do you suppose is behind there?" She glances around, still feeling paranoid about traps
[22:58] <Shalanda> "Gnomes"
[22:58] <Berrian> "I hope gnomes, and truly hope it is not more traps."
[22:58] <Zahira> "I wish they were a little taller...These cramped cielings are starting to get to me."
[22:58] <DM_Tol> As you inspect, you see the door has an inscription.
[22:58] <Ryu> (Speak friend and enter)
[22:58] <Berrian> (mellon?)
[22:59] <Shalanda> (Abandon all hope all ye who enter here!)
[22:59] <Zahira> <merlok>

[22:59] <DM_Tol> Upon it, in the dwarven tongue, a roughly carved message:

[22:59] <DM_Tol> "Enter and die"

[22:59] <DM_Tol> *** As this session of Können Land comes to a close ***

9-16-2012: GNOMISH CONFLICT

[20:49] <DM_Tol> *** Game Recap ***

[20:50] <DM_Tol> The group hid inside storage crates as a way of infiltrating the lower levels of the Dwarven Kingdom of Mount Medigo.

[20:50] <DM_Tol> With the help of Ivik the Dwarf, they emerged from 2 to 3 days of horrific, grueling existence cramped inside the crates.

[20:52] <DM_Tol> Ivik led the group to a long unused tunneled gate between the Dwarves and an Underdark kingdom of Gnomes nearby.

[20:53] <DM_Tol> Pushing their way through the lazily guarded gate, you entered the kingdom.

[20:54] <DM_Tol> On the other side of the gate, you continued a dangerous journey through a narrow tunnel, fraught with traps of all sorts.

[20:56] <DM_Tol> After being cut and burned, you moved past the beginning of the tunnel, and made your way for hours, observing several abandoned tunnels, and ending up at a stone door.

[20:57] <DM_Tol> On it is inscribed a short warning, written in the Dwarven tongue:

[20:57] <DM_Tol> "Enter and die"

[20:57] <DM_Tol> *** As this session of Können Land begins ***

[20:58] * Blake` says with sarcasm "Well I suppose we should turn back?"

[20:58] <Zionia> "I think we already managed to get the 'die' hint...cant be much worse behind there..."

[20:58] <DM_Tol> The passage, all along, rounded and cramped, causing everyone more than a couple inches over 5 foot to hunch over, stops at the door.

[20:58] <Athas> "It's a bluff."

[20:58] <Blake` > "Are you sure?" Blake smiles

[20:59] <Berrian> "I am sure the dwarves would not treat us any better, were we to turn back."

[20:59] <Zionia> "I think Athas is volunteering to go first"

[21:00] * Athas smirks

[21:01] <Blake` > "Well lets see what happens"

[21:01] <Ryu> "It could be an acid pit and Athas would volunteer to go first if it would give old man iron a chance to drink deep."

[21:01] * Shalanda just shakes her head and tries to open the door.

[21:05] * Blake` watches intently awaiting for something big to happen

[21:05] <DM_Tol> There is a small handle.

[21:05] * Athas looks around to see if anything else will happen/

[21:05] <DM_Tol> You can not budge the door.

[21:06] <Blake` > "Locked?"

[21:06] * Shalanda grumbles and tries to put some weight into opening the door (after trying to turn the handle).

[21:06] <Shalanda> "I don't see a keyhole."

[21:07] * Zionia is now known as Zahira

[21:07] <Zahira> <derp...>

[21:07] <Berrian> "hmm."

[21:07] <Athas> "Shall I?"

[21:07] <DM_Tol> The handle is a small nook, that you attempt to pull (not turn). The door appears as if it opens towards you.

[21:08] <Blake` > "Well use you teleport and go through"

[21:08] <Shalanda> (and nothing happens when I try to pull it open with some force?)

[21:08] <DM_Tol> (no)

[21:09] <Shalanda> "I'm not having any luck with it, and if I can't see where I'll end up... let's just say that's very very bad for me."

[21:09] <DM_Tol> (you can search around it for mechanisms, etc)
[21:09] * Shalanda says in response to Blake's question.
[21:09] <Shalanda> "There's bound to be a way in here, everybody look around and see what you can see."
[21:09] * Berrian looks around the door and surrounding area for a mechanism
[21:10] <DM_Tol> (perc)
[21:10] <Berrian> 1d20+11
[21:10] <TolBot> [Berrian's 1d20+11]: 24
[21:10] <Shalanda> 1d20+6
[21:10] <TolBot> [Shalanda's 1d20+6]: 22
[21:10] <Blake` > "Well if I were to mention "red flags" I would say we sure found a ton of them here"
[21:10] <Blake` > 1d20+3
[21:10] <TolBot> [Blake`s 1d20+3]: 20
[21:10] <Zahira> 1d20+14
[21:10] <TolBot> [Zahira's 1d20+14]: 21
[21:11] <Ryu> 1d20+3
[21:11] <TolBot> [Ryu's 1d20+3]: 22
[21:11] <Athas> 1d20+2
[21:11] <TolBot> [Athas's 1d20+2]: 5
[21:12] <DM_Tol> Berrian, you identify a slit in the door seam that appears to be part of the locking mechanism.
[21:12] <Ryu> (Athas walks blankly into a wall, then tempts to stand and smacks his head off the ceiling, all while not noticing the rat climbing up his leg lol)
[21:12] <DM_Tol> If you had tools, you could attempt to work the lock.
[21:12] * Berrian points it out to the others while taking a closer look.
[21:13] <Athas> (I have a tool)
[21:13] * Berrian tries to pick the lock
[21:13] <Berrian> 1d20+15
[21:13] <TolBot> [Berrian's 1d20+15]: 16 (That stinks.)
[21:13] <Berrian> (okay, tolbot thinks I shouldn't EVER do thievery...)
[21:13] * Blake` watches Berrian at work
[21:14] <Athas> (well -- it is breaking the law)
[21:14] <DM_Tol> (you have thieves tools, berr?)
[21:14] <Berrian> (I do. thus the +2 to my 13 skill at thievery...)
[21:14] <Ryu> (Berrian stabs himself in the fingers with his tools, 1 damage)
[21:14] <Blake` > (lol)
[21:14] <DM_Tol> (k)
[21:14] <Zahira> <want me to try to assist ya again? lol>
[21:14] <DM_Tol> Berrian begins working on the locking mechanism, which does not yet budge.
[21:14] <Blake` > (and manages to make the lock more difficult to open)
[21:14] <Athas> (*snap*)
[21:15] <DM_Tol> (DC on the lock is 20)
[21:16] * Berrian tries again
[21:16] <Berrian> 1d20+15
[21:16] <TolBot> [Berrian's 1d20+15]: 33
[21:16] <DM_Tol> Berrian works on the mechanism for several minutes. It begins to feel cramped in the space.
[21:17] <DM_Tol> After half an hour, Berrian feels he is close to getting it, and in time you hear *shwoop* *Click* and the door looses in its jam.
[21:19] * Shalanda pats Berrian on the shoulder.

[21:19] <Berrian> "There."
[21:19] <Blake` > "Well done"
[21:19] * Berrian places his tools back inside their case and into his cloak.
[21:19] * Athas gets his axe ready.
[21:20] * Ryu waits to see if he needs to draw his weapon
[21:22] <Blake` > "Whoever goes first, be ready for anything"
[21:23] * Shalanda nods and takes position in the front again, and opens the door when everybody is ready.
[21:23] * Berrian takes two daggers out of his cloak and keeps them at the ready.
[21:24] * Ryu readies his repeating crossbow
[21:24] * Zahira keeps towards the back, scimitar at the ready as her bow would be a bear to do anything with in here. "Stupid midgets..."
[21:24] <Athas> "I'll go first."
[21:24] * Athas walks through the door.
[21:25] <DM_Tol> You pull the door, which swings open grudgingly.
[21:25] <DM_Tol> Beyond, you see darkness.
[21:25] * Athas squints
[21:26] * Athas looks around for a torch
[21:26] <Zahira> <i attack the darkness!>
[21:26] <Shalanda> "I'll go first, you can barely see as it is, and my vision is far superior to yours."
[21:26] <Ryu> (I wanna cast Magic Missile!)
[21:26] <Athas> "Stay low if I need to swing."
[21:26] <Zahira> <I am galstaff, sorcerer of light! Then why did you have to cast magic missile?>
[21:27] * Blake` waits for his turn to enter
[21:27] <DM_Tol> A burst of 'different' air blows past you as you pull the door open.
[21:27] <Blake` > "Let's just hope its a treasure room"
[21:27] <DM_Tol> The odor in the hallway as well as the cut of the stone is diffent as you step forward.
[21:27] <Shalanda> "If only we were so lucky."
[21:27] * Shalanda looks around at the stonework.
[21:28] * Berrian steps through the door as his turn arises.
[21:28] <DM_Tol> The passage is wider here, and not rounded, but more squared off. It remains rather short, thought a couple inches taller.
[21:28] <Athas> (What does it smell like now? I'm voting apples.)
[21:28] <Berrian> (can 5'5" stand up fully now?)
[21:29] <DM_Tol> The passage beyond the gate heads to the right and the left.
[21:29] <Zahira> "Are we going to have to do this again?"
[21:30] * Shalanda stands at the fork and tries to pick up any breeze, smell, noise, or sign on the ground that one side leads to "civilization" over the other.
[21:31] <DM_Tol> (dungeoneering check)
[21:31] * Berrian does the same
[21:31] <Berrian> 1d20+6
[21:31] <TolBot> [Berrian's 1d20+6]: 26 (Way to go!)
[21:31] * Ryu follows the group
[21:31] <Shalanda> 1d20+6
[21:31] <TolBot> [Shalanda's 1d20+6]: 18
[21:31] <Ryu> 1d20+3
[21:31] <TolBot> [Ryu's 1d20+3]: 22
[21:32] <Ryu> (AFK for a few, wifey needs a hug)
[21:32] <Blake` > 1d20+3
[21:32] <TolBot> [Blake`s 1d20+3]: 4 (Better luck next time.)

[21:32] <Athas> 1d20+3
[21:32] <TolBot> [Athas's 1d20+3]: 17
[21:34] <DM_Tol> Some of you find relief in the slightly larger hall. You investigate the air and the slopes, but find no criteria to choose one direction versus the other.
[21:35] <Athas> (I have a coin)
[21:35] * Shalanda decides to try the right path.
[21:35] <Athas> (good luck -- or wait, you mean right as in right or left, right?)
[21:36] <DM_Tol> You head along the passage to the right.
[21:38] <DM_Tol> The tunnel is very different in form in this part of the Underdark, The cut is different, and many of the formations are natural. As you walk along for an hour, you see some dampness, some natural features of the area. There are no 'side trails' tunneled but then abandoned as you saw before.
[21:39] <Athas> (brb)
[21:41] <DM_Tol> Every twenty minutes to an hour, the passage opens up in a larger space, like a small canyon or cavern before continuing somewhere on the other side of the more open space.
[21:41] * Blake` just keeps moving, looking around often
[21:41] <Shalanda> "Well, I'm starting to wonder if anything lives here."
[21:41] <DM_Tol> (do my desc's make sense?)
[21:42] <Zahira> <yea...like the mines of moria>
[21:43] <Zahira> "it smells funny here..."
[21:43] <Berrian> "we are heading somewhere."
[21:44] <Blake` > "Would be a good hideout"
[21:44] <DM_Tol> You head on for another hour. The passage descends some, but not as aggressively as the rounded passage you took to the gate, which dropped miles.
[21:44] <DM_Tol> 1d20
[21:44] <TolBot> [DM_Tol's 1d20]: 2
[21:46] <Zahira> "So...anyone wanna see who can make the best echo?" Note sarcasm in voice.
[21:47] <DM_Tol> After another hour, moving along you hear a "ping" sound.
[21:47] * Shalanda pauses.
[21:48] * Athas looks around
[21:48] <Ryu> (stomp, slide, stomp, slide, stomp, slide)
[21:49] * Berrian looks to the others
[21:50] <DM_Tol> You pause, and listen, and hear nothing more. You see nothing around with the dim glow of your [what are you using for light?]
[21:50] <Ryu> (I have an everburning torch)
[21:52] <Athas> (I'm standing close to Ryu, but not so close I'd take an arrow to the knee for him)
[21:52] <DM_Tol> (😊)
[21:52] * Shalanda continues onward then.
[21:52] <Berrian> (I have EBT as well)
[21:53] <Athas> (huh -- oh -- I see EBT and I think 'electronic benefits transfer'... darn work)
[21:53] <Zahira> <has the whole area opened up or is it back and forth through the tunnel?>
[21:54] <DM_Tol> (who is in the lead?)
[21:55] <Shalanda> (I see EBT as the same thing Harl)
[21:55] <Shalanda> (I'm in the lead)
[21:56] <Athas> (I'm tapping ahead with my white cane)
[21:56] <Blake` > (whoever has the light or can see)
[21:59] <DM_Tol> Shalanda, you see another opening up ahead to yet another larger space. It seems to you there is a dim glow in the opening ahead. Perhaps it is more of the glowing moss that you saw up in the top kingdom.
[22:00] * Shalanda whispers back.

[22:00] <Shalanda> "I see light ahead."
[22:01] <Athas> "People?"
[22:01] <Blake` > "natural light?"
[22:01] * Ryu sits quietly
[22:01] <Shalanda> "No, just light, maybe the glowing moss that we saw in the dwarven kingdom."
[22:02] <Athas> "Could there be dwarves there?"
[22:02] <Shalanda> "Doubtful, but let's keep it down as we approach, just in case."
[22:02] <Zahira> "we are in a mine of sorts...it wouldnt be surprising..."
[22:03] <Blake` > "who knows what lives down here"
[22:03] * Shalanda proceeds attempting to lighten her steps as she goes.
[22:03] <Shalanda> 1d20+4 stealth
[22:03] <TolBot> [Shalanda's 1d20+4 stealth]: 17
[22:03] <Berrian> "Finding something more than caves would be nice."
[22:03] <Athas> "Then we should be on the surface."
[22:05] <DM_Tol> 1d20
[22:05] <TolBot> [DM_Tol's 1d20]: 16
[22:06] <DM_Tol> Shalnda, you more through the opening. Your eyes quickly move up the crevices and hanging stalagmites of the small cavern and the source of the light on a landing 10 feet in the air, where two gnomes have their back to you.
[22:07] * Shalanda holds up her hand for the others to stop, then puts her finger to her lips, then points up, and holds up 2 fingers.
[22:07] <DM_Tol> (stealth check everyone else)
[22:07] * Zahira freezes and glances up
[22:07] <Ryu> 1d20+3
[22:07] <TolBot> [Ryu's 1d20+3]: 8
[22:07] <Shalanda> (Go captain sneaky)
[22:07] <Zahira> 1d20+12
[22:07] <TolBot> [Zahira's 1d20+12]: 19
[22:08] <Ryu> (I have a light, so yea)
[22:08] <Blake` > 1d20+1
[22:08] <TolBot> [Blake`'s 1d20+1]: 10
[22:08] <Berrian> 1d20+13
[22:08] <TolBot> [Berrian's 1d20+13]: 18
[22:08] <Athas> 1d20+2
[22:08] <TolBot> [Athas's 1d20+2]: 9
[22:09] <Athas> (... and Athas steps on a cat's tail)
[22:09] <Shalanda> (No Ryu's tail)
[22:09] <Athas> (dammit Jinx!)
[22:09] <Zahira> <lmao>
[22:09] <Ryu> (I don't have a tail, but my dragonling does)
[22:09] <Zahira> </me unfs tolbot as i apparently forgot to again>
[22:10] <Ryu> (Unless you mean 'that' tail, but it doesn't drag on the ground behind me ;-)
[22:12] <Berrian> (WHY am I thinking of Avatar now?)
[22:13] <Zahira> <kinky...blue tails...mmm>
[22:16] <DM_Tol> One of the gnomes looks across the canyon, and barks something out at you, and seems to wave you along.
[22:17] <Athas> (this security sucks)
[22:18] <Shalanda> (Does it appear that (s)he spots me? If not, I'll stay put and let the others through first.)
[22:19] <Blake` > (gnomes are so stupid)
[22:19] * Berrian whispers. "Is that threatening or helpful?"

[22:19] <DM_Tol> The gnome clearly looked at yoyu and waved you on.
[22:20] * Shalanda presses on then.
[22:20] <Athas> "They're not screaming for guards, so I guess we're all right."
[22:20] * Shalanda waves for the others to continue.
[22:20] <DM_Tol> The gnome then, after a 3 second delay, does a double take and looks back at you Shalanda and those behind you.
[22:21] * Zahira continues on at the rear of the group watching for anything that may pop out again.
[22:21] <DM_Tol> The gnome screams, as you see other reactions around the edges of the walls of the cavern.
[22:21] <DM_Tol> `init rolls from everyone please
[22:21] <TolBot> Please make an initiative roll (1d20+modifier).
[22:22] <Athas> 1d20+6
[22:22] <TolBot> [Athas's 1d20+6]: 14
[22:22] <Blake` > 1d20+4
[22:22] <TolBot> [Blake`s 1d20+4]: 11
[22:22] <DM_Tol> The gnome lunges at you in attack.
[22:22] <Berrian> 1d20+8
[22:22] <Blake` > (dont forget your +2 bonus)
[22:22] <TolBot> [Berrian's 1d20+8]: 18
[22:22] <Shalanda> 1d20+6
[22:22] <TolBot> [Shalanda's 1d20+6]: 25
[22:23] <Athas> (whoops -- mine should be 16 then)
[22:23] <DM_Tol> 1d20+4 for Gnomes
[22:23] <TolBot> [DM_Tol's 1d20+4 for Gnomes]: 21
[22:24] <Ryu> 1d20+3
[22:24] <TolBot> [Ryu's 1d20+3]: 12
[22:24] <Zahira> 1d20+7
[22:24] <TolBot> [Zahira's 1d20+7]: 14
[22:24] <DM_Tol> (zahira.. init roll?)
[22:24] <DM_Tol> `init report
[22:24] <Zahira> <sorry>
[22:24] <TolBot> Initiative Order: Shalanda, 25, Gnomes, 21, Berrian, 18, Athas, 14, Zahira, 14, Ryu, 12, Blake`, 11
[22:25] <DM_Tol> Shalanda, You see two gnomes across the cavern, up 10 feet.
[22:25] * Shalanda hold aloft her holy symbol and invokes a blessing from the Raven Queen. (Bless: +1 power bonus to attack rolls for my allies until end of encounter)
[22:26] <Blake` > "let's just run through"
[22:26] <Shalanda> (Is there a combat map for this?)
[22:28] <DM_Tol> (Map GnomeCavern at <http://tiny.cc/battlegrid>)
[22:29] * Shalanda waits for the gnomes to come at her, after blessing the party.
[22:30] <DM_Tol> Shalanda Blesses the party as the Gnomes attack.
[22:30] <Zahira> <is the area we are on opened up yet or still short ceiling?>
[22:31] <Blake` > "Let's make this quick"
[22:31] <DM_Tol> The area is jagged around the edges, with crevices. The ceiling goes 15 feet his at least, and up into some cracks higher in a couple places. (keep in mind not everyone is yet into the cavern).
[22:32] <DM_Tol> The gnomes beans an assault
[22:32] <DM_Tol> Two more appear from another area as the attacks come.
[22:33] <Blake` > (dont they have a tough race helping them at all? won't Athas just crush them?)
[22:33] <DM_Tol> 1d20+7 vs Will
[22:33] <TolBot> [DM_Tol's 1d20+7 vs Will]: 15

[22:33] <Athas> (I prefer calling it "juicing the bloody oranges")
[22:34] <Shalanda> (My will is 21)
[22:34] <DM_Tol> (Shal, Berr, Ath and Zah attacked)
[22:34] <Athas> (my will is weak -- *eats ice cream*)
[22:34] <DM_Tol> A spray of colors spew forth.
[22:34] <Athas> (My will is 15)
[22:35] <DM_Tol> (Berrian, Zah? your will?)
[22:35] <Zahira> <14>
[22:35] <Berrian> (17)
[22:35] <DM_Tol> 1d6+5
[22:35] <TolBot> [DM_Tol's 1d6+5]: 11
[22:36] <DM_Tol> Zahira and Athas are affected by the spray (11HPs and dazed for one round)
[22:36] <DM_Tol> 1d20+7 vs Fort
[22:36] <TolBot> [DM_Tol's 1d20+7 vs Fort]: 25
[22:37] <Shalanda> (18 fort)
[22:37] * Athas grunts and drops to his knees.
[22:37] <DM_Tol> A stinking cloud rises up in yoru midst.
[22:37] <Athas> (22 -- who said I was going to crush them?)
[22:37] <DM_Tol> (skunking cloud in green, affecting Shal thru Ryu)
[22:38] <Blake` > "Move in!"
[22:38] <DM_Tol> 1d10+5 poison damage
[22:38] <TolBot> [DM_Tol's 1d10+5 poison damage]: 11
[22:39] <Ryu> (Sorry, been talking to the wife)
[22:40] <DM_Tol> (11 poison damage to everyone in the stinking cloud.)
[22:41] * Berrian gags on the poison, then throws his two readied daggers, one at each of the original gnomes (HQ on left/first) and begins withdrawing his bow & a quiver of arrows from his cloak. (using AP) Then fires off two arrows at (targets standing. not sure which ones)
[22:41] <DM_Tol> A gnome to your right sends a blast of lightning forward.
[22:41] <DM_Tol> 1d20+7 vs Reflex
[22:41] <TolBot> [DM_Tol's 1d20+7 vs Reflex]: 11
[22:41] <Athas> (reflex 15)
[22:42] <Athas> (brb)
[22:42] <DM_Tol> The ball grows near you and fizzles as the lighting goes nowhere but to the floor.
[22:42] <DM_Tol> The fourth gnome sends a burst of flames.
[22:42] <DM_Tol> 1d20+7 vs Ref.
[22:42] <TolBot> [DM_Tol's 1d20+7 vs Ref.]: 26
[22:43] <DM_Tol> Shalanda, Berrian and Athas are hit with flames.
[22:43] <DM_Tol> 1d6+5 fire damage to each
[22:43] <TolBot> [DM_Tol's 1d6+5 fire damage to each]: 10
[22:43] <DM_Tol> (ok, you guys get your damage marked?)
[22:43] <Shalanda> (noted on both that hit me)
[22:43] <Berrian> (yup)
[22:43] <Zahira> <yerp>
[22:43] <Ryu> (I only took 11 so far right? From the stinky cloud?)
[22:44] <DM_Tol> Shalanda, acting now?
[22:44] * Athas collapses to the ground now.
[22:44] <DM_Tol> (right, ryu)
[22:44] <Blake` > (???)
[22:44] <Ryu> (did we get a rest during the walk here? need to know if I recovered lol)
[22:45] <Shalanda> (What about the rest of the people that go after the gnomes in init order?)
[22:45] <DM_Tol> The stinking cloud shields your vision enough that you do not have line of sight

from within the cloud.

[22:45] <DM_Tol> (Was your cast a standard action?)

[22:45] <Shalanda> (Yes it was)

[22:45] <DM_Tol> (ok, ignore me then)

[22:45] <DM_Tol> Berrian acts.

[22:46] <DM_Tol> Athas acts

[22:47] * Berrian moves forward and to the right out of the cloud, then attacks. 2 daggers thrown towards G3&G4, draw bow & arrows, (Use AP), fires two arrows at G1, G2.

[22:47] <Ryu> (We know they're ahead of us, we just can't see them right?)

[22:47] <DM_Tol> (can't move and draw, I think)

[22:47] * Athas stands up, shaking his head.

[22:48] <DM_Tol> (yes, rye)

[22:48] * Athas moves to one gnome

[22:48] <DM_Tol> (drawing the bow and arrow is a move action?)

[22:48] <Berrian> (I used AP for draw and fire of bow. Isn't it like a second round of actions?)

[22:49] <Shalanda> (Just an extra standard or move action)

[22:49] <DM_Tol> (AP gives you an extra standard)

[22:49] <DM_Tol> (or move)

[22:49] <Berrian> (I'm confused then)

[22:50] <DM_Tol> (on a normal turn, you get a minor, move and standard action. standard usually is the attack)

[22:50] <DM_Tol> (You can also do another move as your standard, instead of attacking)

[22:50] <DM_Tol> (What is drawing? is it move or minor action?)

[22:50] <Shalanda> (Just looked it up, drawing is a minor)

[22:51] <DM_Tol> (I think it's minor)

[22:51] <Shalanda> (Page 289)

[22:51] <Zahira> <stunned = loss of one or both actions?>

[22:51] <DM_Tol> (ok, roll your dagger throws)

[22:52] <DM_Tol> (loss of all actions when stunned)

[22:52] <Berrian> (draw is minor, p289 PHB)

[22:52] <Berrian> 2#1d20+12

[22:52] <TolBot> [Berrian's 2#1d20+12]: 15, 26 (Sum:41)

[22:52] <DM_Tol> (but your dazed, not stunned)

[22:53] <DM_Tol> (which means only a move or a standard action your turn)

[22:53] <DM_Tol> (vs ac?)

[22:53] <Berrian> (yes, AC)

[22:55] <Zahira> <kk>

[22:55] <DM_Tol> (one hit)

[22:55] <Berrian> 1d4

[22:55] <TolBot> [Berrian's 1d4]: 3

[22:56] <DM_Tol> (roll arrows)

[22:56] <Berrian> 2#1d20+12

[22:56] <TolBot> [Berrian's 2#1d20+12]: 25, 31 (Sum:56)

[22:56] <DM_Tol> (hits)

[22:56] <Blake` > (that gnome should be dead now)

[22:56] <Berrian> 2#1d10+1

[22:56] <TolBot> [Berrian's 2#1d10+1]: 5, 6 (Sum:11)

[22:57] <DM_Tol> Athas acts, moving out of the cloud.

[22:57] <Athas> "I'm going to kill every single one of you."

[22:57] <Athas> (first -- healing surge)

[22:57] <DM_Tol> Athas, that space is green. You will continue to be affected by the poison cloud if

you stop there.

[22:58] <DM_Tol> (Athas, only one action this round as you are dazed)

[22:58] <DM_Tol> Zahira acts.

[22:58] <Athas> (move back?)

[22:59] <DM_Tol> (no, you can do the move action, that's fine, but that's all.)

[22:59] <DM_Tol> Ryu acts

[22:59] <Athas> (OK)

[22:59] * Ryu moves forth and attacks G3 with his greatsword (INT vs AC, Booming Blade, Melee 1)

[23:00] <Ryu> 1d20+13

[23:00] <TolBot> [Ryu's 1d20+13]: 16

[23:00] <DM_Tol> (miss)

[23:00] * Zahira moves forward out of the plume of gas and is too dazed to do anything further

[23:00] <DM_Tol> Blake, you feel you could hold your breath and move through the cloud ok.

[23:01] <DM_Tol> Ryu attacks and swings wide at the gnome.

[23:01] <DM_Tol> (Blake acts)

[23:01] * Blake` takes a deep breath and charges through the cloud

[23:01] <Blake` > (whats move again?)

[23:02] <Blake` > (how many squares?)

[23:02] <DM_Tol> (your speed is 5, so you can't make it out)

[23:02] <DM_Tol> (you would stop in the cloud)

[23:02] <DM_Tol> (or, you can double move, and just have no attack)

[23:03] <Athas> (it's not that bad, really. We're just overacting to give the gnomes an overinflated sense of confidence.)

[23:03] * Blake` moves as far as he can (10 squares to enter the action)

[23:03] <Blake` > (do i have a minor action left?)

[23:03] <DM_Tol> Darce watches and stays put.

[23:03] <DM_Tol> (yes, blake)

[23:03] <Blake` > (nevermind, im good with just that)

[23:04] <DM_Tol> You all move out of the gas cloud and begin your retaliation on the assailants.

[23:04] <DM_Tol> *** As this session of Können Land comes to a close ***

<Log Note: Reed as returned, and although this was never RPed, his return is assumed to have been at the same time as Zahira. He is just not acknowledged until this point.>

[19:56] <DM_Tol> *** Game Recap ***

[19:56] <DM_Tol> With the help of some Dwarves, the party left the Dwarven kingdom after randomly (*ahem*) meeting up with two former companions who were working a supply ship.

[19:57] <DM_Tol> Stowing away inside storage crates, they survived the ordeal and were led to an old gate where they pushed their way into the tunnels of the UnderDark, near a Dark Gnome civilization.

[19:58] <Blake` > (can you please repost the grid address again)

[19:58] <DM_Tol> After managing traps in the tunnel, they came to a gate which opened into tunnels drawing them nearer to Gnome civilization.

[19:58] <DM_Tol> (It's in the channel topic)

[19:58] <Blake` > (thanks)

[19:58] <DM_Tol> (Teach a man how to fish...)

[19:58] <Shalanda> (FYI: Everybody is still affected by my Bless spell and get a +1 power bonus to hit)

[19:59] <DM_Tol> Occasional fissures and small caverns have been welcome respite from the cramped gnomish tunnels, but the last one brought the group face to face with a group of 4 sturdy Dark gnomes, who attacked them on sight.

[20:00] <DM_Tol> A Stinking Cloud permeates in a portion of the tunnel as the party members flee from it.

[20:00] <DM_Tol> *** As this session of Können Land begins ***

[20:00] <DM_Tol> * New Round *

[20:00] <DM_Tol> (Roll Initiative, Reed)

[20:01] <DM_Tol> Shalanda Acts

[20:01] * Shalanda feysteps to a flanking position on g3, and swings with a Healing Strike. (Str vs AC)

[20:02] <Shalanda> 1d20+11

[20:02] <TolBot> [Shalanda's 1d20+11]: 31 (Perfect!)

[20:02] <DM_Tol> (hit)

[20:02] <DM_Tol> (Full dam?)

[20:02] <Reed> (oh) 1d20+11

[20:02] <Shalanda> (20 damage, I'll take the surge, gnome is marked)

[20:03] <Blake` > (just say that it explodes)

[20:03] <DM_Tol> (skip the oh, Reed)

[20:03] <Reed> 1d20+11

[20:03] <TolBot> [Reed's 1d20+11]: 13

[20:03] <DM_Tol> Initiative Order: Shalanda, 25, Gnomes, 21, Berrian, 18, Athas, 14, Zahira, 14, Reed 13, Ryu, 12, Blake`, 11

[20:03] <Zahira> </me hummps tolbot for good luck>

[20:03] <Shalanda> (That's how you are supposed to roll Berrian)

[20:04] <DM_Tol> The undamaged Gnome is decimated by Shalanda's attack.

[20:04] <DM_Tol> The Gnomes retaliate

[20:04] <Berrian> (yeah, I keep trying...)

[20:07] <DM_Tol> 1d20+4 vs Fort AthasAndZahira

[20:07] <TolBot> [DM_Tol's 1d20+4 vs Fort AthasAndZahira]: 23

[20:07] <DM_Tol> A gnome sends a ray of Frost blasting forward

[20:07] <Zahira> <i fail>
[20:08] <DM_Tol> 1d6+5 Cold damage
[20:08] <TolBot> [DM_Tol's 1d6+5 Cold damage]: 10
[20:08] <DM_Tol> (10 HPs to Zah and Athas)
[20:09] <DM_Tol> Another gnome sends a ray of Frost blasting forward at Blake and Shal
[20:09] * Zahira grunts at the attack. "Bloody hell..." <bloodied>
[20:09] <DM_Tol> 1d20+4 vs Fort
[20:09] <TolBot> [DM_Tol's 1d20+4 vs Fort]: 12
[20:10] <Shalanda> (miss)
[20:10] <Blake` > (miss(
[20:12] <DM_Tol> Another Gnome Flanks Shal and burst Blake and Shalanda with a flame.
[20:12] <DM_Tol> 1d20+7 vs Reflex
[20:13] <TolBot> [DM_Tol's 1d20+7 vs Reflex]: 16
[20:13] <Blake` > (hit)
[20:13] <DM_Tol> (18 against Shal)
[20:13] <Shalanda> (My Ref is 16, so hit)
[20:13] <DM_Tol> 1d6+5 fire damage
[20:13] <TolBot> [DM_Tol's 1d6+5 fire damage]: 9
[20:13] <DM_Tol> Another Gnome bursts Ryu and Berrian with a flame.
[20:13] <DM_Tol> 1d20+7 vs Reflex
[20:13] <TolBot> [DM_Tol's 1d20+7 vs Reflex]: 17
[20:13] <DM_Tol> 1d6+5 fire damage
[20:13] <TolBot> [DM_Tol's 1d6+5 fire damage]: 10
[20:14] <DM_Tol> (10 HPs to Ryu and Berrian, if it hit)
[20:14] <Berrian> (miss)
[20:15] <DM_Tol> (miss rye too, i think)
[20:15] <Ryu> (sorry)
[20:15] <Ryu> (Yea, REF is 19)
[20:15] <DM_Tol> 1d10+5 Poison Damage From Stinking Cloud
[20:15] <TolBot> [DM_Tol's 1d10+5 Poison Damage From Stinking Cloud]: 6
[20:16] <DM_Tol> Berrian acts, as he takes damage from the cloud (6 HP)
[20:16] <DM_Tol> (Note, the cloud drifted one square, so some of you are back in it)
[20:17] * Berrian quarries g3 and sends out a twin strike, while shifting a square
[20:17] <Berrian> 2#1d20+11
[20:17] <TolBot> [Berrian's 2#1d20+11]: 15, 26 (Sum:41)
[20:17] <Zahira> <darn drifting gas...>
[20:18] <Berrian> 1d10+1
[20:18] <TolBot> [Berrian's 1d10+1]: 11
[20:18] <Berrian> 1d8
[20:18] <TolBot> [Berrian's 1d8]: 8
[20:18] <Berrian> (19dmg if 1 hit)
[20:20] <DM_Tol> (Berrian, don't you have a penalty, or an OppAtt when arrowing in melee range?)
[20:20] <DM_Tol> (one hit)
[20:21] <Berrian> (not that I know of. I think 4e got rid of that)
[20:21] <DM_Tol> (someone please look that up in PHB)
[20:21] * Berrian looks a bit under the weather from the poison cloud
[20:22] <DM_Tol> Athas takes damage from the cloud as he attacks.
[20:22] <DM_Tol> 1d10+5
[20:22] <TolBot> [DM_Tol's 1d10+5]: 12
[20:22] <DM_Tol> (12 poison Ath)
[20:22] <Shalanda> (Pg 271, yes it provokes unless his class takes that penalty away)

[20:23] <Reed> (Ranger seems like it should)
[20:24] <Shalanda> (It would be in the power, just skimmed the basic ranger abilities)
[20:24] <Zahira> <nope...just defensive mobility>
[20:24] <Zahira> <+2 vs AoO>
[20:26] <Reed> (don't gnomes have butt melee attack anyhow though)
[20:27] <DM_Tol> 1d20+8 vs Berr's AC
[20:27] <TolBot> [DM_Tol's 1d20+8 vs Berr's AC]: 19
[20:27] <DM_Tol> 1d4+3 (if hit)
[20:27] <TolBot> [DM_Tol's 1d4+3 (if hit)]: 4
[20:27] <Berrian> (miss)
[20:27] <DM_Tol> (Athas, you gonna act>?)
[20:27] <Shalanda> (He dropped channel about an hour ago)
[20:28] <DM_Tol> (doh)
[20:28] <Zahira> <lol>
[20:28] <Berrian> (holding attack, and he can take it when he gets in?)
[20:28] <DM_Tol> Zahira takes damage from the cloud and acts.
[20:28] <DM_Tol> 1d10+5
[20:28] <TolBot> [DM_Tol's 1d10+5]: 8
[20:29] * Zahira chokes on the cloud and tries to move to safety to recover
[20:30] <Zahira> <healing surge>
[20:31] <DM_Tol> Darce the halfling speaks to Reed in front of him, "are you going to join in?"
[20:31] <DM_Tol> Reed acts.
[20:32] * Reed Reed moves forward, stepping into the cloud in order to get a good shot.
[20:33] <DM_Tol> (mke your shot)
[20:34] * Reed draws his crossbow and takes aim at the gnome near Blake.
[20:34] <Reed> 1d20+10 vs AC
[20:34] <TolBot> [Reed's 1d20+10 vs AC]: 24
[20:35] <Reed> 1d6+8
[20:35] <TolBot> [Reed's 1d6+8]: 10
[20:35] <Reed> .
[20:36] <DM_Tol> (hit)
[20:36] <DM_Tol> (you mean g2?)
[20:36] <DM_Tol> (or the more wounded g3?)
[20:36] <Reed> (yeah, that one)
[20:36] <DM_Tol> (which one)
[20:37] <DM_Tol> Ryu acts
[20:37] <Reed> (g2. sorry
[20:38] <DM_Tol> 1d10+5
[20:38] <TolBot> [DM_Tol's 1d10+5]: 9
[20:38] <DM_Tol> Ryu takes [9] damage from the stinking cloud.
[20:38] <Reed> (brb)
[20:38] <DM_Tol> (did Ryu drop channel?)
[20:38] <DM_Tol> Blake acts.
[20:39] * Ryu teleports and uses Sword Burst (INT vs REF, Close Burst 1: vs g3 and g4)
[20:39] * Blake` calls upon the power of his armour to heal him (free action, acts as a healing surge)
and then uses his sword against gnome(3) in an attempt to bolster his allies defenses (Bastion of
Defense vs AC)
[20:39] <DM_Tol> (That burst doesn't harm friendlies, Ryu?)
[20:39] <Ryu> (Sorry, was epoxying a laptop dc connector, and does not specify such)
[20:40] <DM_Tol> (roll)
[20:40] <Ryu> 2#1d20+10

[20:40] <TolBot> [Ryu's 2#1d20+10]: 12, 30 (Sum:42)
[20:40] <DM_Tol> (hit g4)
[20:40] <Ryu> 1d6+7
[20:40] <TolBot> [Ryu's 1d6+7]: 12
[20:40] <Ryu> (Force damage)
[20:40] <DM_Tol> (k)
[20:40] <DM_Tol> (roll, Blake)
[20:41] <Blake` > 1d20+9
[20:41] <TolBot> [Blake`s 1d20+9]: 24
[20:41] <DM_Tol> Ryu teleports and produces a burst of force that wounds the fourth gnome, as Blake heals some and then rails with his sword hitting the third gnome.
[20:41] <DM_Tol> (dam)
[20:42] <Blake` > 3d8+3 (everyone within 5 squares get +8 temp hps, and +1 power bonus to all defenses)
[20:42] <TolBot> [Blake`s 3d8+3 (everyone within 5 squares get +8 temp hps, and +1 power bonus to all defenses)]: 20
[20:42] <DM_Tol> The third gnome falls dead.
[20:42] <Shalanda> (Power bonus for how long?)
[20:42] <Ryu> (waiting for my soldering iron to heat up now... they did a number on this connector, snapped it cleanly in two)
[20:42] <DM_Tol> * New Round *
[20:43] <DM_Tol> Shalanda brings her actions to bear.
[20:43] * Shalanda spins around to focus her attention on g4 with a Righteous Brand. (Str vs AC)
[20:43] <Shalanda> 1d20+9
[20:43] <TolBot> [Shalanda's 1d20+9]: 10 (Nooooo!)
[20:44] <Shalanda> (Grrr!!!)
[20:44] <DM_Tol> (dice man giveth...)
[20:44] <Shalanda> (And he taketh...)
[20:44] <DM_Tol> Shalanda spins to strike and barely keeps her feet.
[20:45] * Blake` tries to stay focused after watching Shalanda's blunder
[20:46] <DM_Tol> A ray of frost blasts forth from two of the gnomes
[20:46] <DM_Tol> 1d20+7 vs Fort at Athas and Reed
[20:46] <TolBot> [DM_Tol's 1d20+7 vs Fort at Athas and Reed]: 22
[20:47] <DM_Tol> 1d6+5 cold damage
[20:47] <TolBot> [DM_Tol's 1d6+5 cold damage]: 10
[20:47] <DM_Tol> 1d20+7 vs Fort at Blake, Shal and Ryu
[20:47] <TolBot> [DM_Tol's 1d20+7 vs Fort at Blake, Shal and Ryu]: 11
[20:48] <Ryu> (Fort is 16)
[20:48] <Reed> "Eep. Cold!"
[20:48] <Blake` > (fort 16)
[20:49] <DM_Tol> The fourth gnome sends a shocking sphere in the middle of some of you (hitting everyone in the main area)
[20:49] <DM_Tol> 1d20+7 vs Refl
[20:49] <TolBot> [DM_Tol's 1d20+7 vs Refl]: 12
[20:49] <Blake` > (ref 15)
[20:49] <Berrian> (miss)
[20:50] <Shalanda> (You sure that hits anybody in the main area?)
[20:50] <DM_Tol> Berrian takes damage from the shifted cloud and then acts.
[20:50] <DM_Tol> (affects them potentially, I should say)
[20:50] <DM_Tol> (but everyone has >12 Refl I'm guessing)
[20:51] * Berrian quarries g4 and sends out a twin strike

[20:51] <Berrian> 2#1d20+11
[20:51] <TolBot> [Berrian's 2#1d20+11]: 19, 26 (Sum:45)
[20:51] <DM_Tol> 1d10+5 poson damage to Berrian
[20:51] <TolBot> [DM_Tol's 1d10+5 poson damage to Berrian]: 9
[20:52] <DM_Tol> (2 hits)
[20:52] <Berrian> 2#1d10+1
[20:52] <TolBot> [Berrian's 2#1d10+1]: 6, 8 (Sum:14)
[20:52] <Berrian> 1d8
[20:52] <TolBot> [Berrian's 1d8]: 7
[20:52] <Berrian> (21 dmg total)
[20:53] * Berrian shifts back a space as the others continue to attack
[20:53] <DM_Tol> Athas runs back to check on Zahira as Zahira acts.
[20:53] <Shalanda> (Athas can't handle Old Man Iron's gas)
[20:54] <DM_Tol> (😊)
[20:54] <Reed> (not from dat ass he can't)
[20:54] * Zahira moves back into the fray and lets lose an arrow at her selected prey (g2, HQ)
[20:54] <Zahira> 1d20+11
[20:54] <TolBot> [Zahira's 1d20+11]: 17
[20:55] <DM_Tol> (hit)
[20:55] <Zahira> 1d10+9
[20:55] <TolBot> [Zahira's 1d10+9]: 18
[20:55] <Zahira> 1d6
[20:55] <TolBot> [Zahira's 1d6]: 4
[20:55] * Berrian finishes moving out of the gas, as there were no enemies nearby
[20:56] <Zahira> <22>
[20:56] <DM_Tol> Reed acts
[20:56] <DM_Tol> Athas turns, seeing Zahira jump back into the fray, but trips and loses his balance, hitting hit head on a rock as he falls, going unconcious.
[20:57] * Reed reloads his crossbow and turns to fire another shot at the gnome.
[20:57] <DM_Tol> 1d10+5 poison damage to Reed
[20:57] <TolBot> [DM_Tol's 1d10+5 poison damage to Reed]: 10
[20:57] <Reed> 1d20+10
[20:57] <TolBot> [Reed's 1d20+10]: 22
[20:57] <Zahira> <Imao go athas XD>
[20:58] <Reed> 1d6+8
[20:58] <TolBot> [Reed's 1d6+8]: 14
[20:58] <DM_Tol> Darce runs up to Athas as he sees him hit his head on the rock of the low ceiling and hit the turf.
[20:58] <DM_Tol> (so, Athas like raced into the tunnel, but forgot to duck as he spun around, basically)
[20:59] <Berrian> (hehehe)
[20:59] <DM_Tol> (hit. which gnome?)
[20:59] <Reed> (g2)
[21:00] <DM_Tol> Reed spears the second gnome with a crossbow. As it falls down dead, the Stinking Cloud quickly dissipates.
[21:00] <Blake` > (nice work Reed)
[21:00] <DM_Tol> Ryu acts, free from the poisonous gas.
[21:00] * Ryu holds his ground and slashes g4
[21:00] <Ryu> 1d20+13
[21:00] <TolBot> [Ryu's 1d20+13]: 21

[21:00] * Reed cough and makes a rude gester at the gnome's corpse.
[21:01] <DM_Tol> (vs AC? hit)
[21:01] <Ryu> (melee basic)
[21:01] <Ryu> 1d10+7
[21:01] <TolBot> [Ryu's 1d10+7]: 12
[21:01] <DM_Tol> The gnome seems very wounded
[21:01] <DM_Tol> Blake acts
[21:02] * Blake` uses a standard attack
[21:02] <Blake` > 1d20+9
[21:02] <TolBot> [Blake`s 1d20+9]: 19
[21:02] <Blake` > (we still have bless right?)
[21:02] <Shalanda> (yes)
[21:03] <DM_Tol> (against?)
[21:03] <DM_Tol> (hit)
[21:03] <Blake` > 1d8+3
[21:03] <TolBot> [Blake`s 1d8+3]: 9
[21:03] <DM_Tol> The fourth gnome falls down dead.
[21:03] <DM_Tol> Shalanda acts
[21:03] <DM_Tol> * new round*
[21:03] <Reed> (oh, I forgot about bless. was that +1 hit to hit?)
[21:04] <DM_Tol> (I only remember one miss from your party this whole encounter)
[21:04] * Shalanda points her finger at G1 and udders one word: "Come" (CI: Divine Fortune, Command: wis vs will) 1d20+9
[21:04] <Shalanda> 1d20+9
[21:04] <TolBot> [Shalanda's 1d20+9]: 25
[21:04] <Ryu> (Kablam! There goes the dynamite!)
[21:05] <Shalanda> (If hit, I'll shift the little bugger and he will be DAZED until my next turn)
[21:05] <DM_Tol> (hit)
[21:06] <Shalanda> "Now you can surrender, or be destroyed. Your choice!"
[21:06] <Shalanda> (My turn is over)
[21:07] * Reed calls out to the gnome, "choose the second one! That's the fun one!"
[21:07] <DM_Tol> The barely scratched little bugger cries out in agony and glows red hot with magical force.
[21:07] <DM_Tol> 1d20+7 vs Reflex
[21:07] * Berrian targets (HQ) g1 and fires off a shadow wasp strike.
[21:07] <TolBot> [DM_Tol's 1d20+7 vs Reflex]: 20
[21:08] <DM_Tol> A fireball explodes above the gnome, blasting everyone as they attempt to use their reflexes to avoid it.
[21:08] <DM_Tol> (area affect everyone but Athas)
[21:08] <Blake` > (hit)
[21:08] <Shalanda> (hit)
[21:09] <DM_Tol> (anyone Reflex over 20? if so half this damage)
[21:09] <Reed> (miss. suck it rocks.)
[21:09] <Berrian> (miss)
[21:09] <DM_Tol> 3d6+5
[21:09] <TolBot> [DM_Tol's 3d6+5]: 15
[21:09] <Shalanda> "You had your chance, now we end it."
[21:10] <DM_Tol> (oops, +2 more to that, so a 22)
[21:10] <Blake` > (dont forget aynone in my 5 squ range had +8 temp hps)
[21:10] <DM_Tol> (to the to hit roll, not to the damage)
[21:10] <Blake` > (and +1 to defense stuff)

[21:10] <DM_Tol> Berrian acts.
[21:10] <Berrian> (shadow wasp)
[21:10] <Ryu> (Well with the +1 to Defenses that gives me a REF of 20 lol)
[21:11] <Berrian> 1d20+12
[21:11] <TolBot> [Berrian's 1d20+12]: 14
[21:11] <Reed> (suck. that just hits. I'm blodied)
[21:11] <DM_Tol> (so, hit you, Ryu)
[21:11] <Ryu> (full or half, or is it stricly over 20?)
[21:11] <DM_Tol> (vs what, Berrian?)
[21:11] <DM_Tol> (full)
[21:11] <Berrian> (ref)
[21:12] <DM_Tol> (If your Refl is 22 or lower, ithe fireball hit you at full)
[21:12] <DM_Tol> (miss)
[21:12] <DM_Tol> Athas is still unconscious as Zahira acts.
[21:13] * Zahira changes my target to the remaining gnome shaking slightly as she fires off in a fit of rage. (g1)
[21:14] <DM_Tol> (zahira gone?)
[21:14] <Zahira> 1d20+11
[21:14] <TolBot> [Zahira's 1d20+11]: 24
[21:14] <Zahira> 1d10+7
[21:14] <TolBot> [Zahira's 1d10+7]: 9
[21:14] <Zahira> 1d6
[21:14] <TolBot> [Zahira's 1d6]: 3
[21:14] <DM_Tol> (hit)
[21:14] <Zahira> (12)
[21:15] <DM_Tol> Zahira hits the gnome Reed acts.
[21:15] <DM_Tol> Ryu acts as well
[21:15] * Ryu moves and attacks with Swordburst again
[21:15] <DM_Tol> Blake acts as well
[21:15] * Reed turns and fires another shot at the gnome. (combat advantage for flank?)
[21:16] <Ryu> 2#1d20+10
[21:16] <TolBot> [Ryu's 2#1d20+10]: 22, 29 (Sum:51)
[21:16] <Ryu> (vs REF against G1 and G2)
[21:16] <DM_Tol> (no combat advantage on missile attacks)
[21:16] * Blake` calls out a commander's strike giving Zahira a free basic attack...(+2 dmg if you hit)
[21:16] <Reed> 1d20+10 vs AC on g1
[21:16] <TolBot> [Reed's 1d20+10 vs AC on g1]: 30 (Yahoo!)
[21:16] <DM_Tol> (only G1 is left)
[21:17] * Zahira takes the additional shot at the little minion
[21:17] <DM_Tol> (full damage, reed, is what?)
[21:17] <Ryu> (well man, in that case I guess its a melee basic from me then?)
[21:17] <DM_Tol> Reed hits the gnome with a critical hit.
[21:17] <Reed> 14
[21:17] <Zahira> 1d20+11
[21:17] <TolBot> [Zahira's 1d20+11]: 31 (Way to go!)
[21:17] <DM_Tol> Zahira as well nails the little dazed gnome.
[21:17] <Zahira> 1d10+9
[21:17] <TolBot> [Zahira's 1d10+9]: 16
[21:17] <Zahira> 1d6
[21:17] <TolBot> [Zahira's 1d6]: 3

[21:17] <Zahira> (19)
[21:17] <DM_Tol> It falls down unconcious.
[21:18] <Shalanda> (I was going to have my next attack ready to go, but with 2 crits in a row, I should just pass)
[21:18] <Zahira> <lol...i think we got him...>
[21:18] * Shalanda nudges the gnome with her foot.
[21:18] <Reed> (full damage is just the highest roll + damage modifier yes)
[21:19] <DM_Tol> Ryu begins to swing at the gnome as it falls before him.
[21:19] <DM_Tol> All goes quiet
[21:19] <DM_Tol> The gnome does not move as you kick it.
[21:19] <DM_Tol> (5 minute break)
[21:19] <Shalanda> (It's max damage + any magic item crit bonus)
[21:19] <Reed> "Woo! Dead gnomes!"
[21:19] <Zahira> "kick it harder....little b@\$tard...."
[21:20] * Zahira takes a knee to catch her breath and tend to her wounds, which are pretty severe at this point.
[21:20] * Reed starts to search the gnomes' bodies for shinies.
[21:21] * Blake` checks on everyone and himself
[21:22] <Reed> (somebody remind me about healing surges)
[21:22] <Zahira> <heals 1/4 your hp>
[21:23] * Berrian sits down and tries to heal
[21:23] <Reed> (spent at short rests then?)
[21:23] <Shalanda> (Out of combat you can spend them as you see fit after a short rest. They heal 1/4 your hps, and you get a certain amount based on your class and con mod. a day)
[21:23] * Ryu rests as well
[21:23] <Blake` > "I havent seen that much magic before"
[21:23] * Blake` searches a few of the gnomes
[21:23] <Shalanda> (In combat you can only use 1 without it being triggered by a skill. That's a second wind, which also gives you a +2 bonus to all your defenses until your next turn.)
[21:23] <Reed> (okay, I was just trying to remember when you can use them)
[21:24] * Shalanda goes over to Berrian and Zahira and uses a healing word on both of them.
[21:25] <Shalanda> 2d6+3 and add a healing surge to that. - Berrian
[21:25] <TolBot> [Shalanda's 2d6+3 and add a healing surge to that. - Berrian]: 12
[21:25] <Shalanda> 2d6+3 and add a healing surge to that. - Zahira
[21:25] <TolBot> [Shalanda's 2d6+3 and add a healing surge to that. - Zahira]: 13
[21:25] * Zahira thanks Shalanda for the assist
[21:25] * Berrian feels perfectly fine now
[21:28] * Zahira grins and stretches feeling much better after the rest.
[21:28] <DM_Tol> You search the bodies of the gnome. Each of you finds one rough gem (10gp value each).
[21:28] <DM_Tol> One of the gnomes seems still alive.
[21:29] * Shalanda nudges it with her foot again.
[21:29] * Shalanda then turns it over to examine the severity of its wounds.
[21:30] <DM_Tol> The gnome is unconscious but alive.
[21:30] <Blake` > "Going to live?"
[21:31] <Shalanda> "I think so. Guess the Raven Queen doesn't want it yet."
[21:31] * Zahira heads over to glance at the living midgit "well...its still alive...we can toss it off the cliff...but it may be of use too...What do you think?"
[21:32] <DM_Tol> You see other tools and a couple buckets in the room. The half dozen tools are digging tools and brushes.
[21:32] <DM_Tol> (digging as in chiseling)

[21:33] <Shalanda> "This gnome may have information we want."
[21:33] <Zahira> "Want to tie him up?" She glances over at the tools wondering if any of them may be useful for later use.
[21:33] <Blake` > "Can we keep his casting under control?"
[21:33] * Shalanda rises to check on Athas, and to see if there will be more permanent damage to his brain from repeated trauma to it over the years.
[21:34] <Ryu> (have we taken a short rest?)
[21:37] <Zahira> <yerp>
[21:40] <DM_Tol> Darce moves Athas to a comfortable spot.
[21:40] <DM_Tol> As your adrenaline subsides, you begin to get tired.
[21:41] <DM_Tol> As you examine the lone live gnome, he stirs as you move him, his eyes opening briefly.
[21:41] <DM_Tol> (Short rest, sure)
[21:41] * Reed pokes at the gnome with a stick.
[21:43] * Zahira picks up a few of the tools looking them over
[21:45] * Shalanda squats down over the gnome, looking down at him from above.
[21:46] * Blake` keeps a watchful eye for new problems
[21:46] <Shalanda> "You should have accepted option 2 when I presented it."
[21:46] <Shalanda> "Now I suppose it would help both of us if I knew you could understand what I was saying to you."
[21:47] * Shalanda looks for any sign of recognition in the gnome's face as she talks to him.
[21:47] <DM_Tol> The gnome does not looks at you, but cracks its eye.
[21:47] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Quit: [Ping timeout: 256 seconds])
[21:50] <Shalanda> "Ok, so you either can't understand me, or you don't want to talk to me."
[21:51] <DM_Tol> The gnome trees to speak. Blood comes out of it's mouth, "Who... you?"
[21:51] * Shalanda lays a hand on the gnome, speaking words of healing to close his wounds some.
[21:52] <Shalanda> 2d6+3 and surge if able.
[21:52] <TolBot> [Shalanda's 2d6+3 and surge if able.]: 10
[21:52] <Shalanda> "My name is Shalanda of the house Meriele. I seek a man who came down here about a month ago.
[21:52] <DM_Tol> Shalanda, you feel as if your power backfires and wounds the gnome.
[21:53] <Shalanda> (Well that's unfortunate for the gnome.)
[21:53] <DM_Tol> Gnome: "Why... here?"
[21:53] <Reed> (suck it gnome)
[21:55] <Shalanda> "I seek this man to right wrongs he committed against me. I have no grunge against your people, however I will defend myself if attacked."
[21:55] <Shalanda> (grudge not grunge)
[21:56] <DM_Tol> The gnome just spits up blood, he seems to be fading.
[21:57] * Ryu pulls his last Potion of healing from his pack, and offers to Shalanda
[21:57] * Shalanda shakes her head.
[21:57] <DM_Tol> You have a sense you best ask what you can quicly.
[21:58] <Shalanda> "My healing magic hurts them, I expect the same of a potion."
[21:58] * Shalanda looks down at the gnome.
[21:58] <Shalanda> "Do you know where I can find the man that goes by the name 'Master D'?"
[21:59] <DM_Tol> The gnome, broken spirit, looks at you, "No".
[22:00] <Shalanda> "Is there a way we can proceed without the loss of more gnomish life?"
[22:00] * Berrian looks around. "We should either move forward or find a safe place to rest until we do."
[22:00] <DM_Tol> Gnome: "All gnome.... *spit* *sputter* ...kill you".
[22:00] <Reed> (aren't things in the underdark all evil?"

[22:01] <DM_Tol> Gnome: "... not belong"
[22:01] <DM_Tol> Gnome: "You ... not belong here"
[22:01] <Shalanda> "This outsider I seek also does not belong, but was welcomed here. Where would he be?"
[22:02] <DM_Tol> His eyes are blank.
[22:02] <DM_Tol> Gnome: "What did he seek?"
[22:03] <Shalanda> "He stole magic from others for some ritual. He may be here to steal your magic as well."
[22:03] <Shalanda> "Or perform his ritual."
[22:04] <DM_Tol> Gnome: "Our magic... source core"
[22:05] <Shalanda> "Where can we find that, to stop him?"
[22:08] <DM_Tol> The gnome looks over at you.
[22:08] * Shalanda looks at the gnome with sincerity in her eyes.
[22:08] <DM_Tol> Gnome: "... ..." He speaks words you don't understand.
[22:10] <DM_Tol> Gnome: "North... past Gerchba... and north... "
[22:10] <DM_Tol> Gnome: "Arches... arch...."
[22:10] <DM_Tol> His eye sht.
[22:10] <DM_Tol> His eye shut.
[22:10] * Shalanda nods
[22:11] <Shalanda> "Rest now and go to whatever deity beckons you."
[22:11] * Shalanda stands and looks to the others.
[22:14] <Shalanda> "It looks like we are going to have a bit of a time ahead of ourselves. If anybody wants to turn back now, I'll not blame you."
[22:15] <DM_Tol> As you watch the gnome slip into eternal sleep, you feel sleep calling you as well.
[22:16] <Shalanda> (Anybody other than me want to do some talking?)
[22:17] <DM_Tol> (hehe)
[22:17] * Reed sits back, smoking his pipe.
[22:17] <Berrian> "I prefer to go forward, than through those traps and dwarves again."
[22:17] <Berrian> "I do believe we should rest before heading further into this area."
[22:19] <Shalanda> "I agree Berrian, though we may want to rest a bit back in the direction we came in case more gnomes come here while we are resting."
[22:20] <Blake` > "Rest would be wise"
[22:20] <Berrian> "Agreed. And a constant guard."
[22:22] <DM_Tol> You grow tired more and more.
[22:23] * Shalanda withdraws the group back down the tunnel they arrived from for some rest.
[22:23] * Berrian stands up and motions back the way they came. "Perhaps a cave or two back?"
[22:23] <DM_Tol> (By your memory, in half an hour back where you came, there is another small cavern like this one.
[22:23] * Ryu follows the others
[22:24] * Reed follows along.
[22:24] <DM_Tol> Movement is difficult given your energy levels.
[22:25] <DM_Tol> (Plan is to reverse steps how long?)
[22:25] * Shalanda drags Athas along behind her by the scruff of the hides near his neck.
[22:26] * Shalanda turns to Blake for a moment.
[22:26] <Shalanda> "I think this is how they claim mates in their culture. Does this make him my slave to wash my clothes and skin and clean my kills?
[22:27] <Ryu> "Who knows..."
[22:29] <DM_Tol> After half an hour, you reach another chamber, roughly and naturally formed. You are very tired.
[22:29] <Shalanda> "Ok, let's make camp here. I'm sick of dragging Athas along."
[22:30] <DM_Tol> Athas stumbles along.

[22:30] * Blake` agree's
[22:30] <Blake` > "Seems as good as any place down here"
[22:31] * Blake` picks a place to rest "Wake me up on my watch"
[22:31] <DM_Tol> You find nooks and crannies in the chamber to rest.
[22:32] <DM_Tol> As you prepare, sleep comes quickly.
[22:32] <DM_Tol> *** As this session of Können land comes to a close ***

9-30-2012: WELL HUNG HALFTINGS

[19:49] <DM_Tol> *** Game Recap ***

[19:49] <DM_Tol> The group of adventurers trudged along in the winding tunnels of the Gnome's domain.

[19:50] <DM_Tol> The mostly natural tunnels and caverns have unique features, mostly short tunnels bu occasional large craggy caverns opening up.

[19:50] <Ryu> (excuse me for a few seconds going to reboot my network equipment as its acting funky)

[19:50] <DM_Tol> In one such cavern, the group came upon some gnomes mining for gems. They attacked them on site, with surprising force and magical aptitude.

[19:53] * Disconnected

Session Close: Sun Sep 30 19:53:37 2012

Session Start: Sun Sep 30 19:54:04 2012

Session Ident: #grovewood

[19:54] * Now talking in #grovewood

[19:54] * Topic is 'The Können campaign, a D&D 4th edition at 8:30ET/7:30CT on Sundays. Game logs at<http://konnen.wg2140.com> Game battle grid at <http://tiny.cc/battlegrid>'

[19:54] * Set by ChanServ! ChanServ@services.sorcery.net on Sun Sep 23 10:59:50

[19:54] * Ryu (ryu@6ca5ed1a.14055ab8.198.100.imsk) Quit (Killed (NickServ (GHOST command used by Ryu-[ZzZ])))

[19:54] <DM_Tol> You wake with pain in your hips and back.

[19:54] * Ryu-[ZzZ] is now known as Ryu

[19:54] * ChanServ sets mode: +o Ryu

[19:54] * ChanServ sets mode: +o Ryu

[19:54] <DM_Tol> All is dark.

[19:55] * Blake`` feels around for his stuff

[19:55] <Blake`` > "We need to get some light going"

[19:56] * Zahira let out a yawn and rummaged around for a torch to get lit

[19:58] * Zahira manages to get a torch lit so they could see in the space they were. "Everyone still breathing?"

[19:59] * Berrian removes his everburning torch and places it on the ground

[19:59] * Ryu pulls out his Everburning Torch as well

[19:59] * Reed stretches and gathers his effects.

[20:00] * Shalanda stifles a yawn.

[20:00] <Ryu> (my ping time is through the roof >1000

[20:00] <Ryu>)

[20:02] <DM_Tol> You find your stuff and bring some light into the room.

[20:03] <DM_Tol> As Zahira's light shines and is joined by Ryu's torch, you catch the site of some large beetles. (less than a foot long).

[20:03] <DM_Tol> The beetles scamper up the walls and disappear.

[20:04] <Zahira> "Mmm...anyone for breakfast?"

[20:04] <DM_Tol> Though sore, you find yourself healed some from the extended rest.

[20:04] <Blake`` > "I could eat something quick"

[20:05] * Ryu pulls some food from the basket of everlasting provisions

[20:05] * Zahira watches the beatles with a grin. "Well your breakfast is running up the walls..."

[20:05] * Berrian accepts a few items from Ryu and eats in silence.

[20:06] <DM_Tol> Any food not difficult to access has been picked at.

[20:07] <Shalanda> "I think I'd prefer what's in the basket instead of what's on the wall, but feel free

to help yourself to my share of the wall provisions."

[20:07] <Blake```> "likewise"

[20:10] * Reed accepts some food from the basket.

[20:13] * Berrian spends a few minutes trying to fashion a holder for his everburning torch, so that he can use his bow while using it.

[20:14] <Berrian> (an over-shoulder pouch that allows the top to stick over his head?)

[20:14] * Shalanda looks at Berrian.

[20:14] <Shalanda> "Why not just hang it out the back of your pack?"

[20:15] <Zahira> "Because that would make too much sense"

[20:15] <Berrian> "It would need to stick out of my cloak. I would prefer an alternate method."

[20:16] * Shalanda holds out her hand to Berrian.

[20:17] <Berrian> "Yes?"

[20:17] <Shalanda> "Torch please."

[20:18] * Berrian hands it over

[20:18] <Zahira> <Noos! My Preciousssss!>

[20:18] * Shalanda stuffs the torch base into the center of her bedroll hanging off the bottom of her backpack and shoulders it.

[20:18] <Shalanda> "Problem solved, glad to have been of service."

[20:18] * Shalanda smirks and winks at Berrian.

[20:19] * Berrian grins

[20:19] * Shalanda checks to see if Athas has awoken from his head trauma yet.

[20:21] <DM_Tol> Athas sits up, and slowly looks around for his pack. He still seems groggy. (ie. afk)

[20:21] <Ryu> (I think he forgot lol)

[20:21] * Shalanda smirks evilly at Athas.

[20:21] <DM_Tol> Darce shoulders his pack and walks up to Blake, "I slept awful."

[20:22] <Shalanda> "Good morning sunshine."

[20:22] * Shalanda grins even more wickedly

[20:22] * Ryu gathers his gear

[20:22] <Shalanda> "We're going to have a 'wonderful' day today."

[20:23] * Shalanda then turns with a slight chuckle before Athas can respond, and prepares to move out.

[20:23] * Berrian packs everything away and prepares to leave.

[20:24] <Blake```> (brb again sorry)

[20:27] * Zahira pulls her stuff up on her back with a yawn and readies to head out. "Well, looks like we get to go digging deeper again..."

[20:28] <Shalanda> "Yep, and time is a wasting."

[20:29] * Shalanda starts down the hall.

[20:29] * Berrian heads out with Shalanda

[20:29] * Blake``` follows

[20:30] * Zahira heads along with the others

[20:32] * Ryu follows along

[20:32] * Reed follows as well.

[20:33] <DM_Tol> You gather up your crew and head out into the tunnel.

[20:33] <DM_Tol> Most of you have to duck once more to move along. Travel is slow.

[20:33] <DM_Tol> You works out the kinks n your neck and back as you walk along.

[20:34] <DM_Tol> After less than an hour, the winding cave comes to another opening.

[20:34] <DM_Tol> (Marching order, plz)

[20:34] <Berrian> (2nd, bow out)

[20:34] <Shalanda> (1st)

[20:35] <Reed> (behind Berrian)

[20:35] <DM_Tol> (Perception Shalanda and Berrian)
[20:35] <DM_Tol> You step into the cavern.
[20:35] <Berrian> 1d20+11
[20:35] <TolBot> [Berrian's 1d20+11]: 22
[20:35] <Shalanda> 1d20+6
[20:35] <TolBot> [Shalanda's 1d20+6]: 7 (Sorry.)
[20:36] <DM_Tol> Berrian, as you follow Shalanda into the cavern, in the dim light, you see movement off against the wall.
[20:36] * Berrian whispers "Movement over there"
[20:37] * Shalanda looks back at Berrian, apparently not seeing anything.
[20:37] <DM_Tol> As you both look further, you see a couple medium size wormlike creatures.
[20:38] * Reed readies a bolt. "Ew."
[20:39] <Shalanda> (Similar to those we found in the abandoned dwarven section?)
[20:39] <DM_Tol> (Yes)
[20:39] * Zahira follows along and notices them pointing and looks out to see what they were looking at
[20:40] <DM_Tol> More of you see the creatures as you move forward. The creatures seems to be eating something on the cavern floor, by their motion and the crunching sound.
[20:40] <Berrian> "Seems they are occupied."
[20:41] <Shalanda> "So perhaps we can carefully slip by them, and let them continue their breakfast."
[20:41] <Ryu> "If not, we can leave Zahira behind to entertain them."
[20:42] <DM_Tol> (Stealth check if you're going to move quietly by.)
[20:42] <Zahira> "I would like that as well...Not entertaining them..."
[20:42] <Ryu> 1d20+3
[20:42] <TolBot> [Ryu's 1d20+3]: 17
[20:42] <Shalanda> 1d20+4
[20:42] <TolBot> [Shalanda's 1d20+4]: 8
[20:42] <Zahira> 1d20+11
[20:42] <TolBot> [Zahira's 1d20+11]: 28
[20:42] * Shalanda has her scythe ready just in case things go sour.
[20:42] <Reed> 1d20+12
[20:42] <TolBot> [Reed's 1d20+12]: 18
[20:43] <DM_Tol> 1d20+8 for Darce
[20:43] <TolBot> [DM_Tol's 1d20+8 for Darce]: 11
[20:43] <Blake``> 1d20+1
[20:43] <TolBot> [Blake``'s 1d20+1]: 16
[20:43] <DM_Tol> You move through the cavern, as Shalanda sees the head of a gnome on the ground, accidentally kicking it, and then shrieking like a girl when she sees it.
[20:44] <Berrian> 1d20+13
[20:44] <TolBot> [Berrian's 1d20+13]: 17
[20:44] <Zahira> <Imao>
[20:44] <Shalanda> (Shrieking like a girl, the priestess of death, hardly!)
[20:44] <Blake``> (lol)
[20:44] <Blake``> "shhhh"
[20:44] <Shalanda> (More like swearing like a sailor)
[20:45] <Ryu> (Eww! Damn! Athas, clean my shoes!)
[20:45] <DM_Tol> One of the carrion creatures rears up and shrieks at your group, spittle flying.
[20:46] <DM_Tol> It delves back into its tasty gnomish treat.
[20:46] <Zahira> "Fawk..." Readies her bow just in case.
[20:47] * Shalanda continues on.

[20:48] * Blake`` moves along also
[20:48] <Blake`` > "They learned their lesson last time"
[20:48] * Ryu follows along
[20:48] * Reed continues onward.
[20:48] * Zahira follows along <and preps a gag for shal should she need help being quiet>
[20:52] <DM_Tol> You slowly move out of the space, ignored by worms feasting on your kill from last night.
[20:52] <Shalanda> (nice of them to eat the evidence for us)
[20:54] <Ryu> (agreed)
[20:55] <DM_Tol> You move along the cave for a half an hour and find a split left and right.
[20:55] * Shalanda pauses at the intersection.
[20:56] <Berrian> "Right?"
[20:56] <Zahira> "flip a coin?"
[20:56] <Shalanda> "Anybody have a compass or a good sense of which way north is?"
[20:56] <DM_Tol> (hmm, private dungeoneering rolls, plz)
[20:57] <DM_Tol> Send a /msg to Tolbot with the 1d20+whatever for dungeoneering
[20:58] <DM_Tol> (Hmm, you know, that's not right. This is the kind of roll I'm supposed to make for you and not tell you how well you did)
[20:58] <Ryu> (*cough* damn, that was a strong sip of sake)
[20:58] <DM_Tol> Darce shrugs.
[20:59] <DM_Tol> Some of you feel like you have no idea which is "north".
[20:59] <Zahira> <if its too much for you ill take the rest 🤔 >
[20:59] <DM_Tol> Ryu and Blake seem confident north is to the right.
[20:59] <DM_Tol> Reed seems confident north is to the left.
[21:00] <Shalanda> "2 to 1, I guess we go right."
[21:01] <Zahira> "Sounds good to me."
[21:01] <Blake`` > "Doesn't me we are correct though"
[21:01] * Reed shrugs.
[21:02] <Shalanda> "True, but I like the odds better."
[21:03] * Shalanda leads the group right
[21:04] <Reed> (brb)
[21:04] <Zahira> "High hoe!" Follows after the ho...i mean shal.
[21:04] * Ryu follows after Shal as well
[21:04] <DM_Tol> you head down the right cave.
[21:05] <Blake`` > "Let's hope we are right Ryu"
[21:05] * Ryu shrugs
[21:05] <DM_Tol> It is long, unpleasant journey. After another hour, you come to another division, and must choose left or right.
[21:05] <DM_Tol> (I will roll this time. one moment)
[21:06] <Shalanda> (/me reads the sign. <- Certain Death - More Certain Death ->)
[21:07] <DM_Tol> Ryu, Blake and Darce, think north is to the left. Reed says it is to the right.
[21:07] <Shalanda> "Sorry Reed, I'm still liking the odds against you."
[21:07] * Shalanda heads towards certain death to the left.
[21:07] <Zahira> "Reed is just very confused"
[21:07] <Blake`` > "Reed, have you spent much time underground, I haven't myself"
[21:08] <Berrian> "He can say 'I told you so', if we end up dead."
[21:10] <Blake`` > "My point is that if he has some training and we aren't aware of it, it would be good to know"
[21:10] <Berrian> "If we continue to follow the opposite of what he says, at least we consistently choose."

[21:11] <DM_Tol> You travel on for long hours, slow going. You pass the occasional small fissure or tunnel that seems too shallow to follow. The occasional larger cavern opening as well.

[21:12] <Berrian> (biab)

[21:13] <DM_Tol> You continue on for hours, until such time that you need extended rest.

[21:14] * Ryu will take first watch

[21:14] * Blake `` says with some sarcasm "I hope this ground is more comfortable tonight"

[21:15] <Zahira> "well, I hope we are going the right way...ill take second watch. Lets get some rest."

[21:16] <DM_Tol> You move looking for a place to rest, and soon come to a space, large in a sense, but still tight.

[21:17] <DM_Tol> There is little open space, but a high ceiling, that goes out of sight, and several small nooks all around, in between stalagtites/mites that you could each nestle in.

[21:17] <DM_Tol> There is actually some organic refuse on the ground here, softening the rocky ground a bit.

[21:18] * Reed curls up for the night.

[21:18] * Shalanda gives Berrian back his torch and unfurls her bedroll for some padding.

[21:18] <Shalanda> "Rouse me from my meditations when you need some rest of your own."

[21:20] <Blake `` > (brb)

[21:20] <DM_Tol> (think like the floor plan is like a 8 point star, but rough rather than symmetrical)

[21:20] <Berrian> "I will do so."

[21:20] * Berrian prepares to keep watch until Shal is ready to take over for the second half of the rest

[21:22] <DM_Tol> You each occupy one of the 10 foot deep channels and prepare a bedroll as best you can.

[21:22] <DM_Tol> (How are you on food and water supply?)

[21:22] <Shalanda> (Ryu has the basket of everlasting provisions)

[21:22] <Berrian> (and I have a bunch of stuff stored in my cloak)

[21:23] <DM_Tol> (It provides provisions for 1 person per day, right?)

[21:23] <Berrian> (I think it's 5. Someone have the book?)

[21:24] <Zahira> <plenty of food, water for another day or two>

[21:24] <Zahira> <i think it was 5 as well.>

[21:24] <DM_Tol> (oh, it's 5.)

[21:24] <DM_Tol> (Man, that is awesome to have in here)

[21:24] <Ryu> (5)

[21:25] <Ryu> (Tol, on my sheet, its one of the power cards)

[21:25] <Shalanda> (Yes it is awesome, because the trip in the barrell exhausted my food supply.)

[21:26] <DM_Tol> You lay down for your rest.

[21:26] <DM_Tol> As you snuff out the last of your lights...

[21:26] <DM_Tol> you are quite pleased at the softness of the ground.

[21:27] <DM_Tol> You each snuggle up very comfortably.

[21:27] <DM_Tol> It feels underneath you like a padding of bedding... or....

[21:27] <DM_Tol> webbing.

[21:28] <Shalanda> (Spiders are going to eat your brains)

[21:29] <DM_Tol> You pull your bedroll around you, and it sticks slightly to the webbing on the floor.

[21:29] * Shalanda has a bad feeling about this.

[21:29] * Reed makes a face. "Ew..."

[21:29] <DM_Tol> Suddenly, a Deathjump spider pounces on top of each of you.

[21:30] <Zahira> <shnit...>

[21:30] <DM_Tol> 1d20+8 vs AC bite attack

[21:30] <TolBot> [DM_Tol's 1d20+8 vs AC bite attack]: 15

[21:30] * Zahira acks and tries to knock it off of her. "EEEEWWW! Spiders!"

[21:31] <DM_Tol> From the unseen heights above, 7 spiders pounce on top of you, each falling at the end of the channel you sleep in.

[21:31] <DM_Tol> (any AC 15 or lower?)

[21:31] <Zahira> <miss! yay!>

[21:31] <Blake` ` > (without armour under 15)

[21:32] <DM_Tol> For those hit, damage:

[21:32] <Blake` ` > (unless we can sleep in it)

[21:32] <DM_Tol> 3d6+3

[21:32] <TolBot> [DM_Tol's 3d6+3]: 17

[21:32] <DM_Tol> (ok, we're gonna try something for fun here. Each of you is

[21:32] <Berrian> (I'm on watch...)

[21:33] <DM_Tol> (is effectivly in isolation with your spider, each going to go mano y mano)

[21:33] <DM_Tol> (You are attacked too, Berrian, by a spider)

[21:33] <DM_Tol> (so, everyone is going to roll your own attack and the attack the spider makes against you, which will always be:)

[21:34] <DM_Tol> (1d20+6 vs AC, Damage 2d6+3 and +5 poison until save)

[21:34] * Reed curses at the spiders and draws a short sword.

[21:34] <DM_Tol> (So, when I say next round, you can attack, by stating your action, then making the rolls)

[21:35] <DM_Tol> (Then you roll your spider's attack, track their HPs as well as yours)

[21:35] <Blake` ` > (Seriously?)

[21:35] <DM_Tol> (You'll all be stating and rolling simultaneously... then wait till I say next round and repeat)

[21:35] <Zahira> <kk. sounds good to me>

[21:36] <DM_Tol> (Spider: AC 20, Fort 17, Refl 18, will 16, HP 55)

[21:36] <DM_Tol> (Everyone understand what and how we're doing this?)

[21:36] <Ryu> (So, are the cave areas big enough for large weapons like greatswords?)

[21:36] <Reed> (yep)

[21:36] <DM_Tol> (for each round, state your intent, then roll it out, then roll the spider's attack on you)

[21:37] <DM_Tol> You are each in a 2 square dead ended tunnel, blocked by the spider.

[21:37] <DM_Tol> (any other questions?)

[21:38] <Zahira> <are we all gonna die?>

[21:38] <DM_Tol> Startled by the attack,you each ready yourselves for the isolated battles, and retaliate.

[21:38] <DM_Tol> * First round begin *

[21:38] <Berrian> 1d20+12 vs 18 ref Shadow Wasp Strike

[21:38] <TolBot> [Berrian's 1d20+12 vs 18 ref Shadow Wasp Strike]: 17

[21:38] * Ryu calls his blade to his hand (minor) and smashes the spider with booming blade (At-Will, Int vs AC, Melee 1)

[21:39] <Ryu> 1d20+13

[21:39] <TolBot> [Ryu's 1d20+13]: 26

[21:39] * Shalanda grabs her scythe and delivers an avenging flame against it, channeling divinity into it, then follows up with righteous brand (action point). 1d20+9

[21:39] <Shalanda> 1d20+8

[21:39] <TolBot> [Shalanda's 1d20+8]: 10

[21:39] <Ryu> 1d10+7

[21:39] <TolBot> [Ryu's 1d10+7]: 16

[21:39] <Shalanda> 1d20+9

[21:39] <TolBot> [Shalanda's 1d20+9]: 27

[21:39] <DM_Tol> (Add DC20 etc to your rolls if you want so we can see the success/fail)

[21:39] * Blake`` grabs his sword and slashes at the spider 1d20+8
[21:39] <Berrian> 1d20+6 vs 20 AC
[21:39] <TolBot> [Berrian's 1d20+6 vs 20 AC]: 19
[21:39] <Ryu> 1d20+6 spider
[21:39] <TolBot> [Ryu's 1d20+6 spider]: 16
[21:39] <Blake`` > 1d20+8
[21:39] <Ryu> miss
[21:39] <TolBot> [Blake``'s 1d20+8]: 18
[21:39] * Reed Reed draws his sword and slashes at the the spider before him. (Trickster's Blade)
[21:40] * Blake`` 's spider attacks 1d20++6
[21:40] <Berrian> (I miss, spider miss)
[21:40] <Reed> 1d20+10 vs 20
[21:40] <TolBot> [Reed's 1d20+10 vs 20]: 21
[21:40] <Zahira> 1d20+13 (HQ/CA)
[21:40] <TolBot> [Zahira's 1d20+13 (HQ/CA)]: 19
[21:40] <Blake`` > 2d6+3
[21:40] <TolBot> [Blake``'s 2d6+3]: 14
[21:40] <Shalanda> 4d4+4
[21:40] <TolBot> [Shalanda's 4d4+4]: 14
[21:40] <Blake`` > (Blake is bloodied)
[21:40] <Zahira> 1d20+6
[21:40] <TolBot> [Zahira's 1d20+6]: 26 (Yahoo!)
[21:40] <Reed> 2d6+5
[21:40] <TolBot> [Reed's 2d6+5]: 17
[21:40] <Zahira> <shat...>
[21:40] <Zahira> 2d6+3
[21:40] <TolBot> [Zahira's 2d6+3]: 9
[21:41] <Blake`` > 1d20+8
[21:41] <TolBot> [Blake``'s 1d20+8]: 10
[21:41] <Blake`` > 1d20+6
[21:41] <TolBot> [Blake``'s 1d20+6]: 21
[21:41] <Reed> (+2 to my AC until end of next turn)
[21:41] <DM_Tol> (that's 15 HPS Zahira for a critical hit, btw)
[21:41] <Blake`` > 2d6+8
[21:41] <TolBot> [Blake``'s 2d6+8]: 14
[21:41] <Zahira> <yea...lol...fun>
[21:41] <Reed> 1d20+6 spider
[21:41] <TolBot> [Reed's 1d20+6 spider]: 8
[21:41] <Blake`` > 1d20 for save
[21:41] <TolBot> [Blake``'s 1d20 for save]: 10
[21:41] <Reed> (spider misses)
[21:41] <Blake`` > 1d20+8
[21:41] <TolBot> [Blake``'s 1d20+8]: 14
[21:41] <Shalanda> 1d20+6 spider vs. Shal DC20
[21:41] <TolBot> [Shalanda's 1d20+6 spider vs. Shal DC20]: 20 Success
[21:41] <Blake`` > 1d20+6
[21:41] <TolBot> [Blake``'s 1d20+6]: 13
[21:42] <Zahira> 1d20+14
[21:42] <TolBot> [Zahira's 1d20+14]: 33
[21:42] <Shalanda> 2d6+3 +poison vs Shal
[21:42] <Blake`` > Blake is incapacitated

[21:42] <TolBot> [Shalanda's 2d6+3 +poison vs Shal]: 8
[21:42] <Ryu> (do the spiders move or just attack?)
[21:42] <DM_Tol> (ok, the idea was to pause when you're round is over and we all start next round together. Should we just keep going like this instead?)
[21:42] <Ryu> (I've been waiting for the next round)
[21:42] <Zahira> <i was waitin for the next>
[21:43] <Shalanda> (Might want to do round by round, in case healing matters if somebody kills a spider first)
[21:43] <Berrian> (I'm fine with round-by-round)
[21:43] <DM_Tol> (ok, all done? some did 2 rounds I think. Everyone finish your second round)
[21:43] * Ryu attacks the spider again (Melee Basic)
[21:43] <Shalanda> 1d20+8 vs spider R.B.
[21:43] <TolBot> [Shalanda's 1d20+8 vs spider R.B.]: 22
[21:43] <Ryu> 1d20+13 vs DC20
[21:43] <Zahira> 1d20+13 vs spider
[21:43] <TolBot> [Zahira's 1d20+13 vs spider]: 21
[21:43] <TolBot> [Ryu's 1d20+13 vs DC20]: 29 Success
[21:43] <Shalanda> 2d4+4
[21:43] <TolBot> [Shalanda's 2d4+4]: 10
[21:44] <DM_Tol> (this is working great, fund to watch, except for Blake who is now dying)
[21:44] <Shalanda> 1d20 spider save
[21:44] <TolBot> [Shalanda's 1d20 spider save]: 8
[21:44] <Ryu> 1d10+7
[21:44] <TolBot> [Ryu's 1d10+7]: 14
[21:44] <Shalanda> 1d20 Shal save
[21:44] <TolBot> [Shalanda's 1d20 Shal save]: 13
[21:44] <Zahira> 1d10+7
[21:44] <TolBot> [Zahira's 1d10+7]: 13
[21:44] * Reed takes another swing at the spider.
[21:44] <Zahira> 1d6
[21:44] <TolBot> [Zahira's 1d6]: 1
[21:44] <Berrian> 2#1d20+12 vs DC20
[21:44] <TolBot> [Berrian's 2#1d20+12 vs DC20]: 24, 28 (Sum:52)
[21:44] <Ryu> 1d20+6 vs DC21 Spiders Attack
[21:44] <TolBot> [Ryu's 1d20+6 vs DC21 Spiders Attack]: 18 Fail
[21:44] <Reed> 1d20+10 vs DC20
[21:44] <TolBot> [Reed's 1d20+10 vs DC20]: 12 Fail
[21:44] <Zahira> 1d20+6
[21:44] <TolBot> [Zahira's 1d20+6]: 16
[21:44] <Berrian> 2#1d10+1
[21:44] <TolBot> [Berrian's 2#1d10+1]: 8, 8 (Sum:16)
[21:44] <Berrian> 1d8
[21:44] <TolBot> [Berrian's 1d8]: 3
[21:44] <Zahira> <kk dun with round 2>
[21:45] <Reed> 1d20+6 vs DC19
[21:45] <TolBot> [Reed's 1d20+6 vs DC19]: 22 Success
[21:45] <Ryu> (Yup, waiting)
[21:45] <Berrian> 1d20+6 vs DC20
[21:45] <TolBot> [Berrian's 1d20+6 vs DC20]: 26 Critical success
[21:45] <Berrian> (ffffff)
[21:46] <Reed> (forgot the damage on those)

[21:46] <DM_Tol> (2d6+3 damage for the spider
[21:46] <DM_Tol> (and +5 poison if you don't save on your turn)
[21:47] <Reed> 2d6+3
[21:47] <TolBot> [Reed's 2d6+3]: 8
[21:47] <Berrian> (roll that the next turn, or same?)
[21:47] <DM_Tol> (next)
[21:47] <Shalanda> 1d20+8 vs spider R.B. (round 3) DC20
[21:47] <TolBot> [Shalanda's 1d20+8 vs spider R.B. (round 3) DC20]: 24 Success
[21:47] <Shalanda> 1d20 spider save
[21:47] <TolBot> [Shalanda's 1d20 spider save]: 3
[21:47] <Shalanda> 2d4+4
[21:47] <TolBot> [Shalanda's 2d4+4]: 9
[21:47] <Ryu> 1d20+13 vs DC20
[21:47] <DM_Tol> * Begin round 3 *
[21:47] <TolBot> [Ryu's 1d20+13 vs DC20]: 15 Fail
[21:47] <Reed> 1d20+10 vs DC20
[21:47] <TolBot> [Reed's 1d20+10 vs DC20]: 19 Fail
[21:47] <Ryu> 1d20+6 vs DC21
[21:47] <TolBot> [Ryu's 1d20+6 vs DC21]: 9 Fail
[21:48] <Berrian> 2#1d20+12 vs DC20
[21:48] <TolBot> [Berrian's 2#1d20+12 vs DC20]: 27, 18 (Sum:45)
[21:48] <Zahira> 1d20+13
[21:48] <TolBot> [Zahira's 1d20+13]: 24
[21:48] <Reed> 1d20+6 vs DC19
[21:48] <TolBot> [Reed's 1d20+6 vs DC19]: 12 Fail
[21:48] <Zahira> 1d10+7
[21:48] <TolBot> [Zahira's 1d10+7]: 17
[21:48] <Berrian> 1d10+1
[21:48] <TolBot> [Berrian's 1d10+1]: 6
[21:48] <Zahira> 1d6
[21:48] <TolBot> [Zahira's 1d6]: 6
[21:48] <Berrian> 1d8
[21:48] <TolBot> [Berrian's 1d8]: 6
[21:48] <Berrian> 1d20 vs DC10
[21:48] <TolBot> [Berrian's 1d20 vs DC10]: 13 Success
[21:48] <Zahira> 1d20+6
[21:48] <TolBot> [Zahira's 1d20+6]: 24
[21:48] <Zahira> 2d6+3
[21:48] <TolBot> [Zahira's 2d6+3]: 6
[21:48] <Zahira> 1d20+14
[21:48] <TolBot> [Zahira's 1d20+14]: 22
[21:48] <Berrian> 1d20+6 vs DC20
[21:49] <TolBot> [Berrian's 1d20+6 vs DC20]: 7 Critical fail
[21:49] <Reed> 1d20 vs dc10
[21:49] <TolBot> [Reed's 1d20 vs dc10]: 18 Success
[21:49] <DM_Tol> (when done with the round, post a status update for your pair)
[21:49] <Blake``> 1d20 saving throw
[21:49] <TolBot> [Blake``'s 1d20 saving throw]: 8
[21:50] <Ryu> (Ryu, No Damage :: Spider: 25HP left)
[21:50] <Shalanda> (Done 3. Spider 12 hps, Shal 50 hps)
[21:50] <Shalanda> (Oh and spider still on fire)

[21:51] <Berrian> (me: 20 dmg, saved, spider: 24HP left)
 [21:51] <DM_Tol> 1d20
 [21:51] <TolBot> [DM_Tol's 1d20]: 1 (Not good.)
 [21:52] <DM_Tol> (everyone done with round 3?)
 [21:52] <Reed> (Reed 36 hp, Spider 38)
 [21:52] <DM_Tol> (Zahira?)
 [21:52] <DM_Tol> (status?)
 [21:53] <DM_Tol> You each continue to battle ferociously.
 [21:53] <DM_Tol> * Begin round 4 *
 [21:53] <Shalanda> 1d20+8 vs spider R.B. (round 3) DC20
 [21:53] * Ryu attacks again (Melee Basic)
 [21:53] <TolBot> [Shalanda's 1d20+8 vs spider R.B. (round 3) DC20]: 10 Fail
 [21:53] <Berrian> 2#1d20+12
 [21:53] <TolBot> [Berrian's 2#1d20+12]: 32, 18 (Sum:50)
 [21:53] <Shalanda> 1d20 spider save
 [21:53] <TolBot> [Shalanda's 1d20 spider save]: 2
 [21:53] <Ryu> 1d20+13 vs DC20
 [21:53] <TolBot> [Ryu's 1d20+13 vs DC20]: 25 Success
 [21:53] <Ryu> 1d10+7
 [21:53] <TolBot> [Ryu's 1d10+7]: 10
 [21:53] <Ryu> 1d20+6 vs DC21
 [21:53] <TolBot> [Ryu's 1d20+6 vs DC21]: 14 Fail
 [21:53] <Berrian> (crit 11hp and miss)
 [21:53] <Berrian> 1d8
 [21:53] <TolBot> [Berrian's 1d8]: 2
 [21:53] <Ryu> (Ryu, No Damage :: Spider: 15HP left)
 [21:53] <Reed> 1d20+10 vs DC20
 [21:53] <TolBot> [Reed's 1d20+10 vs DC20]: 13 Fail
 [21:54] <Reed> 1d20+6 vs dc19
 [21:54] <TolBot> [Reed's 1d20+6 vs dc19]: 15 Fail
 [21:54] <Berrian> 1d20+6 vs DC20
 [21:54] <TolBot> [Berrian's 1d20+6 vs DC20]: 20 Success
 [21:54] <Shalanda> (End rd 4: Shal 45 hps (because I made a mistake last round), Burning Spider 7 hps)
 [21:54] <Zahira> <Zah: 24: Spider:8>
 [21:54] <Berrian> 2d6+3
 [21:54] <TolBot> [Berrian's 2d6+3]: 14
 [21:54] <Zahira> <sry...phone rang>
 [21:54] <Reed> (Reed 36, Spider 38)
 [21:54] <DM_Tol> (go ahead and attack this round 4 now, zahira.. you and spider)
 [21:55] <Berrian> (me: 34dmg, bloodied, need save, spider: 11hp remaining)
 [21:55] <Zahira> 1d20+13
 [21:55] <Blake``> 1d20 save
 [21:55] <TolBot> [Zahira's 1d20+13]: 32
 [21:55] <TolBot> [Blake``'s 1d20 save]: 10
 [21:55] <Zahira> 1d10+7
 [21:55] <TolBot> [Zahira's 1d10+7]: 17
 [21:55] <Zahira> 1d6
 [21:55] <TolBot> [Zahira's 1d6]: 5
 [21:55] <Zahira> 1d20+6
 [21:55] <TolBot> [Zahira's 1d20+6]: 22

[21:55] <Zahira> 2d6+3
[21:55] <TolBot> [Zahira's 2d6+3]: 10
[21:56] <Zahira> 1d20+14
[21:56] <TolBot> [Zahira's 1d20+14]: 20
[21:56] <DM_Tol> (status, zahira?)
[21:56] <Zahira> <14/dead>
[21:57] <DM_Tol> Zahira destroys the spider across from it. as if falls, you have an open sight across the room and see Blake being hoisted into the air by a spider.
[21:57] <DM_Tol> * Go round 5 *
[21:57] <Reed> 1d20+10 vs DC20
[21:57] <TolBot> [Reed's 1d20+10 vs DC20]: 30 Critical success
[21:57] <Ryu> 1d20+13 vs DC20
[21:57] <TolBot> [Ryu's 1d20+13 vs DC20]: 29 Success
[21:58] <Shalanda> 1d20+8 vs spider R.B. (round 5) DC20
[21:58] <TolBot> [Shalanda's 1d20+8 vs spider R.B. (round 5) DC20]: 22 Success
[21:58] <Ryu> 1d10+7
[21:58] <TolBot> [Ryu's 1d10+7]: 12
[21:58] <Shalanda> 2d4+4
[21:58] <Berrian> 2#1d20+12
[21:58] <TolBot> [Shalanda's 2d4+4]: 7
[21:58] <TolBot> [Berrian's 2#1d20+12]: 32, 22 (Sum:54)
[21:58] <Ryu> 1d20+6 vs DC21
[21:58] <TolBot> [Ryu's 1d20+6 vs DC21]: 22 Success
[21:58] <Ryu> 2d6+3
[21:58] <Berrian> 1d10+1
[21:58] <TolBot> [Ryu's 2d6+3]: 10
[21:58] <TolBot> [Berrian's 1d10+1]: 6
[21:58] <Berrian> 1d8
[21:58] <TolBot> [Berrian's 1d8]: 4
[21:58] <Berrian> 1d20 vs DC10
[21:58] <TolBot> [Berrian's 1d20 vs DC10]: 11 Success
[21:58] <Shalanda> 1d20+6 dc20 (spider if alive)
[21:58] <TolBot> [Shalanda's 1d20+6 dc20 (spider if alive)]: 19 Fail
[21:58] <Reed> 1d20 + 6 vs DC19
[21:58] <TolBot> [Reed's 1d20 + 6 vs DC19]: 11 Fail
[21:59] <Ryu> (Ryu, 46/56 Need to save :: Spider: 3HP left)
[21:59] <Berrian> (Berr: 39dmg, saved, spider: dead)
[21:59] * Shalanda kicks the still flaming carcass of a spider into the middle of the area, and yells out "WHO NEEDS HELP?"
[21:59] <Reed> (Reed 36, Spider 25)
[21:59] <Shalanda> (Shal: 45hps, Victorious)
[21:59] <DM_Tol> (Zahira, action this round?)
[22:00] * Zahira leaps out to the open to see who needs assistance still
[22:01] <DM_Tol> Zahira, you have an open sight across the room and see Blake being hoisted into the air by a spider.
[22:01] <Blake``> 1d20 save
[22:01] <TolBot> [Blake``'s 1d20 save]: 5
[22:01] <Ryu> (whats the poison save vs?)
[22:01] * Zahira takes aim and launches a shot at the spider
[22:01] <DM_Tol> (all "Saves" are a straight d20 vs 10)
[22:01] <Zahira> 1d20+13

[22:01] <TolBot> [Zahira's 1d20+13]: 20
[22:01] <Zahira> 1d10+7
[22:01] <TolBot> [Zahira's 1d10+7]: 10
[22:01] <Zahira> 1d6
[22:01] <TolBot> [Zahira's 1d6]: 5
[22:01] <Ryu> (alright, jus' wanted confirmation)
[22:01] <Zahira> <2 damage to your spider blake>
[22:02] <Zahira> <20?
[22:02] <DM_Tol> Zahira shoots the spider, which leaps into your nook at attacks you.
[22:02] <DM_Tol> (roll its attack)
[22:02] <Zahira> 1d20+6
[22:02] <TolBot> [Zahira's 1d20+6]: 25
[22:03] <Zahira> 2d6+3
[22:03] <TolBot> [Zahira's 2d6+3]: 11
[22:03] <Zahira> 1d20
[22:03] <TolBot> [Zahira's 1d20]: 18
[22:03] <DM_Tol> Shalanda, you see Blake dangling 8 feet off the ground, webbing surrounding his body, hanging from a thread.
[22:03] <Shalanda> (acknowledged)
[22:03] <DM_Tol> * Begin round 6 *
[22:03] <Ryu> 1d20 Poison Save dc10
[22:03] <TolBot> [Ryu's 1d20 Poison Save dc10]: 20 Critical success
[22:03] <Ryu> 1d20+13 vs Dc20
[22:03] <TolBot> [Ryu's 1d20+13 vs Dc20]: 18 Fail
[22:03] <Reed> 1d20+10
[22:04] <TolBot> [Reed's 1d20+10]: 14
[22:04] * Berrian looks for another target
[22:04] * Zahira lets out a grunt looking fairly weekend
[22:04] <Ryu> 1d20+6 vs DC21
[22:04] <TolBot> [Ryu's 1d20+6 vs DC21]: 21 Success
[22:04] <Zahira> 1d20
[22:04] <TolBot> [Zahira's 1d20]: 20 (Wow)
[22:04] <Reed> 1d20+6
[22:04] <TolBot> [Reed's 1d20+6]: 16
[22:04] <Ryu> 2d6+3
[22:04] <TolBot> [Ryu's 2d6+3]: 12
[22:04] * Berrian targets whichever spider he can see
[22:04] <Reed> (Reed 36, Spider 24)
[22:04] <Ryu> 1d20 vs dc10
[22:04] <TolBot> [Ryu's 1d20 vs dc10]: 16 Success
[22:04] <Ryu> (Ryu, 29/56 saved :: Spider: 3HP left)
[22:04] <Berrian> 2#1d20+11
[22:04] <TolBot> [Berrian's 2#1d20+11]: 27, 13 (Sum:40)
[22:05] <Berrian> 1d10+1
[22:05] <TolBot> [Berrian's 1d10+1]: 6
[22:05] <Berrian> 1d8
[22:05] <TolBot> [Berrian's 1d8]: 4
[22:05] * Shalanda pulls Blake down and pours healing magic into his body. (Cure Serious Wounds. Blake gets back TWO surges +3 hps at no cost)
[22:05] <Zahira> zio:4 spider2 dead>
[22:05] <DM_Tol> (how do you pull him down?)

[22:06] <Berrian> (Tol, 10hp to a spider. mine was dead...)
[22:06] <Shalanda> (I'm 5' 6" tall either reach up and pull him down or hop up and yank him down)
[22:06] <DM_Tol> Berrian teams up on Zahira's new spider. 10 HP more.
[22:07] <DM_Tol> Shalanda attempts to yank Blake down, but is not strong enough. You touch him but fail to break the strand.
[22:07] <DM_Tol> (You can heal, though)
[22:07] <Shalanda> (Ok heal him. That's one tough strand.)
[22:07] <DM_Tol> (he's 8 ft above the ground, so also a bit unwieldily)
[22:08] <Shalanda> (End rd 6: Shal 45, Blake 1/2full+3hps, Spiderman ??)
[22:08] <DM_Tol> (ok, so 3 spiders dead. Berr and Zahira now attacking blake's spider?)
[22:09] <Berrian> (believe so)
[22:09] <Zahira> <i thought i squished him last round...dealt 28 dmg to it>
[22:10] <DM_Tol> Berrian, you notice that Darce the halfling is comotose, and being hauled up to the ceiling 12 feet above the ground, a Spider spinning above him.
[22:10] * Berrian targets Darce's spider
[22:10] <DM_Tol> * Round 7 begins *
[22:10] * Shalanda yells out "Ok, Blake should be fine. Who needs my help now?"
[22:10] <Ryu> 1d20+13 vs Dc20
[22:10] <TolBot> [Ryu's 1d20+13 vs Dc20]: 17 Fail
[22:10] <Ryu> 1d20+6 vs DC21
[22:10] <Berrian> 2#1d20+11
[22:10] <TolBot> [Berrian's 2#1d20+11]: 18, 18 (Sum:36)
[22:10] <TolBot> [Ryu's 1d20+6 vs DC21]: 7 Critical fail
[22:10] <DM_Tol> (Shal, with a climb check, you can climb a rock and get to Blake better, if you wish)
[22:10] <Reed> 1d20+10 vs DC20
[22:10] <TolBot> [Reed's 1d20+10 vs DC20]: 17 Fail
[22:11] <Reed> 1d20+6 vs DC19
[22:11] <TolBot> [Reed's 1d20+6 vs DC19]: 8 Fail
[22:11] <Ryu> (Crit fail for spider, c'mon make it commit suicide and bite itself!)
[22:11] <Shalanda> (Nah, he can get himself free, since nothing is threatening him.)
[22:11] <Zahira> 1d20+17
[22:11] <TolBot> [Zahira's 1d20+17]: 35
[22:11] <Reed> (Reed 36, Spider 25)
[22:11] <Zahira> 1d10+7
[22:11] <TolBot> [Zahira's 1d10+7]: 9
[22:11] <Zahira> 1d6
[22:11] <TolBot> [Zahira's 1d6]: 1
[22:11] <Ryu> (Ryu, 29/56 :: Spider: 3HP left)
[22:12] <Berrian> (missed Darce's spider)
[22:12] * Shalanda steps into the passageway to see who needs help, since nobody answered her.
[22:12] <Zahira> <+14 dmg>
[22:13] <Ryu> (you can finish off my spider it only has 3HP left lol)
[22:14] <Shalanda> 1d20+7
[22:14] <TolBot> [Shalanda's 1d20+7]: 25
[22:14] <Shalanda> 1d6+4 and Ryu either gets 1 temp hp or can make a save.
[22:14] <TolBot> [Shalanda's 1d6+4 and Ryu either gets 1 temp hp or can make a save.]: 6
[22:15] <Blake``> 1d20
[22:15] <TolBot> [Blake``'s 1d20]: 9
[22:15] * Shalanda casually blasts Ryu's spider as she makes her way down the passage to see who needs help.

[22:15] <Shalanda> (Correction 4 temp hps)
[22:16] <Berrian> "Darce!"
[22:16] * Shalanda heads towards where Darce made camp.
[22:16] <DM_Tol> Berrian, as you miss the spider hauling him up, Shalanda also noticed Darce, who is now 18 feet in the air.
[22:16] <DM_Tol> Blake awakens and struggles against his bonds.
[22:17] <DM_Tol> * Begin round 8 *
[22:17] <Berrian> 2#1d20+11
[22:17] <TolBot> [Berrian's 2#1d20+11]: 15, 14 (Sum:29)
[22:17] <Reed> 1d20+10 vs DC20
[22:17] <TolBot> [Reed's 1d20+10 vs DC20]: 29 Success
[22:17] <Shalanda> 1d20+8 Healing Strike vs. Darce spider DC20
[22:17] <TolBot> [Shalanda's 1d20+8 Healing Strike vs. Darce spider DC20]: 21 Success
[22:17] <Reed> 1d6+7
[22:17] <TolBot> [Reed's 1d6+7]: 12
[22:17] <Shalanda> 4d4+4 vs Darce spider
[22:17] <TolBot> [Shalanda's 4d4+4 vs Darce spider]: 11
[22:18] <Blake` `> (grrr brb)
[22:18] <Reed> 1d20+6 vs DC19
[22:18] <TolBot> [Reed's 1d20+6 vs DC19]: 7 Critical fail
[22:18] <Berrian> (I miss again)
[22:18] <Shalanda> (Darce can spend a healing surge and add 3 hps to it)
[22:18] <Ryu> (no action this round, looking to see who needs help)
[22:18] <Reed> (Reed 36, Spider 13)
[22:18] * Zahira takes a breather this round <healing surge>
[22:19] <DM_Tol> 1d20
[22:19] <TolBot> [DM_Tol's 1d20]: 19
[22:19] <Shalanda> (End 8: Shal 45, -11 hps to Darce spider, Darce Surge +3hps)
[22:19] <DM_Tol> The spider keeps its balance and keeps hauling Darce up, missed by Berrian, hit by Shalanda.
[22:20] <Shalanda> (Oh and the spider is marked until end of my next turn)
[22:21] <Ryu> (who needs help? darce's spider is way otu of my range)
[22:21] <DM_Tol> (RYU afk?)
[22:21] <Ryu> (wait, I think I can throw my sword at it)
[22:21] <DM_Tol> (pick Reed or Zahira's spider, Ryu)
[22:21] * Ryu attacks Reeds spider
[22:21] <Ryu> 1d20+13 vs DC20
[22:22] <TolBot> [Ryu's 1d20+13 vs DC20]: 19 Fail
[22:22] <Zahira> <did i just get a 3rd spider? imma die now lol>
[22:23] <DM_Tol> Darce is hauled up another 6 feet, now 24 feet off the ground.
[22:23] <DM_Tol> (You killed Blake's spider?)
[22:23] <Zahira> <yerp>
[22:23] <DM_Tol> (oh, good, sorry i didn't see that.)
[22:23] <DM_Tol> * Begin round 9 *
[22:23] <Shalanda> 1d20+8 R.B. vs Darce Spider
[22:23] <TolBot> [Shalanda's 1d20+8 R.B. vs Darce Spider]: 19
[22:23] <Ryu> 1d20+13 Reeds Spider vs DC20
[22:23] <DM_Tol> Darce and his spider are in such dim light, nearly impossible to see.
[22:23] <TolBot> [Ryu's 1d20+13 Reeds Spider vs DC20]: 23 Success
[22:24] <Ryu> 1d10+7
[22:24] <TolBot> [Ryu's 1d10+7]: 14

[22:24] <Reed> 1d20+10 vs DC20
[22:24] <TolBot> [Reed's 1d20+10 vs DC20]: 29 Success
[22:24] * Berrian attempts a Hunter's Bear Trap against Darce's spider
[22:24] <Ryu> (Reed your spider takes an additional 14 from me)
[22:24] <Berrian> 1d20+11
[22:24] <TolBot> [Berrian's 1d20+11]: 27
[22:24] <Berrian> 2d10+6
[22:24] <TolBot> [Berrian's 2d10+6]: 25
[22:24] <Reed> 1d6+7
[22:24] <TolBot> [Reed's 1d6+7]: 13
[22:24] <Berrian> 1d8
[22:24] <TolBot> [Berrian's 1d8]: 2
[22:24] <Reed> (Reed 36, Spider -14)
[22:25] <DM_Tol> (Berrian, total damage to Darce's spider?)
[22:25] <Berrian> (Darce's spider: 27 dmg and 5 ongoing and slowed until save)
[22:25] <Shalanda> (Rd: 9 Shal - miss vs Darce spider)
[22:25] <Berrian> (in that attack)
[22:25] <Reed> (that spider is beyond dead)
[22:25] <DM_Tol> The spider is still alive as it hauls Darce away.
[22:26] <Shalanda> (Darce 30' up now?)
[22:26] <Berrian> (27'? I slowed it)
[22:26] <Berrian> (hehe)
[22:27] <DM_Tol> Darce disappears in the darkness above.
[22:27] <DM_Tol> * Begin Round 10 *
[22:27] <DM_Tol> (only one spider left on the ground?)
[22:27] <DM_Tol> Blake continues to struggle against his bonds, making no headway
[22:28] * Shalanda shouts out "We need light over here NOW!"
[22:28] <Shalanda> 1d20+8 R.B. vs Darce spider
[22:28] <TolBot> [Shalanda's 1d20+8 R.B. vs Darce spider]: 24
[22:28] <Shalanda> 2d4+4
[22:28] <TolBot> [Shalanda's 2d4+4]: 7
[22:28] * Ryu rushes over with his EBT
[22:28] * Reed sheathes his sword and grabs his crossbow.
[22:28] <DM_Tol> (torch light is 25')
[22:28] <Berrian> "throw it up!"
[22:29] * Ryu pulls out his last sunrod and pitches it up
[22:29] * Berrian sends out a splintering shot at the spider, once it is in the light
[22:29] <DM_Tol> (Shalanda, you are shooting blindly?)
[22:29] <Berrian> 1d20+11
[22:29] <TolBot> [Berrian's 1d20+11]: 19
[22:29] <Shalanda> (Thought the spider was in melee still. Ignore that damage then)
[22:29] <Berrian> 3d5+3 (half of 3d10+6)
[22:29] <TolBot> [Berrian's 3d5+3 (half of 3d10+6)]: 11
[22:29] <DM_Tol> (oh, Reed's spider. yes)
[22:30] <Shalanda> (If Darce becomes visible when the torch is thrown though, I have an action)
[22:30] * Zahira comes over and wraps an arrow in her torch cloth lighting it and shooting it up to the limits of the visible light range so as not to risk hitting the trapped mini man hoping it will stick in the walls to provide some light.
[22:30] <DM_Tol> (Any spider's left on the ground?)
[22:30] <Berrian> (DS: 11 more, and if it hasn't saved, 5 more from HBT last round)
[22:31] <Shalanda> 1d20 for Darce spider save.

[22:31] <TolBot> [Shalanda's 1d20 for Darce spider save.]: 20 (Yahoo!)

[22:31] <Shalanda> (boo)

[22:31] <DM_Tol> You finish off the spiders on the ground as you scramble to assist Darce.

[22:32] <Shalanda> (Did Darce become visible when the EB Torch was thrown up?)

[22:32] <Ryu> (I threw up a sunrod)

[22:32] <DM_Tol> (the shooting a torch up did not work.)

[22:32] <DM_Tol> Ryu pulls out a sun rod.

[22:32] <Ryu> ([22:29:09pm] * Ryu pulls out his last sunrod and pitches it up)

[22:32] <Berrian> (crap! Darce didn't even hit the thing during the first few rounds? It seriously has 1hp left?)

[22:32] <DM_Tol> It brightens the space with blaring light, banging off the glittering walls of the cavern.

[22:33] <DM_Tol> (I have it at 3hps.)

[22:33] <Zahira> <he lobbed a torch up, i made a flaming arrow and shot it up lol>

[22:33] <Berrian> (I may have miscalculated as I scrolled back. either way, 1-3hp?)

[22:34] <Berrian> (OH!)

[22:34] <Berrian> 1d8

[22:34] <TolBot> [Berrian's 1d8]: 7

[22:34] <DM_Tol> In the bright light, through the shadows of the Stalagmites, you see what must be Darce, waaay up high, over 40 ft. And a Spider looming over it.

[22:34] <DM_Tol> * Go round 11 *

[22:34] <Berrian> (no, wait. do I get HQ on a miss, if it's a daily power and does 1/2 dmg?)

[22:35] <DM_Tol> (First to act gets first action)

[22:35] <Shalanda> (I haven't finished rd 10. Was waiting to see if the spider got lit up, so I could fey step up to Darce and grab him before the spider got a chance to get out of range)

[22:35] * Zahira draws and takes careful aim at the spider

[22:36] <Zahira> 1d20+13

[22:36] <TolBot> [Zahira's 1d20+13]: 22

[22:36] <Zahira> 1d10+7

[22:36] <TolBot> [Zahira's 1d10+7]: 12

[22:36] <Zahira> 1d6

[22:36] <TolBot> [Zahira's 1d6]: 3

[22:36] <DM_Tol> Zahira nails the spider as it falls through webbing and thuds on the ground.

[22:37] * Shalanda readies an action for if Darce should start to fall.

[22:38] <DM_Tol> Darce doesn't move.

[22:39] * Shalanda tosses her scythe aside and grabs the sides of the cavern wall to start climbing up.

[22:39] <DM_Tol> All goes quiet, as the light of the sun rod nearly blinds you.

[22:39] * Ryu shields the sunrod as best as he can, trying to dim the light

[22:40] <DM_Tol> As your eyes continue to adjust, you see no other spiders in the nooks and crannies of the 40 to 60ft high ceiling of the cramped space. You discern what might be crawl holes leading out of the chamber as well.

[22:40] <DM_Tol> You hear a small, trembling voice from high above.

[22:41] <Shalanda> 1d20+6 Athletics

[22:41] <TolBot> [Shalanda's 1d20+6 Athletics]: 16

[22:41] <Zahira> "Well...that was a pleasant experience...Is anyone else hanging around?" <or well hung? 😊>

[22:41] <DM_Tol> Shalanda starts to attempt a climb.

[22:41] <DM_Tol> Darce: "H ... help."

[22:41] <DM_Tol> *** As this session of Können Land comes to a close ***

10-7-2012: OF STICKY HALFLINGS AND SLEEPY ADVENTURERS

[19:50] <DM_Tol> *** Game Recap ***

[19:51] <DM_Tol> The group continued for days now into the tunnels and caverns of the Underdark, doing its best to avoid the Dark Gnomes encountered already. With no sign of civilization, the group made camp in a small cavern, only to be set upon by DeathJump Spiders.

[19:51] <DM_Tol> The group, isolated from each other by the spiders, fought off the threat, but only after losing two members.

[19:52] <DM_Tol> Blake was on death's door, before being restored. He still hangs 8 feet off the ground and groggy from poison, cocooned in spun web.

[19:53] <DM_Tol> Your eyes continue to adjust, you see no other spiders in the nooks and crannies of the 40 to 60ft high ceiling of the cramped space. You discern what might be crawl holes leading out of the chamber as well.

[19:53] <DM_Tol> But high up, lit by the sun rod Ryu shows forth, you can see the spun bundle you know to be Darce the Halfling.

[19:54] <DM_Tol> *** As this session of Können Land begins ***

[19:54] <DM_Tol> You hear a small, weak voice.

[19:54] <Shalanda> (Made a 16 on my climb roll last session to start climbing the wall)

[19:54] <DM_Tol> Darce: "H ... help."

[19:54] * Athas looks around

[19:55] <Shalanda> "I'm coming Darce."

[19:55] * Reed looks up. "Somebody tall will get you guys."

[19:55] <DM_Tol> Shalanda moves up the wall carefully.

[19:56] * Athas positions himself to catch either Shal or Darce.

[19:56] <DM_Tol> (Your speed is 6? so climb at half. Darce is 8 spaces up, and 2 from the wall.)

[19:56] <Shalanda> (ok)

[19:57] <DM_Tol> (1 from the wall, actually)

[19:57] <DM_Tol> (well, not sure how to say. There is one space between Darce and the wall)

[19:57] <Shalanda> (That works perfectly)

[19:57] <DM_Tol> (heheh)

[19:58] <DM_Tol> (Two from the wall is right, then, I think)

[19:58] * Shalanda continues to climb up the wall with as much caution as she can muster.

[19:58] <DM_Tol> (DC 15)

[19:59] <Shalanda> 1d20+6 dc15

[19:59] <ToIBot> [Shalanda's 1d20+6 dc15]: 23 Success

[19:59] * Athas watches her very carefully...

[19:59] <DM_Tol> Shalanda moves up another 15 feet.

[19:59] <Berrian> (sorry, I'm here now. catching up)

[19:59] <Athas> (we're getting the nickle show...)

[20:00] <Shalanda> "Ok Darce, almost there. There's two things that could happen here. I reach the top and pull you over, or I fey step to you, grab you, and try to cushion your impact. Be ready for both, and hopeful for the first.

[20:00] <DM_Tol> Darce does not respond immediately.

[20:01] * Berrian rests against the wall, catching his breath and watching the rescue.

[20:01] <Athas> ("Either you'll die, or I'll die -- flip a coin)

[20:01] * Shalanda continues climbing

[20:01] <Shalanda> 1d20+6 dc15

[20:01] <ToIBot> [Shalanda's 1d20+6 dc15]: 14 Fail

[20:01] * Athas moves to try to catch her.

[20:01] <Shalanda> (Fail by less than 5 means I make no progress at least)

[20:01] <DM_Tol> Shalanda starts to lost footing and holds on, making no progress.
[20:01] <Shalanda> (And not land on my new slave.)
[20:01] <Shalanda> 1d20+6 dc15
[20:01] <TolBot> [Shalanda's 1d20+6 dc15]: 12 Fail
[20:02] <DM_Tol> Shalanda starts to lost footing and holds on, making no progress.
[20:02] * Shalanda starts swearing in elvish as she loses part of her footing again.
[20:02] <Shalanda> 1d20+6 dc15
[20:02] <TolBot> [Shalanda's 1d20+6 dc15]: 26 Critical success
[20:02] * Zionia is now known as Zio|brb
[20:02] <Athas> (swear more often)
[20:02] <Shalanda> (Profane bonus on that last roll 😊)
[20:04] * Shalanda tries to reach over and grab Darce.
[20:04] <DM_Tol> Shalanda climbs up the wall, and is now about 8 feet away from the spun bundle. The ceiling prevents her from having a complete view of Darce, blocked partially by a stalagmite.
[20:04] <Athas> (stalactite)
[20:05] <DM_Tol> (thanks, atlas)
[20:06] * Shalanda tries to determine the best way over to Darce from her location.
[20:06] <Athas> (memorized those words fro third grade science class -- finally get a use out of it)
[20:07] <DM_Tol> 1d100
[20:07] <TolBot> [DM_Tol's 1d100]: 15
[20:08] <DM_Tol> Shalanda, you think if you move 20' along the wall, you can get closer to Darce.
[20:08] * Shalanda starts moving along the wall.
[20:08] <Shalanda> 1d20+6 dc15
[20:08] <TolBot> [Shalanda's 1d20+6 dc15]: 11 Fail
[20:08] <Athas> (should I roll atheltics to catch her?)
[20:08] <DM_Tol> Shaland has a hard time finding the proper foothold to move horizontally.
[20:08] <Shalanda> "Darce, how you doing over there?"
[20:08] <Shalanda> 1d20+6 dc15
[20:08] <TolBot> [Shalanda's 1d20+6 dc15]: 25 Success
[20:09] <DM_Tol> Shalanda moves around the wall.
[20:09] <Shalanda> (I haven't fallen yet, and stop looking up my dress you perv.)
[20:09] <Shalanda> 1d20+6 dc15
[20:09] <TolBot> [Shalanda's 1d20+6 dc15]: 10 Fail
[20:09] <DM_Tol> Shalanda falls.
[20:09] * Shalanda attempts to feystep to Darce's position and grab him.
[20:09] <Athas> (should you be wearing white?)
[20:11] <DM_Tol> (That would be a move action, Shal. When you fall, you get no more move action)
[20:11] <Shalanda> (Well then a falling I go)
[20:12] * Athas moves to catch her
[20:12] <Shalanda> (Wait, wouldn't I still have a standard action that could be used as a move action?)
[20:12] <Reed> (is it just athletics to climb?)
[20:13] <Athas> (flap your arms! flap your arms!)
[20:13] <Reed> (I've got a +8, but I'm wondering if being small-sized would mess with that)
[20:14] <Reed> (or rather the getting of the Darce)
[20:14] <Shalanda> (It's athletics to climb)
[20:14] <DM_Tol> (I don't think the intention is to still have another move action, since it says no move action. Is fey step a free action?)
[20:14] <Shalanda> (no it's a move, so let's roll damage)
[20:14] <Ryu> (How high up is Darce now?)

[20:14] <DM_Tol> (hold on, lemme read up)
[20:15] <Athas> (can I try to catch her?)
[20:15] <DM_Tol> (yes, atlas... hold on)
[20:16] <Shalanda> (Oh, I can try to catch hold while falling.)
[20:16] <Shalanda> 1d20+6 dc20 (or more)
[20:16] <TolBot> [Shalanda's 1d20+6 dc20 (or more)]: 20 Success
[20:16] <Reed> (better idea, can I sever the web holding Darce with a bolt)
[20:17] <Reed> (and the big guy can catch him when he falls?)
[20:19] <DM_Tol> (ok, I am saying you can fey step once that move action is over... which includes climbing and falling.)
[20:20] <Berrian> "If you want someone to shoot him down, I am willing to try."
[20:20] <DM_Tol> (I am getting this from the jumping action desc)
[20:21] <DM_Tol> (shall, catching yourself only applies if a power knocked you over)
[20:21] <Athas> "How good is your aim?"
[20:21] <Shalanda> (We can do that instead of the grabbing hold on a fall, to speed up the getting Darce down rp.)
[20:22] <Berrian> "One day, I hope to be the best. Until then, I try."
[20:22] <DM_Tol> (the question is, how far do you fall before that move action is over?)
[20:22] <Shalanda> (Book doesn't look like it reads that way, but that's fine.)
[20:22] <DM_Tol> (what are you talking about, Shal?)
[20:22] <DM_Tol> (which issue? When you can Fey step? or when you can catch yourself)
[20:23] <Shalanda> (Grab hold on a fall. Since I'll fey step, doesn't matter.)
[20:23] <DM_Tol> (Ah, I was reading a rule in the Falling section. I see now in Athl section)
[20:25] <DM_Tol> Shalanda falls 20 feet and catches herself, as Athas shuffled underneath to catch her.
[20:26] * Shalanda lets out a fury of elvish curse words that would make a sailor think twice.
[20:26] <Berrian> "Shall I prepare to take the shot?"
[20:26] <DM_Tol> (brb, potty)
[20:26] * Shalanda resumes her climbing.
[20:26] * Athas starts to move, but sees that the elf catches herself. He winces at the stream of vulgarity harsh enough to crack stone.
[20:26] <Shalanda> 1d20+6 dc15
[20:26] <TolBot> [Shalanda's 1d20+6 dc15]: 26 Critical success
[20:26] <Shalanda> 1d20+6 dc15
[20:26] <TolBot> [Shalanda's 1d20+6 dc15]: 10 Fail
[20:26] <Shalanda> (And falls again)
[20:26] <Shalanda> 1d20+6 dc20
[20:26] <TolBot> [Shalanda's 1d20+6 dc20]: 12 Fail
[20:26] <Reed> (what's your bonus anyhow? I'm +10 with my crossbow, or +11 with a dagger on a basic ranged)
[20:27] <Shalanda> (and will probably land with a hard thud if the fey step doesn't make it.)
[20:27] <Shalanda> (Actually either way will land with a hard thud, because if the fey step makes it, she'll be falling with Darce anyway tucked into her body in hopes of lessening any injury he may take by absorbing it all.)
[20:28] <Berrian> (+11 basic, +13 if I can do a careful attack, at-will power)
[20:28] <Athas> (at first glance, I thought you were going to use Darce as a shock absorber...)
[20:31] <Shalanda> (No I'm using myself as a shock absorber for Darce.)
[20:31] <DM_Tol> (back)
[20:32] <Athas> (Well... if this doesn't work, I'm going to chain Darce to a shield)
[20:32] <Ryu> wb
[20:32] <DM_Tol> (ok, you climbed and fell again? and missed the catch hold?)

[20:33] <Shalanda> (Correct, climbed back to where I was, fell again, missed the catch. Now I either fey and grab darce and fall, or don't. Either way you get to roll damage.)

[20:33] <DM_Tol> (Here's my decision... you can Fey Step once this move action is over. The thing I'm not sure about is how to decide how far you fall before that move is over)

[20:33] <DM_Tol> (So, if you were falling 100ft, you could for sure at some point Fey step during the fall.)

[20:34] <DM_Tol> (But I don't know about 40')

[20:34] <DM_Tol> (suggestions? understand my thinking?)

[20:34] <Shalanda> (Roll a d12 and that's how many squares I fall before I can fey step?)

[20:34] <Ryu> (Doing the math lol)

[20:34] <Berrian> (well, scientifically, isn't that a bit over 1 second?)

[20:35] <DM_Tol> (Does my logic make sense? This is from reading discussions on wizards.com forum)

[20:35] <DM_Tol> (how long is a move action?)

[20:35] <Reed> (what's a round, 6?)

[20:36] <Shalanda> (Well a round is 6 seconds, so 3?)

[20:36] <Ryu> (32 ft/s squared is the base fall speed I beleive)

[20:36] <DM_Tol> (ok)

[20:36] <DM_Tol> (How many feet does a person fall in 3 secs?)

[20:37] <Shalanda> (By Ryu's math 96, or 19~ squares)

[20:37] <Ryu> (Realistically about 118 feet, as the further you fall the faster you fall)

[20:37] <Berrian> (umm... more?)

[20:37] <Ryu> (until you hit terminal velocity)

[20:38] <Reed> (that doesn't sound right...acceleration should be in there somewhere)

[20:38] <DM_Tol> (well, but it accelerates. remember 9.8 meters/sec? hehe)

[20:38] <DM_Tol> (Yes, it doubles each second)

[20:38] <DM_Tol> (LOL, this is funny)

[20:38] <Ryu> (as the base fall speed yes. Math makes my head hurt... *pulls out the calculator*)

[20:39] <Ryu> (72 meters, or 236.22ft)

[20:39] <Shalanda> (Let's just roll a d12 or d20, and that's how many feet I fall before I can act, to simplify?)

[20:39] <Shalanda> (err squares, not feet.)

[20:40] <Berrian> (148ft in 3 seconds)

[20:40] <DM_Tol> (ok, I'm making this up. But, after 1 second of falling you can take another action and Fey Step)

[20:40] <DM_Tol> (That's 32.1 feet, call it 30')

[20:41] <Reed> (how high up is she?)

[20:41] <DM_Tol> (40)

[20:41] <DM_Tol> (35 actually)

[20:41] <Shalanda> (ok so fey step up to Darce, grab him and fall the 40'. By then I should be able to tuck him into my body in hopes of absorbing most of his shock.)

[20:41] <DM_Tol> (Are you stepping down? Cause that's another debate)

[20:41] <Reed> (shouldn't she hit the ground by that point)

[20:42] <DM_Tol> You see Shalanda fall. Athas, you move to catch her, and as she is feet away from you, she disappears.

[20:42] <DM_Tol> (Fey Step range is?)

[20:42] <DM_Tol> (speed?)

[20:43] <Shalanda> (Fey step is 30')

[20:43] <Athas> "What?"

[20:43] <Shalanda> (Darce is probably also hanging down enough I should be able to grab him)

[20:44] <DM_Tol> Shalanda, you step into the Fey world, soaring upward, stepping back into the

Prime world attempting to grab Darce.

[20:44] <DM_Tol> (Same as Catch Hold roll)

[20:45] <Shalanda> 1d20+6 dc20

[20:45] <TolBot> [Shalanda's 1d20+6 dc20]: 8 Fail

[20:45] <Shalanda> Elvish: "<EXPLICITIVE!!!>"

[20:46] <DM_Tol> Shalanda grabs hold of Darce, but can't hold on, falling 40 feet.

[20:46] * Berrian prepares his bow for the shot.

[20:46] * Reed yawns and prepares a bolt.

[20:46] <DM_Tol> (Shal, if you do this again, the catch hold DC on Darce is dc15 cause he's sticky)

[20:46] * Athas moves to catch

[20:47] <Reed> "Shoot enough bolts at the string and he should come down."

[20:47] <Shalanda> (I think they are going to shoot him down.)

[20:47] <DM_Tol> Athas moves to catch Shalanda.

[20:48] <DM_Tol> (you guys are way off the rule books for 4e. too simplified)

[20:48] <Shalanda> (yup)

[20:48] <Reed> (I miss Pathfinder)

[20:48] <Shalanda> (So make it up as you go.)

[20:48] <Ryu> (armathor step up, cut the rope, fall, take damage, job done lol)

[20:49] <DM_Tol> (Athletics check DC 15 to absorb one 10ft of damage)

[20:49] <Shalanda> 1d20+6

[20:49] <TolBot> [Shalanda's 1d20+6]: 8

[20:49] <Athas> (How high does a halfling bounce? Let's find out.)

[20:49] <DM_Tol> (not you, shall... Athas)

[20:50] <Reed> (make up a DC/durability for cutting the string or something)

[20:50] <Athas> 1d20+12

[20:50] <TolBot> [Athas's 1d20+12]: 19

[20:50] <DM_Tol> (3d10 damage Shalanda, 1d10 for Athas)

[20:50] <Athas> roll 1d20+12

[20:50] <DM_Tol> (the HP should transfer, right?)

[20:51] <DM_Tol> Athas falls with the weight of Shalanda on top of him.

[20:52] <DM_Tol> Darce and Blake still dangle by spider ropes.

[20:52] <Shalanda> 3d10

[20:52] <TolBot> [Shalanda's 3d10]: 16

[20:52] <Athas> (I di catch her, right?)

[20:52] <DM_Tol> (yep... so you absorb 1d10 of her HP damage)

[20:52] * Ryu moves to the wall and decides he might as well give it a go to climb the wall and give it a try

[20:52] <Athas> (OK)

[20:52] <DM_Tol> (that seem fair?)

[20:53] * Athas catches Shal in his arms with a grunt.

[20:53] * Shalanda groans.

[20:53] * Athas sets her to her feet.

[20:53] <DM_Tol> (Ryu, 8 squares up, and 4 over to get where you are less than 5' away from him)

[20:54] <DM_Tol> The collision has you dazed, Shalanda.

[20:54] <Ryu> 1d20+10 dc15

[20:54] <TolBot> [Ryu's 1d20+10 dc15]: 27 Success

[20:54] <DM_Tol> Ryu moves up 3 squares.

[20:54] <Ryu> 1d20+10 dc15

[20:54] <TolBot> [Ryu's 1d20+10 dc15]: 23 Success

[20:54] <DM_Tol> Ryu moves up 3 squares.

[20:54] <Ryu> 1d20+10 dc15

[20:54] <TolBot> [Ryu's 1d20+10 dc15]: 29 Success
[20:54] * Shalanda grasps the wall to hold herself steady, her other arm hanging loosely to her side, blood coming out of somewhere on her head.
[20:55] <DM_Tol> Ryu reaches the ceiling, and sees the path Shalanda made for, 20 feet to the side.
[20:55] <Ryu> 1d20+10 dc15
[20:55] <TolBot> [Ryu's 1d20+10 dc15]: 28 Success
[20:55] <DM_Tol> Ryu moves horizontally.
[20:56] <DM_Tol> Ryu, you'll have to climb a bit more to be in reach.
[20:56] <Ryu> 1d20+10 dc15
[20:56] <TolBot> [Ryu's 1d20+10 dc15]: 28 Success
[20:56] <DM_Tol> Ryu steadies himself near Darce, who dangles less than 5 feet away from him.
[20:57] <Ryu> (Amathors Step + Arcane Transport [Close Burst 2], taking both me and Darce to the ground)
[20:57] <DM_Tol> The rest of you strain your necks in the tight cavern to watch the progress.
[20:57] <Ryu> (be about a 2 square drop I think, max teleport range I have to look)
[20:57] <Ryu> (Yea, I can teleport 6 squares)
[20:58] <DM_Tol> (He's technically adjacent. However, Ryu, Darce is bound... you can not teleport him out of his bindings.)
[20:59] <Ryu> (Can I see whats above darce?)
[21:01] <Ryu> (as in an out cropping I could climb up onto to pull him up or whatnot)
[21:01] * Shalanda slumps against the wall, hoping Ryu has better luck.
[21:02] * Berrian goes over to reed and continues to look for a good angle.
[21:02] <Athas> "Are you well?"
[21:02] <Athas> (brb)
[21:02] <DM_Tol> (you can not climb any closer. Above him is craggy ceiling. Climb check of dc30 maybe)
[21:03] * Ryu sighs knowing this will probably end painfully and tempts to jump over to Darce and cling to the same silky strand he's on
[21:03] <DM_Tol> Berrian and Reed, you would have to get up a bit, to get line of sight shot on what ropes dangle the halfling.
[21:03] <DM_Tol> (Athl DC15)
[21:03] <Ryu> 1d20+10 dc15
[21:03] <TolBot> [Ryu's 1d20+10 dc15]: 30 Critical success
[21:03] <DM_Tol> Ryu jumps onto the bundle that is Darce.
[21:04] <DM_Tol> Darce: "Umph. Wha? No, don't eat me."
[21:04] <DM_Tol> Ryu, the webbing enveloping Darce is sticky.
[21:04] <Ryu> "This might be rough friend." (Same plan as before but I'll cut the rope, then teleport with arcane transport when we could safely touch ground without fall if thats alright)
[21:05] <DM_Tol> (Teleport range?)
[21:05] <Ryu> (6 squares)
[21:05] <DM_Tol> (ok, 10 ft of damage)
[21:05] <Ryu> (1d10?)
[21:06] <DM_Tol> (yep.)
[21:06] <Ryu> 1d10
[21:06] <TolBot> [Ryu's 1d10]: 9
[21:06] <DM_Tol> 1d10 for Darce
[21:06] <TolBot> [DM_Tol's 1d10 for Darce]: 3
[21:06] * Ryu shakes out his knees after his hits the ground "Son of a... "
[21:06] <DM_Tol> Ryu cuts the rope webs above Darce, as they plummet to the ground, disappearing and reappearing as they smack into the cavern floor.
[21:07] <Shalanda> "Preach on brother, that's how I'm feeling right now."

[21:07] * Ryu laughs quietly and looks at Shal, "Oh, I'm your brother now? Probably the one you want to kill most of the time eh?"
[21:07] <Reed> (there's still Blake to get down yes?)
[21:07] <DM_Tol> (hehe, yep.)
[21:08] <Ryu> (Since Arcane Transport is an Encounter power, I think I'll have to wait a bit before I can use it again)
[21:08] <Berrian> "hmm."
[21:08] * Reed puts his crossbow away and starts to climb up.
[21:08] * Ryu goes about getting Darce out of his sticky mess
[21:08] <Reed> 1d20+8
[21:08] <TolBot> [Reed's 1d20+8]: 22
[21:08] * Shalanda looks at Ryu with a bit of disgust.
[21:09] <Shalanda> "Forget I had a moment of weakness and thought we shared a common moment."
[21:09] <Ryu> "Just messing with you Shal, how are your wounds?"
[21:09] <Shalanda> "Berrian, favor please?"
[21:09] * Berrian goes to Shalanda's side. "Yes?"
[21:10] <Shalanda> "Mind picking up my slack arm here and giving it a good yank towards you. I dislocated it in the fall."
[21:10] * Ryu finds a comfy spot to rest until his knees stop hurting (and to recover some Hit points)
[21:10] * Berrian smiles.
[21:10] <DM_Tol> Reed snaps the rope as Blake falls to the ground.
[21:11] <Berrian> "Brace yourself."
[21:11] <DM_Tol> After some time and effort, you release Blake and Darce from their sticky mess.
[21:11] * Berrian helps Shalanda.
[21:11] <Reed> (oh, that was a climbing bit. I thought I had to get up to get the shot)
[21:11] <DM_Tol> Darce slowly wakes up, though Blake continues to be very groggy.
[21:11] * Shalanda plants a weak leg into the ground and tries to muffle her scream as her arm is put back in its socket.
[21:12] <DM_Tol> (Reed, that was just for reaching Darce's rope, who was much higher. we'll call it good.)
[21:12] * Shalanda then uses a healing word on herself then Darce.
[21:12] <Shalanda> 2d6+3 Shal
[21:12] <TolBot> [Shalanda's 2d6+3 Shal]: 10
[21:12] <Shalanda> 2d6+3 Darce
[21:12] <TolBot> [Shalanda's 2d6+3 Darce]: 10
[21:13] <Shalanda> (Darce can recover 10 hps and spend a surge)
[21:14] <DM_Tol> You all are exhausted.
[21:14] <DM_Tol> (Remember, you were preparing to sleep when attacked.)
[21:14] <Ryu> (yup)
[21:19] <Ryu> (my net is messed up, brb)

--DATA LOSS--

[21:21] <Berrian> "I will take watch once more. Hopefully we won't be attacked again."
[21:21] * Reed yawns and curls up.
[21:21] * Athas plops down on the floor and soon closes his eyes.
[21:21] <Reed> "Long as it isn't spiders again."
[21:21] * Ryu curls back up on his bedroll, his blade closer at hand
[21:23] <DM_Tol> As exhaustion takes over, you lay onto the ground, after piling the spider corpses in a corner to make room. You lay your head down, peering into the darkness above. The thought of

more spiders enters your thoughts, as you deny the possibility for the sake of sleep.

[21:23] <DM_Tol> You stir in the darkness, after an extended rest.

[21:24] <Athas> (I chose a comfy abdomen)

[21:26] <DM_Tol> (rotfl)

[21:28] * Shalanda spends her half of the watch cleaning the blood off her body, rubbing her shoulder, and doing her typical morning ritual of prayer.

[21:29] * Reed yawns and stretches.

[21:29] * Ryu stretches as well then goes about packing up his gear after pulling his Everburning Torch back out

[21:30] * Berrian finishes his rest and prepares to move out.

[21:32] * Athas wakes up, grabs his axe and looks around.

[21:33] <DM_Tol> Darce rouses, feeling much better.

[21:34] * Shalanda looks over at Darce, but doesn't say anything.

[21:37] <DM_Tol> Blake moans, slow to get up.

[21:37] <DM_Tol> (he's hung over from Canadian Thanksgiving)

[21:37] <Shalanda> (So in Canada, the spiders feast on you, and you get drunk off their poison?)

[21:38] <Reed> (how is that different than in America?)

[21:38] <Athas> (a yard)

[21:38] <Ryu> (because in america we eat the spiders afterwards, and sell their poison off to the highest bidder)

[21:39] <Reed> (ahh)

[21:39] * Shalanda makes her way towards the direction they were travelling in before.

[21:39] <Shalanda> "Shall we?"

[21:40] <Berrian> (food and money, American motivators)

[21:40] * Ryu follows after Shal

[21:40] <Reed> "I'm ready for a nice day of walking through tunnels and looking for things to kill.

[21:41] <Athas> (wrong order)

[21:41] <DM_Tol> Darce shoulders his pack.

[21:41] <Shalanda> "I'd rather have a nice goose down mattress, and a hot bath with scented candles."

[21:41] <Athas> "A day to gain the gods' favor."

[21:42] * Ryu gathers his gear and moves out

[21:45] * Berrian packs up.

[21:45] <Berrian> "Are we ready to move out?"

[21:45] <Shalanda> "Just waiting on the stragglers."

[21:46] <Berrian> "Glad you're feeling better, Shalanda."

[21:46] * Shalanda smiles.

[21:46] <DM_Tol> You head out down the tunnel as everyone falls in line. Blake follows along, but remains silent.

[21:46] <DM_Tol> Darce walks behind you Shalanda.

[21:46] <DM_Tol> Darce: "I thought I was already dead."

[21:47] <Shalanda> "That makes two of us."

[21:50] <Shalanda> "Just be glad you didn't meet the old me. She would have left you for dead."

[21:51] <DM_Tol> Darce: "And I remembered what you said, back home."

[21:51] <Ryu> "If it would have been me up there I would have been left for dead," he laughs quietly

[21:51] <Berrian> (sorry, I'm kinda distracted again...)

[21:51] <DM_Tol> Darce: "That you take responsibility for my death if it should come."

[21:52] * Shalanda looks back at Ryu for a moment, then down at Darce.

[21:53] <Shalanda> "Yeah, I suppose I did, didn't I?"

[21:53] <Athas> "Only the gods are responsible for death. We slake their thirst to gain their favor."

[21:54] <DM_Tol> You move along. After a few hours, the cave opens up to a broad landscape, a tunnel no more but a wide expanse of underground pathways.

[21:54] <DM_Tol> (Dungeoneering checks from all.)

[21:55] <Shalanda> 1d20+6

[21:55] <TolBot> [Shalanda's 1d20+6]: 15

[21:55] <Ryu> 1d20+3

[21:55] <TolBot> [Ryu's 1d20+3]: 5

[21:55] <Athas> 1d20+3

[21:55] <TolBot> [Athas's 1d20+3]: 12

[21:55] <Reed> 1d20

[21:55] <TolBot> [Reed's 1d20]: 16

[21:55] <Reed> 1d20+2

[21:55] <TolBot> [Reed's 1d20+2]: 15

[21:56] <Berrian> 1d20+6

[21:56] <TolBot> [Berrian's 1d20+6]: 14

[21:58] <Reed> (wow, can I just keep the roll where I forgot to add my bonus?)

[22:02] <DM_Tol> You move north through the expanse, and after a a few more hours must rest.

[22:03] <Shalanda> "This place is far larger than I thought it would be."

[22:05] * Athas grins and sits down

[22:05] <Athas> "We are alive."

[22:05] * Ryu rests quietly, his mind elsewhere

[22:05] <Shalanda> "For now."

[22:06] * Athas grins wider. "For Now... yes."

[22:06] * Reed pulls out his pipe and stuffs it with tobacco.

[22:06] <Shalanda> "I am curious about your gods, tell me about them if you don't mind indulging me?"

[22:07] <Athas> "There are four gods -- you know of them. Old Man Iron..."

[22:07] * Reed lights his pipe and relaxes.

[22:08] * Athas holds up his axe

[22:09] <Athas> "... and Old Woman Wood look after their faithful. They tell us to go out into the world crafted by them and their siblings and undo the evil that the others have done."

[22:11] <Athas> "We give blood to Old Man Iron and Old Woman Wood to keep their favor."

[22:12] * Shalanda continues to listen.

[22:13] <Athas> "What else is there to know? We fight for the favor of our gods against hte malice of others."

[22:14] <Shalanda> "What of the two others, 'He Who Bites and Burns' and 'She Who Steals'?"

[22:15] <DM_Tol> (waiting for sleep)

[22:16] <Ryu> (oh, so we where on the road for a day, I thought it was jus' a mid-day rest)

[22:16] <Shalanda> "On second thought, the day grows late. Perhaps rest is in order and their tale can be told at a later time."

[22:17] <Athas> "I agree."

[22:17] * Shalanda nods and assumes her place in the watch, in meditive silence.

[22:18] * Reed finishes his pipe and rests with the others.

[22:19] * Athas leans back against hte wall and closes his eyes

[22:19] <DM_Tol> After good conversation, you find flat ground abundant in the open caverns.

[22:22] * Ryu makes camp and settles in for the night

[22:24] <DM_Tol> After an extended rest, you wake, ready to go again.

[22:24] <DM_Tol> Continuing on, the cavern is moist.

[22:24] <DM_Tol> The stalagmites and stalactites are active in this area.

[22:24] <Athas> (if it smells like whale puke, I claim it first)

[22:25] <Ryu> (yea yea lol)

[22:28] -> [ping] #GROVEWOOD
[22:28] -> [#grovewood] PING
[22:28] <DM_Tol> As you move out, you find some pools of water nearby.
[22:29] * Shalanda checks out the water and now clean it looks.
[22:29] <Berrian> "Is it safe? We should refill."
[22:29] * Athas looks around, then sniffs the water.
[22:30] <DM_Tol> The water smells fresh, from running streams.
[22:30] <Ryu> "As good as this water looks, I think I will pass..." he pulls a drink from his waterskin
[22:30] * Shalanda fills up her water skin and then proceeds to clean the grime, blood, and stink from her body after everybody else has taken their fill.
[22:31] * Berrian finishes off a waterskin and refills all of his empties, placing them in a separate pocket for later.
[22:31] <Ryu> (remember my basket produces enough food and water for 5 medium sized creatures)
[22:31] * Athas takes a drink from the stream and fills his canteen
[22:32] <Reed> "We should be cautious. Where there's water there are things that drink water and bite at adventurer's bums."
[22:32] <DM_Tol> The water is a welcome treat. You feel like it's been beyond memory that you had real water.
[22:33] <Shalanda> (And there are 7 of us, and I ran out of food and water just after the crate ordeal.)
[22:33] <DM_Tol> (It's been 8 days)
[22:33] <Ryu> (I have several journey breads and rations as well ^^)
[22:34] <Berrian> (Then I just filled 9 waterskins with this water...)
[22:34] <DM_Tol> Darce washes in the water's edge.
[22:34] <Reed> (I have not been keeping track.)
[22:34] <Athas> (brb)
[22:34] * Ryu carefully approaches the water, expecting some creature of the underdark to try to grab him
[22:35] <DM_Tol> (The Watcher)
[22:37] <Shalanda> "I feel better."
[22:39] * Ryu tops off his waterskin and watches the water, "I wonder if there are fish here..."
[22:39] <DM_Tol> Darce finishes washing, "Oh, that helps with the stink."
[22:40] * Reed perks up at the word fish.
[22:40] <Reed> "Now that'd be something nice."
[22:41] <DM_Tol> A tiny lizard scampers out of the pool and into the expanse of the cavern floor.
[22:41] <DM_Tol> (Roll dungeoneering to catch fish)
[22:41] <Reed> 1d20+2
[22:41] <TolBot> [Reed's 1d20+2]: 19
[22:41] <Ryu> 1d20+3
[22:41] <TolBot> [Ryu's 1d20+3]: 19
[22:41] * Athas sits back, belly full of water, and takes in the sights around him.
[22:43] <Berrian> 1d20+6
[22:43] <TolBot> [Berrian's 1d20+6]: 19
[22:43] * Shalanda rubs her shoulder while the others fish.
[22:44] <Ryu> (thats funny we all rolled 19 to catch fish.)
[22:44] <Berrian> (yeah...)
[22:44] <Athas> (I have a vorpal massage table)
[22:44] <DM_Tol> You scavenge around for the "morning", finding a deeper pool and where 3 of you manage to each catch a fish.
[22:45] * Berrian hands his fish over to someone else. "I have plenty of rations. Someone else may

have my fish."

[22:45] <DM_Tol> (or, enough small fish for a meal)

[22:46] * Ryu carries the flipping-flopping fish back, "Who wants fresh fish?"

[22:46] <Athas> "Smoke it and save it for later."

[22:48] * Ryu tries his hand at smoking the fish

[22:48] <Reed> "Any morning started with fresh fish is a good one."

[22:48] <DM_Tol> This damper cavern has some glow to it, the glowing moss appearing in patches sporadically around the walls.

[22:48] <DM_Tol> You finish your scavenging and your breakfast, and make ready to depart in the darkness

[22:50] <Reed> "Anybody know what causes moss to glow?"

[22:50] <Berrian> "I do not."

[22:50] <Ryu> "Well when two mosses really like one another..."

[22:50] <Shalanda> "Maybe it's something in the water."

[22:51] * Shalanda smirks.

[22:51] * Athas looks at his hands

[22:52] <DM_Tol> You inspect the glowing moss, which does not rub off on your hands.

[22:52] <DM_Tol> *** As this session of Können Land comes to a close ***

[20:02] <DM_Tol> *** Game Recap ***

[20:03] <DM_Tol> The party continues to make its way through the domain of the Dark Gnomes, in the Underdark far below the surface.

[20:05] <DM_Tol> After an attack by death jump spiders, they travelled another two days, in search of a city, beyond which is allegedly the Magic Core Source.

[20:06] <DM_Tol> The tunnel has opened up into wide caverns, still mostly with low ceilings but high spirals in places.

[20:09] <DM_Tol> The group camped by small pools, enjoying the slight glow this wider cavern enjoys from the distant mosses glowing on some spots of the walls and ceiling.

[20:09] <DM_Tol> You finish breakfast and fishing in the water after an extended rest.

[20:10] <DM_Tol> *** As this session of Können Land begins. ***

[20:10] <Athas> (... and then the evil came...)

[20:10] <Zahira> "I miss the stars....how much further is it we have to travel down here?"

[20:10] * Shalanda has a content look on her face, as she rings some of the water from her hair.

[20:11] <Blake` > "Who knows how long"

[20:11] * Berrian checks over his bow before packing up.

[20:11] <DM_Tol> You feel satisfied after eating breakfast and washing in the pool.

[20:11] * Athas shrugs his shoulders.

[20:12] <DM_Tol> Blake the Halfling shakes his head as water droplets fly.

[20:12] <DM_Tol> (Darce)

[20:12] * Zahira sighs and gathers her things.

[20:13] <DM_Tol> 7#1d20

[20:13] <TolBot> [DM_Tol's 7#1d20]: 4, 4, 11, 5, 7, 6, 5 (Sum:42)

[20:14] <DM_Tol> You all try and assess which way is north.

[20:15] * Zahira points thataway!

[20:16] <Athas> (I turn on my Echo locator)

[20:16] <DM_Tol> You move out in the open terrain in the cavern.

[20:16] <DM_Tol> After a few hours your progress requires climbing down to a lower ledge.

[20:17] <DM_Tol> (Roll 2 Climb checks DC15 to proceed)

[20:17] * Berrian looks for a place to tie a rope.

[20:17] <DM_Tol> (Athl)

[20:18] <Zahira> 1d20+2 to not fall on my ass

[20:18] <TolBot> [Zahira's 1d20+2 to not fall on my ass]: 17

[20:18] <DM_Tol> You find a place to tie a rope.

[20:18] <Athas> 1d20+12

[20:18] <TolBot> [Athas's 1d20+12]: 24

[20:18] <Reed> 1d20+8

[20:18] <TolBot> [Reed's 1d20+8]: 10

[20:18] * Berrian loops the rope so that it's doubled (can remove without losing it afterwards)

[20:19] <Shalanda> 2 1d20+6 dc15

[20:19] <Shalanda> 2 1d20+6

[20:19] <Shalanda> 1d20+6

[20:19] <TolBot> [Shalanda's 1d20+6]: 25

[20:19] <Shalanda> 1d20+6

[20:19] <TolBot> [Shalanda's 1d20+6]: 16

[20:19] <DM_Tol> Reed, who did not wait for Berrian to secure a rope, heads over the edge and falls.

[20:19] <Berrian> 2#1d20+6 vs DC15

[20:19] <TolBot> [Berrian's 2#1d20+6 vs DC15]: 9, 10 (Sum:19)
[20:19] <Zahira> 1d20+2
[20:19] <TolBot> [Zahira's 1d20+2]: 15
[20:19] <Reed> 2# 1d20+8 vs DC15
[20:19] <Ryu> (Climb is Athletics right?)
[20:19] <DM_Tol> (Athl check to catch yourself, Reed)
[20:19] <Ryu> 1d20+10
[20:19] <Berrian> (I don't think the rope helped me any)
[20:19] <Reed> 1d20+8
[20:19] <TolBot> [Reed's 1d20+8]: 16
[20:19] <TolBot> [Ryu's 1d20+10]: 11 (Uh oh.)
[20:20] <Ryu> 1d20+10
[20:20] <DM_Tol> (Makes DC10)
[20:20] <TolBot> [Ryu's 1d20+10]: 19
[20:20] * Zahira watches reed and ryu go splat
[20:20] <DM_Tol> (What's DC to catch yourself? Same or +5?)
[20:20] <DM_Tol> Ryu trips and falls over the edge but catches himself on the rope.
[20:21] <Shalanda> (+5)
[20:21] <Ryu> (Zah, I made both of mine, 16 and 19 :-P vs DC15)
[20:21] <Reed> (I'm not sure)
[20:21] <Zahira> <[21:19] <+TolBot> [Ryu's 1d20+10]: 11 (Uh oh.)>
[20:21] <DM_Tol> Reed falls hard.
[20:21] <Ryu> (Oh missed the first one I see lol)
[20:21] <Ryu> (Sorry daughter decided its time to poke at Daddy)
[20:22] * Athas starts foward
[20:22] <Reed> "Ow..."
[20:22] <DM_Tol> (Ryu's second roll caught the rope)
[20:22] * Shalanda looks down at Reed when she touches down on the ground.
[20:22] <Shalanda> "Need a hand up?"
[20:22] <Ryu> 1d20+10
[20:22] <Blake` > 1d20+1 (first climb)
[20:22] <TolBot> [Blake`s 1d20+1 (first climb)]: 9
[20:22] * Shalanda holds out her hand.
[20:22] <TolBot> [Ryu's 1d20+10]: 26
[20:22] * Zahira reaches the top and attempts to help the others up with some rope
[20:23] * Reed nods and accepts the hand.
[20:23] <DM_Tol> (Roll your damage, Reed. 5d10)
[20:23] <Reed> 5d10
[20:23] <TolBot> [Reed's 5d10]: 39
[20:23] <DM_Tol> (Wer'e climbing down, btw)
[20:24] <Zahira> <oh...derp>
[20:24] <DM_Tol> You all see the hasty Reed hit the cavern floor violently.
[20:24] * Reed twitches and groans.
[20:24] <Zahira> <He left a butt print...lol>
[20:24] <DM_Tol> (Anyone else miss a roll? DC10 if you waited for rope)
[20:25] <Blake` > (I missed)
[20:25] <Reed> "So much pain..."
[20:25] <Berrian> (I rolled before you changed DC, but made 9 & 10... not sure what's up)
[20:25] <DM_Tol> (miss by less than 5 just means no progress, so still two more you need)
[20:25] <Athas> (I'm good)
[20:25] * Athas peers over.

[20:25] <Athas> "All is well?"
[20:25] <Blake` > 1d20+1
[20:25] <TolBot> [Blake`s 1d20+1]: 13
[20:25] <Blake` > 1d20+1
[20:25] <TolBot> [Blake`s 1d20+1]: 2 (Better luck next time.)
[20:25] <Ryu> 1d20+10
[20:25] <TolBot> [Ryu's 1d20+10]: 11 (Sorry.)
[20:25] <Berrian> 1d20+6 vs DC10
[20:25] <TolBot> [Berrian's 1d20+6 vs DC10]: 21 Success
[20:26] <Ryu> 1d20+10
[20:26] <TolBot> [Ryu's 1d20+10]: 21
[20:26] <Ryu> 1d20+10
[20:26] <TolBot> [Ryu's 1d20+10]: 11 (Nooooo!)
[20:26] <Berrian> 1d20+6 vs DC10
[20:26] <TolBot> [Berrian's 1d20+6 vs DC10]: 13 Success
[20:26] <Ryu> (ROFLMAO! F-You Tolbot)
[20:26] <DM_Tol> Ryu falls.
[20:26] <Shalanda> (I'll do some healing after people finish splatting against the ground)
[20:26] <DM_Tol> (2d10 damage, Ryu)
[20:26] <Ryu> (I missed, caught, then missed again)
[20:26] <Ryu> (still need to roll a catch again first right?)
[20:27] <Zahira> <tolbot hates joo>
[20:27] <DM_Tol> (ok, roll catch. DC15)
[20:27] <Ryu> 1d20+10
[20:27] <TolBot> [Ryu's 1d20+10]: 19
[20:27] <Ryu> (caught, if this one is another Nat1, I'm gonna be annoyed)
[20:27] <DM_Tol> Ryu catches himself on the rope just above the ground and is down.
[20:27] <Ryu> (Did you guys see that though... how many nat1s did I jus get)
[20:27] <DM_Tol> (all good now?)
[20:27] <Shalanda> (So who went splat other than Reed?)
[20:27] <DM_Tol> (Blake, you failed second one?)
[20:28] <DM_Tol> Blake falls on his attempt.
[20:28] <DM_Tol> (roll DC15 to catch yourself)
[20:29] <Blake` > 1d20+1
[20:29] <TolBot> [Blake`s 1d20+1]: 15
[20:29] <DM_Tol> Blake catches himself and is down now.
[20:29] <Blake` > "phew"
[20:29] <DM_Tol> You all huddle around Reed, who looks bad and bloodied.
[20:30] * Shalanda whispers a prayer and places her hand on Reed's body.
[20:30] <Shalanda> 2d6+3 and add a surge to that.
[20:30] <TolBot> [Shalanda's 2d6+3 and add a surge to that.]: 14
[20:30] <Blake` > (brb dog)
[20:30] <Shalanda> (Anybody else injured?)
[20:31] <Reed> (still down by 14hp)
[20:31] <Ryu> (I'm full)
[20:31] <DM_Tol> One this cavern floor, the ceiling is a bit higher. The glowing moss is splattered about in some places.
[20:31] <Athas> (I'm good... for now.)
[20:31] <DM_Tol> The cavern wall is rough stone.
[20:32] <Berrian> "Shall I leave the rope, or take it with us?"
[20:32] <Zahira> <brb>

[20:32] <Shalanda> 2d6+3 and add a surge to that again Reed.
[20:32] <TolBot> [Shalanda's 2d6+3 and add a surge to that again Reed.]: 8
[20:32] <DM_Tol> (The rope is tied above.)
[20:32] * Shalanda continues to close Reed's wounds.
[20:33] <Berrian> (I specified I was doubling it so I could take it with me...)
[20:33] * Reed breathes a sigh of relief and pushes himself to his feet.
[20:33] <Shalanda> "Anybody else who is wounded will have to wait until I've had enough rest to draw that energy again."
[20:33] <Berrian> ([21:21] * +Berrian loops the rope so that it's doubled (can remove without losing it afterwards))
[20:34] <DM_Tol> (What skill is that?)
[20:34] <Berrian> (placing a rope around an item?)
[20:35] <DM_Tol> (a trick knot you can remove from below???)
[20:35] <Athas> (Yer a wizard, Berrie)
[20:36] <Zahira> <use a sheepshank...all you lose is about 2-3ft of rope
[20:36] <Zahira> <i ish a boy scout...i know mah knots 😊>
[20:36] <DM_Tol> (If you're tying a knot that is going to hold each of your weight, how are you going to get it to release once your down the cliff?)
[20:36] <Berrian> (fold rope in half. Place the U around an object. Hold on to both sides, slide down. Pull one end and it slips off.)
[20:37] <Berrian> (and I have plenty of rope to do that.)
[20:37] <DM_Tol> (ah, ok)
[20:37] <DM_Tol> 70' of rope
[20:37] <Zahira> <sheep shank will hold so long as it has the tension of weight on it...when weight is off, you flick the rope and it unties all but a small cut made to seperate when tension is lifted>
[20:38] <DM_Tol> You move out into the canyon. As you do, you hear a voice calling out.
[20:38] * Berrian stills himself.
[20:39] * Shalanda stops to listen.
[20:39] <DM_Tol> You hear the voice again, and recognize it as the half-dwarven, half-common lingo you've heard before from the Dark Gnomes.
[20:39] * Ryu stops as well
[20:39] <Shalanda> (uh oh)
[20:40] * Athas unlimbers his axe.
[20:40] <Shalanda> (Do I understand any of it?)
[20:40] <DM_Tol> Voice: "Who..."
[20:40] * Zahira pauses trying to get a listen as to what it may be
[20:40] <Reed> (I actually speak Dwarven 😊)
[20:40] <DM_Tol> "... .. block"
[20:41] <Shalanda> (You too huh)
[20:41] <DM_Tol> Voice: "Leave ... treasures on ground ... leave...spare your lives."
[20:42] <Shalanda> "Surrender and we will spare your life."
[20:43] <DM_Tol> Voice: "Kill!"
[20:43] <Reed> "We will kill you more messily if you surrender to us. Let's do this!"
[20:43] <DM_Tol> You see two creatures, shapes coming at you from ahead.
[20:43] * Shalanda sighs
[20:43] * Zahira readies her bow wondering why they had to give away where we were...
[20:44] * Berrian readies his bow as well.
[20:44] * Reed readies his crossbow.
[20:44] * Ryu draws his blade
[20:45] * Blake` gets alert

[20:46] <Blake` > (dog again sorry)
[20:46] <DM_Tol> You make out two small dragons flying at you, coming for attack.
[20:46] <DM_Tol> `init rolls plz
[20:46] <TolBot> Please make an initiative roll (1d20+modifier).
[20:46] <Shalanda> "Dragons... seriously dragons?"
[20:46] * Zahira blinks doing a doubletake...
[20:46] <Zahira> 1d20+7
[20:46] <TolBot> [Zahira's 1d20+7]: 22
[20:46] <Shalanda> 1d20+6 (includes Blake +2 bonus)
[20:46] <TolBot> [Shalanda's 1d20+6 (includes Blake +2 bonus)]: 18
[20:46] <Berrian> 1d20+8
[20:46] <TolBot> [Berrian's 1d20+8]: 16
[20:46] <Reed> 1d20+11
[20:46] <TolBot> [Reed's 1d20+11]: 28
[20:47] <Athas> 1d20+7
[20:47] <TolBot> [Athas's 1d20+7]: 9
[20:47] <Reed> (30 with bonus)
[20:47] <Ryu> 1d20+3
[20:47] <TolBot> [Ryu's 1d20+3]: 13
[20:48] * Ryu speaks out in Draconic "Calm yourselves friends, we need not do this," as Kira, his dragonling famaliar perches on his shoulder
[20:49] <Ryu> (Oh, I forgot Blakes +2 bonus, so 15 for mine)
[20:49] <Athas> (brb)
[20:49] <Blake` > 1d20+3
[20:49] <TolBot> [Blake`s 1d20+3]: 4 (Uh oh.)
[20:50] <Blake` > (wow lots of 1s for me tonight)
[20:50] <DM_Tol> 1d20+1 for White dragonling
[20:50] <TolBot> [DM_Tol's 1d20+1 for White dragonling]: 8
[20:51] <DM_Tol> 1d20+4 for Black Dragonling
[20:51] <TolBot> [DM_Tol's 1d20+4 for Black Dragonling]: 18
[20:51] <Athas> (so much for calm)
[20:52] <DM_Tol> `init report
[20:52] <TolBot> Initiative Order: Reed, 28, Zahira, 22, Shalanda, 18, Black Dragonling, 18, Berrian, 16, Ryu, 13, Athas, 9, White dragonling, 8, Blake`, 4
[20:52] <Blake` > (we should have started an evil inn and just lured Master D to us)
[20:52] <Shalanda> (With a trail of magical candies?)
[20:53] <DM_Tol> Reed, the dragons are 60 feet (12 spaces) away)
[20:53] <Zahira> <and a box held u-p with a stick...no airholes>
[20:53] * Reed takes a few steps forward and aims carefully at the Black Dragonling (using prepatory shot).
[20:53] <Reed> 1d20+13
[20:54] <TolBot> [Reed's 1d20+13]: 30
[20:54] <DM_Tol> (vs?)
[20:54] <Reed> (AC)
[20:55] <DM_Tol> (hit)
[20:55] <DM_Tol> (roll damage, and go Zahira)
[20:55] * Zahira draws back the bow and launches an arrow at the black dragon, calling on it as her target and taking a perty shot at it.
[20:56] <Zahira> 1d20+14
[20:56] <TolBot> [Zahira's 1d20+14]: 34 (That's awesome.)
[20:56] <Reed> 2d6+5 and combat advantage next turn

[20:56] <TolBot> [Reed's 2d6+5 and combat advantage next turn]: 11
[20:57] <DM_Tol> (full dam, Zahira?)
[20:57] <Zahira> <23>
[20:57] <DM_Tol> Reed and Zahira damage the Dragon who swoops.
[20:57] <DM_Tol> (Go shal)
[20:57] <Shalanda> (dragon still 60'?)
[20:57] <DM_Tol> (12 spaces, yes)
[20:58] * Shalanda blesses the group. (+1 power bonus to hit until end of encounter)
[21:00] <Athas> (what's the link for hte map?)
[21:00] * Berrian targets the black dragonling and sends out a Twin Strike
[21:00] <Berrian> 2#1d20+12 vs AC
[21:00] <TolBot> [Berrian's 2#1d20+12 vs AC]: 26, 23 (Sum:49)
[21:02] <DM_Tol> (It's a wide open space, so wasn't going to do a map. I can easily if you need.)
[21:02] <DM_Tol> (that the whole action, Shal?)
[21:02] <DM_Tol> (both hit)
[21:02] <Berrian> 2#1d10+1
[21:02] <TolBot> [Berrian's 2#1d10+1]: 3, 6 (Sum:9)
[21:03] <Berrian> 1d8
[21:03] <TolBot> [Berrian's 1d8]: 2
[21:03] <Shalanda> (Yeah)
[21:03] <Berrian> (11 dmg between the 2 attacks)
[21:04] <DM_Tol> The dragon swoops close and rears back for breath weapon.
[21:05] <DM_Tol> 1d20+6 vs. Refl everyone
[21:05] <TolBot> [DM_Tol's 1d20+6 vs. Refl everyone]: 7 (Sorry.)
[21:05] <Reed> (failbreath)
[21:05] <DM_Tol> The Dragon, spun around by Berrian's arrow which goes up its nostril, misses everyone.
[21:05] <Zahira> <dragon burped>
[21:06] <Berrian> (backdraft?)
[21:06] <DM_Tol> (Ryu)
[21:06] <Athas> (power word: Tums anyone?)
[21:06] <Zahira> <flaming ass attack?>
[21:06] * Ryu holds as they're out of range
[21:06] <DM_Tol> The black dragon is 6 feet in the air, only 10 feet from you.
[21:07] <DM_Tol> (You can run underneath and melee)
[21:08] <Ryu> (Fine, but if Tolbot treats me evilly again its on your head! :p)
[21:09] <Ryu> 1d20+13 melee vs Blackdraons AC
[21:09] <TolBot> [Ryu's 1d20+13 melee vs Blackdraons AC]: 28
[21:09] <Zahira> <ryu rolls a 1 again, dragon poops on him asa he passes beneath>
[21:09] <DM_Tol> (hit, AC 22)
[21:09] <Ryu> 1d10+7
[21:09] <TolBot> [Ryu's 1d10+7]: 9
[21:10] <DM_Tol> (Athas)
[21:10] <Athas> (Ryu rolls a one -- as he leaps, the dragon merely opens his mouth to catch the flying morsel.
[21:10] <DM_Tol> (You can get a melee shot off if you like)
[21:10] * Athas runs and throws himself at the dragon like a comet in the sky.
[21:10] <Athas> "MY GODS DRINK DEEP!"
[21:11] <Athas> 1d20+14
[21:11] <TolBot> [Athas's 1d20+14]: 23
[21:11] <DM_Tol> (hit)

[21:11] <Ryu> (Athas gets closelined by a Stalagmite)
[21:12] <DM_Tol> The white dragon swoops in to attack.
[21:12] <DM_Tol> (afk, kids)
[21:12] <Athas> 3d12+12
[21:12] <TolBot> [Athas's 3d12+12]: 35
[21:13] <Athas> (ok -- first "Go Forth And Die", then "Perilous Journey" and now "Heart Of A Dragon" by Dragonforce. Just who's side is my .mp3 player on, anyway?)
[21:13] <Shalanda> (The dragon's?)
[21:13] <Athas> (I'm starting to think that)
[21:14] <Shalanda> (Did you slather yourself in BBQ sauce before joining the channel?)
[21:14] <DM_Tol> As Athas hits the Balck Dragon, it looks bloodied.
[21:14] <Reed> (dragon, Blake, Me)
[21:14] <DM_Tol> The White Dragon swoops by and roars.
[21:15] <DM_Tol> 1d20+4 vs Will everyone
[21:15] <TolBot> [DM_Tol's 1d20+4 vs Will everyone]: 12
[21:15] <Blake` > (saved)
[21:15] <Berrian> (safe)
[21:15] <Reed> (Safe)
[21:16] <Athas> 1d20+3
[21:16] <TolBot> [Athas's 1d20+3]: 23 (Wow)
[21:16] <Athas> (oh, sorry -- safe)
[21:17] <DM_Tol> As the white dragon roars, the Black dragon breathes out once again.
[21:17] <Shalanda> (Your kung fu is weak dragon)
[21:17] <DM_Tol> 1d20+6 vs Reflex everyone
[21:17] <TolBot> [DM_Tol's 1d20+6 vs Reflex everyone]: 26 (Yahoo!)
[21:17] <Blake` > (hit)
[21:17] <DM_Tol> (hehe)
[21:17] <Athas> (hit -- this is going to sting, I assume?)
[21:18] <Ryu> (will of 16)
[21:18] <Reed> (ew. halfling agility and second chance. reroll at -2)
[21:18] <Shalanda> (The Black Dragon gets to act twice in one round... the bastard)
[21:18] <Ryu> (Yea, thats a hit)
[21:18] <DM_Tol> 1d12+3 Acid damage to all.
[21:18] <TolBot> [DM_Tol's 1d12+3 Acid damage to all.]: 14
[21:18] <DM_Tol> (Nat 20 is a hit)
[21:19] <DM_Tol> (Everyone now has -4 to AC and ongoing 5 HP acid damage until you save at the end of your turn)
[21:20] <Reed> (Tol, reroll at a -2 for Reed. Halfling Agility and Second Chance)
[21:20] <DM_Tol> 1d20+6 vs Reflex Reed
[21:20] <TolBot> [DM_Tol's 1d20+6 vs Reflex Reed]: 14
[21:21] <DM_Tol> (Go Blake)
[21:21] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Read error: Connection reset by peer)
[21:21] <Reed> (very safe)
[21:21] * Blake` uses his Armour (fee action daily and heals as if using a healing surge) and then uses Inspiring word (minor action) on Athas (free saving throw) and then uses his Bastion of Defense "Stand strong!!"
[21:22] <Blake` > 1d20+8 vs AC
[21:22] <TolBot> [Blake`'s 1d20+8 vs AC]: 28 (You da man.)
[21:22] <DM_Tol> (Black or white?)
[21:22] <Blake` > (white)

[21:22] <Reed> (nicely done)
[21:22] <DM_Tol> (hit)
[21:22] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood
[21:22] <Berrian> (stupid internet...)
[21:22] <DM_Tol> (max dam?)
[21:23] <Blake` > (27 dmg and each ally within 5 squares gets +1 power bonus to defenses and 8 temp hps)
[21:23] <DM_Tol> *next round*
[21:23] * Reed reloads and fires a shot at the Black Dragon (Trickster's Blade).
[21:23] <Athas> 1d20+3
[21:23] <TolBot> [Athas's 1d20+3]: 10
[21:23] <Reed> 1d20+13
[21:23] <TolBot> [Reed's 1d20+13]: 19
[21:23] <DM_Tol> (VS?)
[21:24] <Reed> (AC)
[21:24] <DM_Tol> (hit)
[21:24] <DM_Tol> (miss, sorry)
[21:24] <Reed> (blah)
[21:24] * Zahira takes up aimt and fires once more at the black menace.
[21:25] <Zahira> 1d20+15
[21:25] <TolBot> [Zahira's 1d20+15]: 33
[21:25] <DM_Tol> (hit)
[21:25] <Zahira> 1d10+7
[21:25] <TolBot> [Zahira's 1d10+7]: 11
[21:25] <Zahira> 1d6
[21:25] <TolBot> [Zahira's 1d6]: 3
[21:25] <Zahira> <14>
[21:25] <Reed> (that was going to be so awesome too)
[21:26] <Zahira> <whats save vs acid?>
[21:26] <Athas> (brb again)
[21:26] <DM_Tol> (A "Save" is ALWAYS a natural 1d20, with a DC of 10)
[21:26] <Zahira> 1d20 gottcha
[21:26] <TolBot> [Zahira's 1d20 gottcha]: 9
[21:27] <Blake` > 1d20 saving throw
[21:27] <TolBot> [Blake`'s 1d20 saving throw]: 12
[21:27] <DM_Tol> (roll save, Reed,)
[21:27] <DM_Tol> (Take 5 HPs damage if fail)
[21:27] <Reed> (I didn't get hit. Halfling Agility)
[21:27] <DM_Tol> (Go, Shal)
[21:27] <DM_Tol> (right, sorry)
[21:28] * Shalanda rushes the black dragon with a righteous blow, as she activates her cloak to reduce future damage (Str vs AC)
[21:28] <Shalanda> 1d20+9
[21:28] <TolBot> [Shalanda's 1d20+9]: 26
[21:28] <DM_Tol> (hit)
[21:28] <Shalanda> 2d4+4
[21:28] <TolBot> [Shalanda's 2d4+4]: 7
[21:28] <Shalanda> 1d20 save
[21:28] <TolBot> [Shalanda's 1d20 save]: 20 (You da man.)
[21:28] <Shalanda> (end turn)
[21:28] <DM_Tol> The Black dragon retaliates

[21:28] <Shalanda> (Does making a save also get rid of the -4 ac penalty?)
[21:29] <DM_Tol> (yep)
[21:30] <Shalanda> (Oh yeah, Athas can enjoy the +3 bonus to hit until my next turn from the righteous brand)
[21:30] <Athas> (sweeeeeet)
[21:30] <DM_Tol> The dragon whips its tail as a cloud of darkness descends upon all who were in melee range. You are now blind. All others see a 4 space wide cloud of darkness and have no line of sight.
[21:30] <Athas> (suuuuuuuck)
[21:31] <DM_Tol> (Berrian)
[21:31] <Berrian> (move, free and attack in one round, right?)
[21:31] <Athas> (is this dragon in my line of sight?)
[21:31] <Athas> (is this dragon in my line of sight?)
[21:31] <Berrian> (wait, where is the white?)
[21:32] <DM_Tol> (can move and attack, yes. You can get los on the white)
[21:32] * Berrian moves and targets the white, sending a shadow wasp strike its way
[21:32] <Berrian> 1d20+11
[21:32] <TolBot> [Berrian's 1d20+11]: 21
[21:33] <Berrian> 1d20 vs DC10
[21:33] <TolBot> [Berrian's 1d20 vs DC10]: 11 Success
[21:33] <Athas> (can I attack the black or the white?)
[21:33] <DM_Tol> (hit, Berrian)
[21:33] <DM_Tol> (Vs AC?)
[21:34] <Berrian> (ref)
[21:34] <DM_Tol> (hit)
[21:34] <DM_Tol> (Please state the VS, people)
[21:34] <Berrian> 2d10+6
[21:34] <TolBot> [Berrian's 2d10+6]: 17
[21:34] <Berrian> 1d8
[21:34] <TolBot> [Berrian's 1d8]: 7
[21:34] <Berrian> (24hp, passed the save)
[21:34] <Berrian> (and I was distracted or I would have stated vs)
[21:35] <DM_Tol> Athas is blinded, and has the choice of blindly attacking the Black dragon, hoping it still hovers near, or running out of the cloud blindly.
[21:36] <DM_Tol> (go ryu)
[21:36] <DM_Tol> (All blinded melee attackers are Blake, Shal, Athas, that it?)
[21:36] <DM_Tol> (ryu too?)
[21:37] <DM_Tol> (Athas, you can go)_
[21:37] <Blake` > (not sure)
[21:37] <Ryu> 1d20 dc10
[21:37] <TolBot> [Ryu's 1d20 dc10]: 10 Success
[21:37] <Ryu> (holding because I can't see)
[21:37] * Athas winds back and slams the edge of his axe into where the dragon was when he last saw it.
[21:38] <Athas> "OLD MAN IRON DRINKS DEEP!"
[21:38] <Athas> 1d20+16 vs Dragon's AC
[21:38] <TolBot> [Athas's 1d20+16 vs Dragon's AC]: 23
[21:39] <DM_Tol> (Roll attack, -5 penalty)
[21:39] <DM_Tol> (miss)
[21:39] <Athas> (bleep)
[21:39] <DM_Tol> (roll save)

[21:39] <Athas> 1d20+3
[21:39] <TolBot> [Athas's 1d20+3]: 16
[21:40] <Athas> (above my ref)
[21:40] <Zahira> <brb...phone>
[21:40] <DM_Tol> (no bonuses on save0
[21:41] <DM_Tol> The white dragon rears around and blasts a cold breath weapon at all of you.
[21:41] <Athas> (OK -- I continue to slowly dissolve)\
[21:41] <DM_Tol> 1d20+4 vs Refl +2 more against those in the cloud
[21:41] <TolBot> [DM_Tol's 1d20+4 vs Refl +2 more against those in the cloud]: 24 (Yahoo!)
[21:42] <DM_Tol> (Wow, that's two nat 20's on breath weapons)
[21:42] <Ryu> (sigh)
[21:42] <DM_Tol> (don't you find that exciting?)
[21:42] <Reed> (ow, that's the whole party?)
[21:42] <Shalanda> (Dirty cheating dragons)
[21:42] <DM_Tol> Everyone feels cold.
[21:42] <Reed> "Cold! BRR!"
[21:43] <DM_Tol> 3d6+4 cold damage, and slowed and weakened until save at end of your turn.
[21:43] <TolBot> [DM_Tol's 3d6+4 cold damage, and slowed and weakened until save at end of your turn.]: 15
[21:44] <DM_Tol> (Slowed = your speed is 2, Weakened= your damage is half)
[21:44] <Blake` > (max dmg?)
[21:44] <Reed> (eep)
[21:45] <Athas> "She Who Stuh-stuh-stuh-Steals and Stills? Is this your best? A worm against a son of Old Man Iron?"
[21:45] <DM_Tol> (15 HPs damage)
[21:45] * Blake` spends all his actions trying to move out of the darkness
[21:46] <DM_Tol> (Double move is 4 spaces)
[21:46] <Shalanda> (Slow: move = 2 except teleport. Weaken: All attacks deal 1/2 damage, except on-going damage)
[21:46] <DM_Tol> Blake moves out of the cloud.
[21:46] <DM_Tol> (I said that, already)
[21:46] <Shalanda> (sorry, missed it)
[21:47] <DM_Tol> (Save to stop weakened and slowed, Blake)
[21:47] <DM_Tol> * next round *
[21:47] <Blake` > 1d20
[21:47] <TolBot> [Blake`s 1d20]: 10
[21:47] <DM_Tol> (and another for ongoing acid, maybe?)
[21:47] <Blake` > (i saved that one)
[21:47] <DM_Tol> (k)
[21:47] <Athas> 1d20
[21:47] <TolBot> [Athas's 1d20]: 1 (Uh oh.)
[21:47] <DM_Tol> (go reed)
[21:48] <DM_Tol> (5 Hps acid, Athas)
[21:48] * Reed shivers and glares at the white dragon as he fires a shot at it (Walking Wounded).
[21:48] <Reed> 1d20+11
[21:48] <TolBot> [Reed's 1d20+11]: 23
[21:48] <DM_Tol> (VS?)
[21:48] <Reed> vs AC
[21:48] <DM_Tol> Reed hits the white dragon
[21:48] <Reed> 2d6+6 and the dragon is knocked prone
[21:48] <TolBot> [Reed's 2d6+6 and the dragon is knocked prone]: 13

[21:49] <Reed> (until the end of the encounter if he moves more than half his speed he falls prone)
[21:49] <Zahira> <back>
[21:50] <Reed> 1d20 vs 10
[21:50] <TolBot> [Reed's 1d20 vs 10]: 10
[21:50] <DM_Tol> (Zahira)
[21:50] <DM_Tol> The white dragon falls to the cavern floor.
[21:50] <Reed> (is that both or do I save individually)
[21:50] <Reed> (for he cold effects)
[21:51] * Zahira steps forward to shoot at the proneddragon
[21:51] <Zahira> 1d20+15
[21:51] <TolBot> [Zahira's 1d20+15]: 35 (You da man.)
[21:51] <Zahira> <23>
[21:51] <Zahira> 1d20 save vs poison
[21:51] <TolBot> [Zahira's 1d20 save vs poison]: 8
[21:52] <DM_Tol> (one save for both cold effects)
[21:52] <DM_Tol> (5 damage of acid)
[21:52] <Reed> (sweet)
[21:52] <DM_Tol> (Shal)
[21:52] * Shalanda moves out of the darkness, gripping her holy symbol to strike at the downed dragon with a sacred flame. (Wis vs Ref, use action point if needed to attack)
[21:52] <Shalanda> 1d20+8
[21:52] <TolBot> [Shalanda's 1d20+8]: 12
[21:52] <Shalanda> 1d20 saving throw
[21:52] <TolBot> [Shalanda's 1d20 saving throw]: 5
[21:52] <DM_Tol> (Shal, your move is 2, right?)
[21:53] <Shalanda> (yes)
[21:53] <DM_Tol> Shalanda moves 10 feet and remains in darkness.
[21:53] <Shalanda> (Double move get me out?)
[21:53] <DM_Tol> (sure)
[21:53] <Shalanda> (Then double move, and action point for the attack)
[21:53] <Zahira> 1s20
[21:53] <Zahira> 1d20
[21:53] <TolBot> [Zahira's 1d20]: 10
[21:53] <DM_Tol> (ah, ap. I understand)
[21:54] <DM_Tol> Shalanda moves another 10 feet and is out of the cloud.
[21:54] <DM_Tol> (whose still in cloud, Ryu, Blake and Athas?)
[21:54] <DM_Tol> 1d3
[21:54] <TolBot> [DM_Tol's 1d3]: 1
[21:55] <Blake` > (i am out of it)
[21:55] <DM_Tol> 1d20+9 vs AC Ryu
[21:55] <TolBot> [DM_Tol's 1d20+9 vs AC Ryu]: 21
[21:55] <DM_Tol> (Ryu, are you still taking acid damage? and AC-4?)
[21:56] <Ryu> (Saved vs acid already)
[21:56] <DM_Tol> (k)
[21:56] <Ryu> (AC is 21, so its a hit regardless)
[21:56] <DM_Tol> Ryu, you feel jaws biting your shoulder in agony.
[21:56] <Shalanda> (Did you include your +1 defenses bonus from Blake Ryu?)
[21:56] <DM_Tol> 1d6+3
[21:56] <TolBot> [DM_Tol's 1d6+3]: 8
[21:56] <Ryu> (No I did not)
[21:57] <DM_Tol> (then miss? go Berrian)

[21:57] * Berrian sends a twin strike against the white dragon.
[21:57] <Berrian> 2#1d20+11
[21:57] <TolBot> [Berrian's 2#1d20+11]: 31, 16 (Sum:47)
[21:57] <Berrian> 1d10+1
[21:57] <TolBot> [Berrian's 1d10+1]: 5
[21:57] <Berrian> 1d8
[21:57] <TolBot> [Berrian's 1d8]: 4
[21:57] <DM_Tol> (vs ac? hit)
[21:58] <Berrian> (9/2, so, 4?)
[21:58] <DM_Tol> (k)
[21:58] <Berrian> (unless prone is hit at 16?)
[21:58] <DM_Tol> (no)
[21:58] <Berrian> (oh, wait!)
[21:58] <Berrian> (31 was crit hit. 7dmg total)
[21:59] <Berrian> 1d20 vs DC10
[21:59] <TolBot> [Berrian's 1d20 vs DC10]: 19 Success
[21:59] <Berrian> (and saved from all effects again)
[21:59] <DM_Tol> (Ryu)
[22:00] <Ryu> (double move to get out of the cloud, then ap to attack if possible)
[22:00] <DM_Tol> (possible)
[22:00] <Ryu> 1d20+13 vs ac
[22:00] <TolBot> [Ryu's 1d20+13 vs ac]: 19
[22:00] <DM_Tol> (hit)
[22:01] <Ryu> 1d10+7
[22:01] <DM_Tol> (White dragon AC 18)
[22:01] <TolBot> [Ryu's 1d10+7]: 15
[22:01] <Ryu> 1d20 dc10 save
[22:01] <TolBot> [Ryu's 1d20 dc10 save]: 15 Success
[22:01] <DM_Tol> The white dragon reels in pain and expels its breath.
[22:01] <DM_Tol> 1d20+4 vs Refl everyone
[22:01] <TolBot> [DM_Tol's 1d20+4 vs Refl everyone]: 8
[22:02] <Reed> (haha. stupid dragon)
[22:02] <Athas> (bless you)
[22:02] <Shalanda> (Don't bless the dragons!)
[22:03] <DM_Tol> The white dragon takes a couple steps and swipes with its claws.
[22:03] <DM_Tol> 1d4
[22:03] <TolBot> [DM_Tol's 1d4]: 4
[22:04] <DM_Tol> (Who has acid on them still?)
[22:04] <Athas> (I do)
[22:05] <DM_Tol> 1d20+6 vs AC
[22:05] <TolBot> [DM_Tol's 1d20+6 vs AC]: 10
[22:05] <DM_Tol> 1d20+6 vs AC
[22:05] <TolBot> [DM_Tol's 1d20+6 vs AC]: 26 (Nailed it!)
[22:05] * webchat72211 (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood
[22:05] * webchat72211 is now known as Zionia
[22:05] <DM_Tol> One claw hits Zahira (12 HPs)
[22:05] <Zionia> <darn wife tripped over my power cord 😊>
[22:05] <DM_Tol> Go Berrian.
[22:05] <Zionia> <poop...>
[22:05] <DM_Tol> One claw hits Zahira (12 HPs)

[22:05] * Berrian attacks the white dragon once again.
[22:06] <Berrian> 2#1d20+11 vs AC
[22:06] <TolBot> [Berrian's 2#1d20+11 vs AC]: 12, 21 (Sum:33)
[22:06] <DM_Tol> One hit.
[22:06] <Berrian> 1d10+1
[22:06] <TolBot> [Berrian's 1d10+1]: 4
[22:06] <Berrian> 1d8
[22:06] <TolBot> [Berrian's 1d8]: 1
[22:06] <Berrian> (ugh. 5)
[22:06] <DM_Tol> (BTW, the dragon was never prone. It landed safely)
[22:06] <DM_Tol> (ryu)
[22:07] * Ryu attacks
[22:07] <Ryu> 1d20+13
[22:07] <TolBot> [Ryu's 1d20+13]: 17
[22:08] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 264 seconds)
[22:08] <DM_Tol> (miss)
[22:09] <DM_Tol> (Athas in the cloud)
[22:09] * Zionia is now known as Zahira
[22:09] * Athas swings again, hoping to land a blow of some sort
[22:09] <DM_Tol> (-5)
[22:09] <Athas> 1d20+8 vs Dragon's AC
[22:09] <TolBot> [Athas's 1d20+8 vs Dragon's AC]: 23
[22:09] <DM_Tol> (miss)
[22:10] <DM_Tol> (save vs acid and again vs cold weak/slow)
[22:10] <Athas> (pardon? I already factored in the -5)
[22:10] <Athas> 1d20
[22:10] <TolBot> [Athas's 1d20]: 10
[22:10] <DM_Tol> (oh, hit, then)
[22:10] <Athas> now cold
[22:10] <Athas> 1d20
[22:10] <TolBot> [Athas's 1d20]: 20 (Nailed it!)
[22:10] <DM_Tol> (damage)
[22:10] <Athas> (-5 on that as well?)
[22:10] <DM_Tol> (no)
[22:11] <Athas> 1d12+14
[22:11] <TolBot> [Athas's 1d12+14]: 21
[22:12] <DM_Tol> (wait... we got out of order)
[22:13] <Reed> (yeah, I think Blake and I got skipped)
[22:13] <Blake` > (im after athas and the dragon)
[22:13] <Reed> (Blake goes after white, and then it's the top of the order)
[22:13] <DM_Tol> (ah, no, the white went ins tea dog the black is all)
[22:14] <DM_Tol> (So, Black now in its place)
[22:15] <DM_Tol> The black dragon attacks back at Athas.
[22:15] <Athas> (sadly -- that place is going to be in a shallow grave)
[22:16] <DM_Tol> 1d20+10 vs AC Athas
[22:16] <TolBot> [DM_Tol's 1d20+10 vs AC Athas]: 11 (Sorry.)
[22:16] <DM_Tol> 1d20+10 vs AC Athas
[22:16] <TolBot> [DM_Tol's 1d20+10 vs AC Athas]: 21
[22:16] <DM_Tol> The dragon swipes with its claws.
[22:16] <Athas> (got me on the second one)
[22:17] <DM_Tol> 1d4+3

[22:17] <TolBot> [DM_Tol's 1d4+3]: 6
[22:17] <DM_Tol> (blake)
[22:17] <Athas> (I've felt better)
[22:17] * Blake` calls out (commander's strike) giving Athas a free basic attack "Let's bring it down"
[22:18] <DM_Tol> Athas' blow lands on the Black dragon as it claws him. Athas sustains damage while the Black dragon falls down dead.
[22:18] <DM_Tol> The black mist dissipates.
[22:18] * Reed prepares an Unbalancing Shot for the White Dragon (a hit will slow it).
[22:19] <Reed> 1d20+11 vs AC
[22:19] <TolBot> [Reed's 1d20+11 vs AC]: 21
[22:19] <Athas> "OLD MAN IRON DRINKS DEEP!"
[22:19] <Reed> 2d6+6
[22:19] <TolBot> [Reed's 2d6+6]: 14
[22:19] <DM_Tol> (hit)
[22:20] <DM_Tol> The White dragon falls down dead, very slowly.
[22:20] <Blake` > (lets feast)
[22:20] <Reed> "Haha!"
[22:20] <Berrian> "I was not expecting dragons."
[22:20] <DM_Tol> As it crashes to the ground, you hear a voice crying out, "Noooooo!"
[22:20] * Shalanda turns towards the direction of the gnome.
[22:20] * Berrian goes to look at the creatures.
[22:21] <DM_Tol> The cavern fills with light.
[22:21] <Reed> "Nobody expects dragons. Their chief weapon is surprise."
[22:21] <Reed> "Surprise and fear."
[22:21] <DM_Tol> The sunlight burns your skin.
[22:21] * Zahira (webchat@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Quit: Ping timeout: 256 seconds)
[22:21] <Shalanda> (What are we, vampires now?)
[22:22] <DM_Tol> 1d20+11 vs will everyone
[22:22] <TolBot> [DM_Tol's 1d20+11 vs will everyone]: 27
[22:22] <Blake` > "Unfortunately for them, our chief weapon is might and victory"
[22:22] <Blake` > (chief even)
[22:22] <Athas> (If I sparkle, someone kill me while I am still pure)
[22:22] <Reed> (owwww)
[22:22] <Athas> "Old Man Iron drinks well this day."
[22:22] * Blake` tries to get out of the light somehow
[22:23] * Athas grins under the gore, frost and blisters from the acid
[22:23] <DM_Tol> You are blinded and stunned.
[22:23] * Athas grunts and scurries back into the darkness.
[22:23] <DM_Tol> (everyone with a will below 28)
[22:23] <DM_Tol> The light vanishes and all is dark.
[22:24] * Ryu checks his gear
[22:24] * Shalanda covers her eyes, even though it won't help.
[22:24] <DM_Tol> (Stunned, you can take no actions)
[22:24] <DM_Tol> (no you don't Ryu)
[22:24] <Ryu> (I know, I said that before you did)
[22:24] <Ryu> (I'm lagged, my ISP has been being evil all week)
[22:25] <DM_Tol> All is quiet, as no one can move)
[22:25] <DM_Tol> After 30 seconds, some of you try and clear your head.
[22:25] <DM_Tol> (Simple save)
[22:26] <DM_Tol> (everyone)

[22:26] <Ryu> 1d20
[22:26] <TolBot> [Ryu's 1d20]: 13
[22:26] <Athas> 1d20
[22:26] <TolBot> [Athas's 1d20]: 9
[22:26] <Shalanda> 1d20
[22:26] <TolBot> [Shalanda's 1d20]: 3
[22:26] <Reed> 1d20
[22:26] <TolBot> [Reed's 1d20]: 14
[22:27] <Blake` > 1d20
[22:27] <TolBot> [Blake`s 1d20]: 8
[22:27] <Berrian> 1d20
[22:27] <TolBot> [Berrian's 1d20]: 8
[22:27] <DM_Tol> (you mostly suck.)
[22:27] <DM_Tol> After more time (10 secs) pass you try and regain your senses.
[22:27] <Berrian> (Tolbot is making us suck...)
[22:27] <Athas> (actually -- we're already dead and this is Purgatory)
[22:29] <DM_Tol> (roll again)
[22:29] <Berrian> 1d20
[22:29] <TolBot> [Berrian's 1d20]: 14
[22:29] <Athas> 1d20
[22:29] <TolBot> [Athas's 1d20]: 1 (That stinks.)
[22:29] <Shalanda> 1d20
[22:29] <TolBot> [Shalanda's 1d20]: 13
[22:29] <Athas> (really?)
[22:29] <Ryu> 1d20
[22:29] <TolBot> [Ryu's 1d20]: 8
[22:29] <DM_Tol> You eventually all regain your faculties within a few minutes.
[22:30] * Shalanda snaps out of the painful stunning, and looks around for the gnome that attacked them.
[22:30] * Shalanda then looks around for Darce.
[22:30] <DM_Tol> As your eyes adjust, there is still the glow of the moss lightly in the cavern. There is no sign of the Creature whose pets attacked you.
[22:31] * Berrian returns to looking at the dragons, studying what he can.
[22:33] * Athas blinks away hte last of the blindness and shakes his head.
[22:34] <Athas> (brb)
[22:34] <DM_Tol> The dragonlings are lumps of cold carcass.
[22:35] * Ryu checks his gear now that he can move
[22:35] <DM_Tol> (gear checks out)
[22:35] * Shalanda looks around for Darce.
[22:36] <DM_Tol> Darce stands rubbing his shoulder, "That acid hurt."
[22:36] <DM_Tol> The halfling looks bloodied, but barely.
[22:36] <DM_Tol> You rest for a short period, recuperating.
[22:38] <Athas> (spending a surge
[22:38] <Athas>)
[22:38] <Reed> (spending a surge)
[22:38] <Berrian> (2 surges here)
[22:38] <Ryu> (2 surges here too)
[22:38] <Shalanda> (1 surge)
[22:38] <Blake` > (2 here)
[22:41] <Blake` > "We sure didn't take the easy way"
[22:41] <Shalanda> "We should not tarry here long. The bastards with the dragons is likely to return

with greater numbers."

[22:41] <Berrian> "Agreed."

[22:41] <Blake` > "Let's get a move on then"

[22:42] <DM_Tol> You move on with Blake's urging.

[22:42] <DM_Tol> You press on for a few hours.

[22:44] <DM_Tol> At one point, your keen senses detect a group of 2 or 3 Gnomish creatures way up ahead, on the move.

[22:44] <DM_Tol> 1d20

[22:44] <TolBot> [DM_Tol's 1d20]: 13

[22:44] <DM_Tol> They do not see your group.

[22:44] <Shalanda> (Where do they seem to be headed?)

[22:45] * Reed loads a bolt into his crossbow.

[22:45] <DM_Tol> (Kind of away from you and o the left)

[22:46] * Shalanda whispers "Follow?"

[22:46] * Shalanda points at the 3 gnomes.

[22:46] * Reed nods.

[22:46] <Blake` > "we could, see where they go?"

[22:46] <DM_Tol> (Stealth checks everyone.)

[22:47] <Berrian> 1d20+13

[22:47] <TolBot> [Berrian's 1d20+13]: 19

[22:47] <Shalanda> 1d20+4

[22:47] <TolBot> [Shalanda's 1d20+4]: 20

[22:48] <Blake` > 1d20+1

[22:48] <TolBot> [Blake`s 1d20+1]: 9

[22:48] <Athas> 1d20+2

[22:48] <TolBot> [Athas's 1d20+2]: 13

[22:48] <Reed> 1d20+12

[22:48] <TolBot> [Reed's 1d20+12]: 28

[22:48] <Athas> (the one time I don't play a stealthy character...)

[22:48] <DM_Tol> 1d20

[22:48] <TolBot> [DM_Tol's 1d20]: 20 (You da man.)

[22:48] <DM_Tol> Darce dances along.

[22:48] <DM_Tol> 1d20+1

[22:48] <TolBot> [DM_Tol's 1d20+1]: 18

[22:49] <DM_Tol> You follow the group. After a couple hours, you lose them.

[22:49] <DM_Tol> (Perception checks.)

[22:49] <Berrian> 1d20+11

[22:49] <TolBot> [Berrian's 1d20+11]: 16

[22:49] <Blake` > 1d20+3

[22:49] <TolBot> [Blake`s 1d20+3]: 7

[22:49] <Athas> 1d20+3

[22:49] <TolBot> [Athas's 1d20+3]: 17

[22:49] <Ryu> 1d20+3

[22:49] <Reed> 1d20+7

[22:49] <TolBot> [Reed's 1d20+7]: 14

[22:49] <TolBot> [Ryu's 1d20+3]: 17

[22:49] <Shalanda> 1d20+6

[22:49] <TolBot> [Shalanda's 1d20+6]: 11

[22:50] <DM_Tol> Ryu, you hear noises off to the left, like the dull white noise of something in the distance...

[22:50] <DM_Tol> ... like a city.

[22:50] <DM_Tol> *** As this session of Können Land closes ***

10-21-2012: THE GOBLINS GO POOF

[20:03] <DM_Tol> *** Game Recap ***

[20:03] <Shalanda> Now I can figure out what my profession will be in a post apocalyptic wasteland.

[20:03] <DM_Tol> (welcome, Harl)

[20:04] <Harlequin_J_Goat> Can't stay... need to have battery for phone. Sorry guys.

[20:04] <Shalanda> (Well get power back soon, or else PK will play your character.)

[20:04] * Harlequin_J_Goat (AndChat469@a403b1c1.f68965e8.net.hmsk) Quit (Client Quit)

[20:04] <Blake` > (dog is being so terrible tonight, brb)

[20:04] <DM_Tol> The party of adventurers wandered nearly a week in the depths of the under dark, deep in a domain of Dark Gnomes, avoiding contact while searching for the capital city.

[20:05] <DM_Tol> Among the encounters, a mysterious gnome unseen in the darkness, challenged the group as it neared the area of a wide cavern.

[20:06] <DM_Tol> The gnome sent his pets, two youngling dragons to attack as the party dispensed with them.

[20:07] <DM_Tol> After tailing a small group of gnomes, the party has heard in the distance the white noise of a large population downy he cavern in the distance.

[20:07] <DM_Tol> *** as this session of Können Land begins ***

[20:08] <Blake` > (back)

[20:08] * Ryu stops and looks towards the 'white noise'

[20:08] <Berrian> "a city."

[20:08] <DM_Tol> The cavernous space around you is lightly lit by the moss on the walls.

[20:08] <Reed> "Well, it seems we've arrived. Now, how do we get around without being killed?"

[20:09] <DM_Tol> The space around is vast, with crags and tunnels heading off in multiple directions. The largest space lies ahead and behind. Ahead you hear the noises that attract you.

[20:10] <Blake` > "Never would have guessed this would be here"

[20:12] <Shalanda> "We need to tred carefully from here on out."

[20:12] <Berrian> "I expected something larger than random caves, but this is larger than the human cities we've encountered."

[20:13] <Shalanda> "If this is Gerchba... then we need to go north to some arches; this is of course if I understood that gnome well enough."

[20:14] <Shalanda> "So... which way is north?"

[20:15] <DM_Tol> 7#1d20

[20:15] <ToIBot> [DM_Tol's 7#1d20]: 17, 12, 8, 18, 9, 19, 12 (Sum:95)

[20:16] <Blake` > (afk again, sorry)

[20:17] <Berrian> (I don't think I've had enough water. I keep zoning out.)

[20:18] * Shalanda looks around at the area, looking for signs of an arch or strange magical glows.

[20:19] <DM_Tol> You see nothing different from what you've seen the last two days, though no water puddles here.

[20:21] <Shalanda> "Ok, so let's try to follow the out-skirt of the city until we can figure out where north and the magical area is."

[20:21] <Ryu> "Alright, Lead the way"

[20:22] * Shalanda presses ahead, trying to follow the outskirts of the city where possible.

[20:24] <DM_Tol> You move forward in the same direction, then shifting to the left following the noise.

[20:24] <DM_Tol> You see no signs of the gnomes you were following, but after half an hour, the noise increases, and then up ahead you see some type of glowing light, or ball, maybe more than one, maybe of different colors, up and to the left.

[20:25] * Shalanda looks to the group.

[20:25] <Shalanda> "Anybody sneaky enough to go take a peek?"

[20:25] <Reed> (+12)
[20:26] <Shalanda> (So volunteer.)
[20:26] * Reed stares up ahead before raising his hand and checking out the area ahead.
[20:26] <Reed> Stealthily.
[20:27] <Reed> 1d20+12
[20:27] <ToIBot> [Reed's 1d20+12]: 28
[20:27] <DM_Tol> Darce stands beside Shalanda and watches Reed move ahead in the shadows.
[20:27] <DM_Tol> 2#1d20+6
[20:27] <ToIBot> [DM_Tol's 2#1d20+6]: 21, 22 (Sum:43)
[20:27] * Shalanda looks down at Darce.
[20:27] <DM_Tol> Reed, you move ahead. (What's your vision?)
[20:28] <Reed> (normal vision)
[20:28] <DM_Tol> Reed, in the dim light, you still see a glowing ball, clearly yellow, but that's all. You can attempt to move closer.
[20:29] <Reed> anything distinctive about the ball that I can see from here?
[20:30] <DM_Tol> (Nope)
[20:30] <DM_Tol> (You are in the Underdark with normal vision, attempting stealth with no light.)
[20:30] <DM_Tol> (There is a dull glow from the moss on some walls, but that ain't much)
[20:32] <Reed> Reed is going to go back the way he came all. and tell the group about the
[20:32] <Reed> ball
[20:33] <DM_Tol> Reed returns, informing the others that he could make out a small glowing ball that was yellow.
[20:33] <Reed> (tap-to-click is so annoying, but my computer won't let me disable it).
[20:33] <DM_Tol> (roll another stealth, reed)
[20:33] <Reed> 1d20+12
[20:33] <ToIBot> [Reed's 1d20+12]: 21
[20:33] <DM_Tol> 2#1d20+6
[20:33] <ToIBot> [DM_Tol's 2#1d20+6]: 7, 23 (Sum:30)
[20:35] <Berrian> (hey, one of the guards is snoring!)
[20:36] <DM_Tol> You stand in the open in a wide cavern, discerning where or how to proceed.
[20:37] <Shalanda> "I suppose we continue."
[20:37] * Shalanda presses forward, keeping an eye on the "ball area" as they proceed.
[20:38] <DM_Tol> Shalanda walks forward, Darce follows.
[20:38] * Berrian continues along
[20:39] <DM_Tol> (You can move towards the ball(s) of light or towards the right somewhat avoiding it.
[20:39] <Shalanda> (Stay on the outskirts)
[20:39] * Blake` goes along
[20:41] <Shalanda> "Keep your eyes sharp, we don't want trouble if we can help it here."
[20:41] <DM_Tol> You move along, staying to the right, away from the light which you can see more clearly from this distance. A yellow light disappears as a pink and a blue ball of light appear.
[20:42] * Shalanda looks towards the balls again.
[20:42] <DM_Tol> (and, you see what I just described)
[20:42] <Shalanda> "Hmmm"
[20:43] <DM_Tol> As you stare at the glowing balls, there is a loud bang as the balls of light extinguish and a scream emanates out from the same spot.
[20:43] <Reed> (haha, Shal is staring at balls)
[20:43] <Shalanda> "Well that's different."
[20:43] <Shalanda> (Shal gives Reed the evil eye.)
[20:43] <DM_Tol> Darce moves that direction, then halts looking at the others.
[20:44] <Shalanda> "Go take a look, but be sneaky about it."

[20:44] <DM_Tol> "I.. I don't want..."

[20:44] <DM_Tol> Darce turns and starts walking in that direction.

[20:45] <DM_Tol> Immediately, you hear high pitched laughter, as from a child.

[20:45] <DM_Tol> Darce stops and stares at the rest of you.

[20:45] <Reed> "Well, that is different."

[20:45] * Berrian shrugs

[20:46] <Shalanda> "A performance of some sort?"

[20:46] <DM_Tol> Ahead of you in the cavernous space, the noise of the city you think you hear is louder.

[20:47] <Reed> "More like gnome shenanigans.

[20:48] <Shalanda> "Ok, I suppose we continue."

[20:49] <Berrian> "agreed. It is too exposed here."

[20:49] <Blake` > (afk again, grr)

[20:49] <Reed> "Don't like that gnome magic. Illusions and such, but they still hurt even if you don't believe in them. A bit unfair really."

[20:51] <DM_Tol> You move ahead, keeping to the right, afraid of the light and the child's laughter.

[20:51] <DM_Tol> (afk kids)

[20:52] <Shalanda> (That's why we're afraid of children, they take you away and when you return... you return changed!)

[20:54] <Reed> (often covered in pasta sauce, which is strange because you haven't had pasta in a week)

[20:55] <Reed> (children have spooky magics. A bit like gnomes)

[20:55] <Reed> (gnomes look a bit like children)

[21:02] <DM_Tol> You press on.

[21:02] <DM_Tol> Within two minutes, you see a couple shadows in the distance walking along.

[21:03] * Shalanda ducks off to the side, hoping not to be seen.

[21:03] <DM_Tol> (roll stealth)

[21:03] <Berrian> 1d20+13

[21:03] <TolBot> [Berrian's 1d20+13]: 20

[21:04] <Reed> 1d20+12

[21:04] <TolBot> [Reed's 1d20+12]: 27

[21:04] <Shalanda> 1d20+4

[21:04] <TolBot> [Shalanda's 1d20+4]: 17

[21:04] <DM_Tol> You move off to the right, towards a cavern wall. You see a small alcove/cave you could duck into.

[21:05] <DM_Tol> (What lightsourcesa are you carrying?)

[21:05] <DM_Tol> (how many torches and who has them?)

[21:05] <Berrian> (I think shal still has my everburning torch, but whether it's out or not is up to her)

[21:06] <Shalanda> (I probably gave it back, but if I didn't it likely wouldn't be out, because of the moss.)

[21:06] <DM_Tol> (You must have at least a couple torches out... Nothing has changed. Even with the glowing moss in the wide cavern, you need light to move)

[21:07] <Reed> (so 2 or 3 maybe?)

[21:07] <DM_Tol> (I've assumed torch out for days still. 2 would suffice)

[21:07] <DM_Tol> (otherwise, your movement would've been much slower.)

[21:08] <DM_Tol> (So, Berrian has a torch and who else?)

[21:08] <Berrian> (shal, you still have my torch in your bedroll, then. I'm guessng with a flap easily tossed over it for dark)

[21:08] <Berrian> (I need my hands free, and that's why she has it in the first place)

[21:08] <DM_Tol> (nod)

[21:08] <DM_Tol> (Ryu, don't you have one?)
[21:09] <DM_Tol> (Ryu, Blake, you guys here?)
[21:09] <DM_Tol> (Been silent >20")
[21:09] <DM_Tol> *** Game pause ***
[21:10] <Shalanda> (/cry)
[21:10] <Ryu> (I have an everburning torch, and sunrods)
[21:10] <DM_Tol> (ok, torches out are Shal and Ryu)
[21:10] <DM_Tol> (now, where is Warb/Blake?)
[21:12] <Shalanda> (Last I remember... dog.)
[21:12] <DM_Tol> (he said afk argh 13" ago)
[21:13] <Ryu> (13... inches.. man somebody is taking this 'scroll work' seriously lol)
[21:15] <DM_Tol> (ok, we go on with out Blake?)
[21:16] <Reed> (migh as well)
[21:17] * Shalanda ducks into the alcove, making sure light sources get snuffed out.
[21:17] <DM_Tol> (as for the current terrain, I have in mind stuff like this:
[21:17] <DM_Tol> <http://www.cabbolivia.org/wp-content/up ... Cavern.jpg>
[21:17] <DM_Tol> and this
[21:17] <DM_Tol> <http://a2.ec-images.myspacecdn.com/imag ... 0290/l.jpg>
[21:17] <Blake` > (ok back sorry)
[21:18] <Blake` > (dog is tired again, just took him on a massive walk)
[21:18] <Blake` > (again)
[21:18] <DM_Tol> (but wider, and in some areas much higher ceiling, but in some places not)
[21:18] <Ryu> (Blake, you need to invest in doggy tranqs...)
[21:18] <Blake` > (hehe, i dont mind really, just isnt fun when you wanna sit for a few hours on here)
[21:18] <Reed> (get him one of those dog sex toys. That'll keep him out of your hair)
[21:19] <Blake` > (i need an ipad or something so I can go anywhere and play)
[21:19] <DM_Tol> You move off to the right to avoid a couple figures walking up ahead.
[21:19] <Blake` > (i have a sunrod but I am basically out of rations now)
[21:19] <DM_Tol> Towards a cavern wall, you see a small alcove/cave you could duck into.
[21:20] * Berrian_ (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood
[21:20] <DM_Tol> Towards a cavern wall, you see a small alcove/cave you could duck into.
[21:20] <Berrian_> (sorry...)
[21:20] <Ryu> (Blake I have a basket of everlasting provisions enough for 5 people... so yea...)
[21:20] <DM_Tol> You move off to the right to avoid a couple figures walking up ahead.
[21:20] <DM_Tol> Blake sticks close, ready to move wherever others go.
[21:20] <DM_Tol> Darce sticks close, ready to move wherever others go.
[21:20] <Reed> "So, want to check out the hole?"
[21:20] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Ping timeout: 244 seconds)
[21:21] * Berrian_ is now known as Berrian
[21:22] <DM_Tol> The figures are moving pseudo-your direction, though not directly.
[21:22] * Shalanda patiently waits.
[21:25] <DM_Tol> The figures are approaching you.
[21:26] * Blake` also awaits
[21:26] * Reed shrugs and watches the figures.
[21:28] <Ryu> (Sorry, had to put my daughter back to bed)
[21:30] * Shalanda patiently waits in the alcove for the gnomes to pass by, so they may continue.
[21:31] <DM_Tol> Three gnomes walk up to you and stop, as you made no attempts to hide better.
[21:31] * Ryu waits with Shal
[21:31] <DM_Tol> Gnome1: "Hey!"
[21:31] <DM_Tol> Gnome2: "Who ... ?"

[21:32] <Ryu> ("Just some spelunkers that got lost...")
[21:32] <Berrian> (I must have missed something when the connection was lost... /me has his bow ready?)
[21:32] * Blake` stays still
[21:33] <DM_Tol> (Berrian, you have drawn your bow?)
[21:33] <Ryu> (Are they talking in common)
[21:33] <DM_Tol> You hear the now familiar Dwarven Common combination.
[21:33] <Berrian> (I don't know. I must have missed a bit. How about I haven't a clue what's going on, and I'm following everyone else's lead...)
[21:33] <DM_Tol> (Berrian. is your bow drawn?)
[21:33] <DM_Tol> (ok,)
[21:34] <DM_Tol> Gnome3: "Are bunch humans?"
[21:35] * Shalanda decides to just try intimidation.
[21:35] * Ryu looks at the Gnomes trying to discern their intentions
[21:36] <Shalanda> Dwarven: "Where is the center of magic, we are looking for another surface dweller that came down here, and plan on killing him."
[21:38] * Blake` just nods
[21:38] <DM_Tol> They stare.
[21:38] <DM_Tol> Gnome1: "What ... top ... here?"
[21:39] <DM_Tol> *poof*
[21:39] <DM_Tol> *poof*
[21:39] <DM_Tol> *poof*
[21:39] * Ryu watches, not understanding a word
[21:39] <DM_Tol> The three gnomes disappear.
[21:40] <Berrian> (huh...)
[21:40] * Shalanda rushes the spots where they were, in case they went invisible.
[21:40] <Shalanda> (In attempts to grab one)
[21:40] <DM_Tol> Shalanda rushes forward.
[21:40] <DM_Tol> (roll and attack, -6 for allegedly unseen target)
[21:41] * Blake` moves forward but stops
[21:42] <Shalanda> 1d20+2
[21:42] <TolBot> [Shalanda's 1d20+2]: 18
[21:42] <DM_Tol> Shalanda, you feel nothing as you bull rush the air.
[21:43] * Shalanda stops and listens for sounds of movement.
[21:43] <DM_Tol> (roll percept)
[21:43] * Ryu listens intently as well
[21:43] <DM_Tol> 1d20+6
[21:43] <TolBot> [DM_Tol's 1d20+6]: 19
[21:43] * Berrian listens too
[21:43] <Blake` > "Damn Gnomes"
[21:43] <Berrian> 1d20+11
[21:43] <TolBot> [Berrian's 1d20+11]: 28
[21:44] <Ryu> 1d20+3 Perception
[21:44] <TolBot> [Ryu's 1d20+3 Perception]: 21
[21:44] <Shalanda> 1d20+6
[21:44] <Reed> 1d20+7 perception
[21:44] <TolBot> [Shalanda's 1d20+6]: 25
[21:44] <TolBot> [Reed's 1d20+7 perception]: 21
[21:44] <DM_Tol> Shalanda, you hear footsteps in the distance.
[21:45] <DM_Tol> The rest of you heard or saw nothing after the Gnomes pooled.
[21:45] <DM_Tol> (poofed)

[21:46] <Shalanda> (How far away?)
[21:46] <DM_Tol> (Far, more than 60' perhaps)
[21:47] <Reed> (oh right, I have an ability I should activate soon)
[21:47] <DM_Tol> Time passes as you stand still.
[21:48] <Berrian> "shall we continue?"
[21:48] <Shalanda> "Ok, we need to get out of here, before guards show up."
[21:49] <Blake` > "Yeah this isnt good at all"
[21:50] * Shalanda quickly moves in the direction they were heading.
[21:51] <DM_Tol> Shalanda picks up her torch, and rejoins the others.
[21:51] * Ryu follows after Shalanda
[21:52] * Berrian heads off with the others.
[21:53] <Blake` > "One of them could be following us for all we know"
[21:53] <Berrian> "True."
[21:53] <DM_Tol> You move quickly forward towards the noise of population. The cavern narrows here, to 70ft wide.
[21:57] <DM_Tol> After several minutes, the passage turns some, and you come up to a ledge, with passages spanning off to the left and right.
[21:57] <DM_Tol> A glow comes up from the edge ahead of you.
[21:58] * Shalanda looks to see what is / may be causing the glow.
[22:01] <DM_Tol> You peer ove the edge and see an expansive civilization... cone-shaped rocky structures, most very small, some large, all on different levels. A path leads down.
[22:01] <DM_Tol> Paths also lead to the left and right along the ridge. Light glows from the city, though from where precisely is unclear.
[22:02] * Shalanda spends a few moments examining the features of the city looking for arches, or anything that looks overly magical.
[22:03] <DM_Tol> Much of the city below looks magical. What is the light? As you focus, you see gnomes moving about in the walkways down below.
[22:03] <Blake` > "We arent going to fit in very well here at all"
[22:04] <Shalanda> "Uh no. That's why we have to figure out where this magical center is."
[22:04] <Ryu> "Agreed"
[22:04] <Ryu> "Should have asked the gnomes which was way north..."
[22:05] <DM_Tol> You hear Darce sniff, as he peers over the edge.
[22:05] <DM_Tol> Several of you hear an awful smell, suddenly.
[22:05] <Reed> (hear an awful smell)
[22:05] <Shalanda> (Who cut the cheese?)
[22:05] <Blake` > (haha)
[22:05] <Ryu> (never heard an smell before)
[22:06] <Blake` > (Athas)
[22:06] <Reed> "Gah, it's like somebody shat in my ear."
[22:09] <DM_Tol> As you all look on the city down below ahead, you catch movement directly behind you.
[22:09] <DM_Tol> As you turn, an old gnome walks by, dragging a string of fish behind him.
[22:10] * Shalanda looks behind her shoulder at the noise.
[22:11] <DM_Tol> He turns his head briefly glancing at you, raising an eyebrow, before looking back ahead as he continues on.
[22:11] * Ryu watches the gnome for a moment
[22:12] * Shalanda cocks her head.
[22:12] <Shalanda> "Huh?"
[22:12] <DM_Tol> He walks off along the tunnel.
[22:13] <Blake` > "Lets follow him"
[22:13] <Reed> "Sounds good to me."

[22:13] <Shalanda> Dwarven: "Hey! Have you seen another surfer around here in the last month?"

[22:14] <DM_Tol> The old gnome looks back, guffaws, and keeps walking.

[22:14] <Ryu> "Shal, ask him which way is North."

[22:14] * Shalanda approaches the old gnome.

[22:15] <DM_Tol> (running to catch up?)

[22:15] <Shalanda> (Sure)

[22:16] <DM_Tol> As the topsider Eladrin runs up menacingly at the old gnome, he turns and makes a threatening noise, almost like a hiss.

[22:16] * Shalanda slows.

[22:16] <Shalanda> "Did you just hiss at me?"

[22:17] <Shalanda> (And that's in common)

[22:18] <DM_Tol> The gnome barks: "Keep... .. What doing ... here?"

[22:18] <Shalanda> "Looking for a man that calls himself Master D."

[22:20] <DM_Tol> The old gnome is clearly angry. He stares at your torch, then turns and walks away.

[22:21] * Shalanda looks to the others, confused.

[22:21] <Blake` > "Bad idea I guess"

[22:22] * Shalanda approaches the gnome once again, more determined than before.

[22:23] <DM_Tol> The Eladrin rushes up to the old gnome once more.

[22:23] <Ryu> (put out the torch lol)

[22:23] <DM_Tol> The gnome raises its hands which glow.

[22:25] <Reed> "Even odds on the gnome."

[22:25] * Blake` smiles

[22:25] <DM_Tol> 1d20+7 vs Will on Shalanda.

[22:25] <TolBot> [DM_Tol's 1d20+7 vs Will on Shalanda.]: 21

[22:25] <Shalanda> (tie)

[22:26] <DM_Tol> 1d6+5 radiant damage

[22:26] <TolBot> [DM_Tol's 1d6+5 radiant damage]: 11

[22:26] <DM_Tol> Shalanda, a bright blaze of light overcomes you. You are dazed. The gnome disappears.

[22:26] <DM_Tol> The rest of you see Shalanda's assault and the attack up the tunnel.

[22:27] <DM_Tol> Shalanda, dazed, attempts to take a single action.

[22:28] <Shalanda> "ARRGH, that's it, I'm sick of this place, I've been stuck in a barrel, gone through annoying traps, attacked by dragons, and blinded several times. Next gnome I find, I'm going to beat the answers out of if I don't hear what I want to hear!"

[22:28] * Shalanda bemoans aloud, since the gnome vanished.

[22:29] * Berrian continues to watch.

[22:29] <Blake` > "Master D picked a rather interesting place to hide"

[22:29] <Shalanda> "And when I find that damn Master D, I'm going to make him suffer for every single person he's made suffer or killed."

[22:29] <Blake` > "Hopefully we can find an allie down here though, thought maybe that one would have been it"

[22:30] <Shalanda> "DO YOU HEAR ME YOU BASTARD! I'M COMING FOR YOU, AND YOU WILL NOT BE ABLE TO HIDE ON THIS PLANE OF EXISTENCE FOR VERY MUCH LONGER!!!"

[22:31] * Reed chuckles and takes a minute to meditate, linking his perception with Shalanda's. (Using Ghostwise Heritage, so whenever Shalanda and I roll both perception, we each use the higher of our rolls)

[22:32] <Shalanda> (Are you sure that's wise when she's going all rage-face on the outskirts of a gnomish city she's about to raze to the ground?)

[22:32] * Ryu shakes his head

[22:32] <Reed> (It'll be more entertaining anyway. And if I wouldn't notice something ragey Shal notices it'll be good.)

[22:33] <DM_Tol> You huddle around as Shalanda goes insane with rage, causing a great commotion. Her yelling echoes up the tunnel and out into the cavern behind.

[22:34] <Blake` > "We should get moving again"

[22:35] <Reed> "Good plan. If anything heard us it'll be headed this way."

[22:35] <Shalanda> "Let them. I want prisoners so I can get some answers."

[22:35] <Blake` > "I don't think that will work to well"

[22:37] * Shalanda sighs

[22:37] <Shalanda> "Let's go then."

[22:39] <DM_Tol> Shalanda seems to shake off the dazing effects.

[22:40] <DM_Tol> You all think of keeping moving.

[22:40] <DM_Tol> (Options are continuing this tunnel to the left, over the ledge path leading down to the city, or the tunnel that led off to the right.)

[22:41] <DM_Tol> (or back where you came from, tail between your legs)

[22:41] <Shalanda> "Anybody here have a clue which way is north?"

[22:41] <DM_Tol> 7#1d20

[22:41] <TolBot> [DM_Tol's 7#1d20]: 20, 18, 11, 17, 8, 19, 6 (Sum:99)

[22:41] <Blake` > "I have no idea, I could take a guess though"

[22:41] <Berrian> "I suggest left, but no idea if that is North."

[22:42] <Blake` > "I wouldnt mind following this tunnel and seeing where it goes"

[22:42] <Blake` > "Must go somewhere, since that old gnome was going down it"

[22:42] <DM_Tol> Zahira shrugs, "I normally can keep my bearings underground."

[22:42] <Reed> "Seems a fair enough idea to me."

[22:42] <Ryu> "Pick one, worse case we end up back here"

[22:43] <Ryu> "Wait..." He looks back the way we came. "We should go back this way, I think we may have missed something."

[22:43] <Shalanda> "Like what?"

[22:44] <Reed> "Wasn't there a little hole above us?"

[22:44] <Ryu> "Like that way is North..."

[22:44] <Reed> "Did anybody see how deep the alcove went?"

[22:44] * Shalanda shrugs.

[22:45] <Shalanda> "Anybody agree with Ryu?"

[22:46] <Blake` > "I think North is up the tunnel to the left, so I agree if he thinks that"

[22:46] <Ryu> "Coming or not, I'm going back the way we came, this way splits off and there weren't any arches."

[22:46] <Blake` > "Either way, lets not stay around here much more after your fit of rage"

[22:47] <DM_Tol> (that alcove/cave the DM gave you to duck in that you did not take? It wasn't any more striking than others you regularly see in this natural rock cavern.)

[22:47] <Shalanda> (I ducked in said alcove)

[22:48] <DM_Tol> (uh... then I messed up. I never saw that.)

[22:48] <Shalanda> "Fair enough, lead on Ryu."

[22:48] <Ryu> (I jumped in too)

[22:48] * Ryu leads the way

[22:48] <Shalanda> (Yeah I said it a couple times, and I know Reed or Ryu... one of the R's hopped in after me.)

[22:48] <Ryu> (I did)

[22:49] <DM_Tol> (ah, I see both posts during the Game pause... sorry, didn't read that chatter.)

[22:49] <DM_Tol> (no one else said they ducked into the alcove, so all is well)

[22:49] <DM_Tol> (ok, not everyone. *shrug*)

[22:50] * Ryu looks around as they travel looking for any natural or artificial arches

[22:50] <DM_Tol> Ryu convinces the group to retrace its steps. You head back the direction you came, into the wide cavern, away from the city. For half an hour everything looks like it did when you came this way.

[22:50] <DM_Tol> You see nothing you didn't see before, including no arches.

[22:51] <DM_Tol> (Continuing on?)

[22:51] * Shalanda is brooding and letting Ryu take point on this one.

[22:52] <Berrian> "I still think we should have gone left above the city."

[22:52] * Ryu continues slowly, looking around for any other tall tell signs they have missed

[22:52] <Blake` > "Lets just see where Ryu takes us, im sure he has a plan"

[22:53] <Ryu> (Perception)

[22:53] <Ryu> (?)

[22:53] <DM_Tol> Ryu leads you on for another hour as the cavern gets wide once again. You see no arches or alternative routes.

[22:53] <DM_Tol> (um, sure, roll)

[22:53] <Ryu> 1d20+3

[22:53] <TolBot> [Ryu's 1d20+3]: 5

[22:53] * Blake` helps search

[22:54] <Blake` > 1d20+3

[22:54] <TolBot> [Blake`s 1d20+3]: 7

[22:54] <Ryu> (screw you Tolbot... lol the one time I want a high roll XD)

[22:54] <Shalanda> 1d20+6

[22:54] <TolBot> [Shalanda's 1d20+6]: 13

[22:55] <DM_Tol> You search around in the dim torchlight. You see the occasional alcove or craggy tunnel, but nothing of note in the vast cavern this direction which you've already come.

[22:55] <DM_Tol> As you walk, weariness takes your body. It has been some 15 or more hours or more since you had an extended rest.

[22:55] * Blake` plops down

[22:55] <DM_Tol> After an hour of walking, you feel your senses dulled.

[22:55] <Shalanda> "We need to find a place to rest."

[22:55] <Ryu> "What are we missing... Vanishing gnomes... we're close..."

[22:56] <Shalanda> "They probably vanish, because they teleport or go invisible."

[22:57] <Shalanda> "We might not be going the right way."

[22:57] <Blake` > "I don't think we are missing anything"

[22:57] <Ryu> "Or they where never here and the city is the source of magic."

[22:57] <Blake` > "They probably have an ability to turn invisible, similar to how Shalanda can teleport"

[22:58] <Blake` > "They do appear to be very intune with magic, I say we stop poking around the rocks and take another path after we get some rest"

[22:58] <DM_Tol> Darce yawns and nearly stumbles.

[22:58] * Ryu sits and tries to determine which path the should travel

[22:59] <Shalanda> "Anybody spot someplace that might be suitable for rest? I'd say that alcove, but we were spotted there, so any guards would likely search there."

[22:59] <Blake` > "Alcove works"

[22:59] <Shalanda> "I just said it likely wouldn't."

[22:59] <DM_Tol> (you are an hour away from "that" alcove. There are other alcoves nearby)

[22:59] * Blake` sets up and helps Darce setup in an Alcove"

[23:00] * Ryu stands and walks over to that aclove

[23:00] <DM_Tol> You hunt around and find a cavish alcove large enough to fit your group.

[23:00] <DM_Tol> You settle in for an extended rest, covering your sources light.

[23:01] <DM_Tol> Ryu, as you lay down, a lizard pounces on you.

[23:01] * Blake` sleeps with an empty stomach

[23:01] <Ryu> (Which one.. I have a dragonling lol)

[23:02] * Ryu pulls out a Journey bread and breaks it up, and handing it out so everybody has something to eat

[23:02] <DM_Tol> The cave lizard scampers down your leg and hops onto Blake's sleeping mat.

[23:02] <DM_Tol> It scampers away into a crack in the wall.

[23:02] <DM_Tol> *** As this session of Können land comes to a close ***

[20:12] <DM_Tol> *** Game Recap ***

[20:13] <DM_Tol> The group made its way through the dim and dark tunnels of the gnome world deep in the Underdark.

[20:13] <DM_Tol> After days of travel, they came upon the outskirts of a city, a vast expanse of cone-shaped dwellings in a deep cavern.

[20:14] <DM_Tol> After encountering a few locals, the group made no friends, and perhaps some enemies. At the least, a small number of gnomes did take notice and scampered off toward the city.

[20:14] <DM_Tol> the group withdrew for an hour and then took respite in an alive in the wide tunnel.

[20:14] <DM_Tol> The group awakens after an extended rest.

[20:15] <DM_Tol> *** as this session of Können Land begins ***

[20:16] <Berrian> "Shall we return and try one of the routes left or right around the city?"

[20:17] <DM_Tol> Darce stretches and gathers up his sack.

[20:17] * Athas rouses and stretches

[20:18] <Zahira> "Do we always have to make so many 'friends' when we go exploring?" She stretches and starts collecting her things

[20:18] * Shalanda watches as the others get up.

[20:18] <Shalanda> "No, this is just a special occassion."

[20:19] <Reed> "Seems a fair idea. Let's get this done. I can't wait to get out of the Underdark."

[20:20] <Shalanda> Yeah, this isn't a pleasant place.

[20:20] <Athas> "I know of some people who would like such a place... I'll hvae to give them detailed instructions to get here."

[20:21] <Zahira> "Me too...i prefer a more...starry darkness...its depressing down in these depths."

[20:22] <Ryu> "The darkness does not bother me. Someday it will take me, and I will embrace it."

[20:25] <DM_Tol> The group finishes packing up.

[20:25] <DM_Tol> You head out of the small cave, out into the wider cavern.

[20:26] * Shalanda looks around for signs of gnomes.

[20:27] <DM_Tol> The cavern is wide, expansive, and seeming empty of other large life. You catch a glimpse of a lizard scamper by.

[20:28] <Athas> "This is a god spot then."

[20:29] <Shalanda> "Ok, let's proceed to the city as suggested."

[20:29] * Berrian nods.

[20:32] * Zahira shrugs. "So long as we arent spider yoyos or charcoal briquettes again, anythign sounds like a good plan."

[20:32] <DM_Tol> You head out into the cavern and back towards the city you spied hours ago.

[20:33] <DM_Tol> (yo yo is an OOC joke!)

[20:33] <Shalanda> (GASP)

[20:34] <Athas> (He'a a witch! Burn Him!)

[20:34] <Zahira> <lol sorry...>

[20:34] * Shalanda continues on.

[20:36] <DM_Tol> You move for an hour. At one point, you hear some movement somewhere ahead as one or more locals moves through the tunnels.

[20:36] <DM_Tol> The tunnel begins to narrow as you near the city.

[20:37] <Shalanda> "Let's be careful, I'm sure the local authorities... if there are any, know we are here by now."

[20:38] * Zahira nods and keeps a concious effort to stay quieter

[20:39] <DM_Tol> You keep moving and after a bit, you hear the noise once more of the city up ahead.

[20:39] <DM_Tol> You eventually come to the place where the wide tunnel comes to a ledge, with a path leading down to the floor of an enormous cavernous space, with city dwellings sprawling as far as the eye can see.

[20:40] <DM_Tol> Passages also lead to the left and right.

[20:42] <Athas> "Where did we come from?"

[20:43] <Shalanda> "Well you see, when a mommy and a daddy love each other very much... no wait in your case, when a daddy wants a mommy very much, he bops her on the head, takes her back to his cave, and well you get the idea."

[20:44] <Athas> "What's wrong with that?"

[20:44] <Berrian> "I say left. Anyone disagree?"

[20:44] <Zahira> <Imao>

[20:45] <Shalanda> "None here."

[20:45] <Zahira> "Well, right has been wrong a lot so lets try left"

[20:46] <DM_Tol> 1d100

[20:46] <TolBot> [DM_Tol's 1d100]: 61

[20:46] <Athas> (lol)

[20:48] <DM_Tol> (heading left tunnel?)

[20:48] <Shalanda> (yeah)

[20:49] <Berrian> (biab, maybe 10)

[20:49] <DM_Tol> You move through a passage that reduces back closer to gnome size once more. The passage is no more than 4' high and barely more wide than that, though it frequently opens up with a view once again down onto the city on the right.

[20:50] <DM_Tol> After a bit, the passage splits going up and another branch down.

[20:50] <DM_Tol> 1d100

[20:50] <TolBot> [DM_Tol's 1d100]: 26

[20:50] * Athas keeps an wary eye about

[20:50] <Athas> (brb)

[20:50] <Reed> "So, up or down?"

[20:51] <Shalanda> "Um... down?"

[20:52] <Zahira> "DOWn the rabbit hole...eventually we have to find the bottom of this hole..."

[20:52] <Reed> "Wonder how deep it goes..."

[20:52] <Ryu> "Out the other side of the world probably"

[20:53] <DM_Tol> You head downwards in the passage. Again, the passage is tight, but still opens up wider and taller on occasion and also regularly opens up completely on the right, with a window of a view to the city beyond.

[20:53] <DM_Tol> You see a door on the left.

[20:54] <Shalanda> "This is odd."

[20:54] * Shalanda stops at the door.

[20:55] <Shalanda> "A residence, or something else?"

[20:55] * Shalanda presses her ear to the door to listen.

[20:59] <DM_Tol> 1d20

[20:59] <TolBot> [DM_Tol's 1d20]: 19

[20:59] <DM_Tol> (roll percept)

[20:59] <Shalanda> 1d20+6

[20:59] <TolBot> [Shalanda's 1d20+6]: 13

[20:59] <DM_Tol> Shalanda, you hear a scream from the other side of the door.

[21:00] <Shalanda> (What kind of scream?)

[21:00] <DM_Tol> (Short ?)

[21:00] <Shalanda> (Blood curdling I'm dying, domestic dispute, somebody in the shower "singing", other)

[21:00] <Athas> (will we need to shower ourselves?)

[21:00] <DM_Tol> (Like someone suddenly knifed)
[21:01] <DM_Tol> (not singing, a scream)
[21:01] * Shalanda continues to listen, though her face is a tad concerned.
[21:02] * Zahira eyes Shal curiously
[21:02] <DM_Tol> You hear nothing more, maybe a muffled moan.
[21:02] * Shalanda says in a low voice.
[21:03] <Shalanda> "I think I just heard a murder."
[21:04] <Reed> "So long as it's a murder and not a ritual sacrifice to summon a black demon lord."
[21:04] <Zahira> "Lets hope not..."
[21:05] * Shalanda takes her ear off the door.
[21:05] <Shalanda> "Ok, shall we continue?"
[21:06] * Berrian shrugs
[21:06] <Zahira> "I suppose so...unless you wanna see if they are...actually dead?"
[21:06] <DM_Tol> Something like the sound of glass shattering is heard from beyond the door, then silence.
[21:06] * Shalanda pauses
[21:06] <Shalanda> "I think it's still going on."
[21:07] * Athas looks to Shalanda and then to Ryu
[21:08] <Ryu> "Well... Maybe this is a city of cannibals..."
[21:08] <Shalanda> "I personally don't care, but if anybody does, now's the time for action."
[21:10] <Reed> "Alright, let's kill...something."
[21:10] <Shalanda> "Ok"
[21:10] * Reed loads his crossbow and looks to the door.
[21:10] * Berrian prepares an arrow.
[21:10] * Shalanda kicks the door in an attempt at a dramatic and surprise entry.
[21:11] * Zahira nocks an arrow and readies herself
[21:11] <DM_Tol> The door easily kicks open, inside you see a lower chamber, a small and humble dwelling.
[21:11] * Shalanda advances into the room.
[21:12] * Ryu stands back, waiting for room to clear to draw his blade
[21:12] * Reed looks around for signs of horrible murder.
[21:13] <DM_Tol> Beyond a rudimentary table, you see a bed mat, and atop it are two naked gnomes halted in the act of sexual congress.
[21:13] <DM_Tol> The stare at your party, a shocked look on their faces.
[21:13] <DM_Tol> TopGnome: "Wha... what?"
[21:13] <Shalanda> (Sigh)
[21:13] * Reed holds his hands up and backs away.
[21:13] <DM_Tol> BottomGnome: "Wh... who?"
[21:14] * Athas looks to Shal...
[21:14] * Zahira blushes brightly from the doorway and turns back to the passageway keeping an eye out for anything that might try to come their way...<honestly? XD>
[21:14] <Shalanda> (This is all Reed's fault)
[21:14] <Berrian> (eladrin) "Invest in a better lock, maybe."
[21:14] <Athas> "Think she hit him over the head?"
[21:14] <Zahira> <darn you reed!>
[21:14] * Ryu sheathes his partially drawn blade, shakes his head, and walks out
[21:14] <Reed> "Misunderstanding. Thought there was murder. Carry on."
[21:14] <DM_Tol> You each back away.
[21:14] <DM_Tol> (afk kids)
[21:15] <Zahira> <Imao figures you would right there...>
[21:21] <DM_Tol> You close the door behind you and spill into the hall.

[21:21] <DM_Tol> Darce looks ahead at you, having never made it to the doorway, "What did you find in there."
[21:22] <Berrian> "Not a murder."
[21:22] <DM_Tol> Darce shrugs, "Okay"
[21:22] <Shalanda> "We found Athas's way of procreation."
[21:23] <Athas> "Someone was being stabbed, though."
[21:24] <DM_Tol> You move along the tunnel, and in 40 feet or so, you see another door on the left.
[21:24] <Shalanda> "Let's not bust into this one and keep moving out of the residential area we wandered into."
[21:25] <DM_Tol> That passage winds at a slight descent. Up ahead is another break in the wall on the right, revealing a glimpse of the city.
[21:25] * Zahira agrees, face redder than an apple
[21:25] <Reed> "You act like you've never walked in on a couple of gnomes doing the bad thing."
[21:25] <DM_Tol> In an open space, two young gnomes walk towards you up ahead.
[21:26] * Shalanda tries to act casual.
[21:27] * Ryu glances at the gnomes, but doesn't pay much more attention than that
[21:27] * Athas shakes his head.
[21:27] * Zahira follows suit just walking along with a sigh
[21:28] <DM_Tol> The youth approach and stare at you in seemingly utter disbelief as they move to a wider portion of the tunnel as you pass by.
[21:31] * Berrian_ (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood
[21:31] <Berrian_> (sorry about that.)
[21:31] <DM_Tol> They move passé dyou and hurry along.
[21:31] * Shalanda continues by, picking up her pace slightly.
[21:32] <DM_Tol> You pass another door on the left, as this continues for several minutes with more doors.
[21:32] * Athas follows along as if he owns the joint.
[21:32] <DM_Tol> Darce tumbles along towards the back of the pack.
[21:33] * Zahira yawns as they traverse the corridor. "Such a beautiful...neighborhood"
[21:33] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Ping timeout: 260 seconds)
[21:33] * Berrian_ is now known as Berrian
[21:35] * Shalanda looks around a bit as they travel.
[21:38] <DM_Tol> As you pass by a door, it opens up to the inside.
[21:39] * Shalanda looks inside as they pass.
[21:39] <DM_Tol> A hefty gnome woman starts to step into the doorway and then notices you and begins to scream.
[21:40] <DM_Tol> GnomeWoman: "Auuuggghhhhhh!!!"
[21:40] <Athas> "I thought that was higher."
[21:40] * Reed shoots her in the face out of shock.
[21:40] <DM_Tol> She steps back and slams the door shut.
[21:41] <DM_Tol> (Roll an init then a hit, Reed, if you mean that)
[21:41] <DM_Tol> 1d20
[21:41] <TolBot> [DM_Tol's 1d20]: 18
[21:41] <Reed> (1 second)
[21:41] <Athas> (yeah -- when we don't need 18, we get them...)
[21:41] <Reed> 1d20+11
[21:41] <TolBot> [Reed's 1d20+11]: 28
[21:41] <DM_Tol> (that init?)
[21:42] <Zahira> <oh...*humps tolbot for good luck* forgot to do that before we started>
[21:42] <Reed> (yes)
[21:42] <DM_Tol> (roll attack)

[21:42] <Reed> 1d20+10 vs AC
[21:42] <TolBot> [Reed's 1d20+10 vs AC]: 13
[21:43] <Reed> (oh wait, I get combat advantage)
[21:43] <Reed> (so 15 vs AC?)
[21:43] <Ryu> (she smacks Reed with a frying pan as the dart misses)
[21:43] <DM_Tol> Reed sends an arrow into the house as the lady slams the door.
[21:44] <DM_Tol> You hear what must be a bolt slap into place as the woman continues to scream.
[21:44] <Reed> "Well, she's not coming out for a while."
[21:44] <Shalanda> "What the heck?"
[21:44] <Berrian> "maybe we should try not to kill them."
[21:44] <Reed> "She startled me."
[21:45] <Zahira> "Nice one...you know, the saying shoot first and ask questions later really doesnt apply to everything..."
[21:45] <Shalanda> "Ok, let's get out of here before we shoot more things."
[21:45] * Ryu smacks Reed upside the back of the head, "Put it away before you hurt yourself"
[21:46] <Reed> "Well, it's more the gnomes that are in danger."
[21:48] * Shalanda tries to hurry along before they are killed by somebody skilled.
[21:50] <DM_Tol> You begin to move forward in the tunnel again.
[21:51] * Ryu follows quietly
[21:52] <DM_Tol> You see another door on the left as you scurry along.
[21:52] * Zahira just tries to keep reed from gertting killed by a lucky brick falling from above.
[21:52] <DM_Tol> The tunnel continues to descend, passing another door.
[21:53] <DM_Tol> After another quarter hour, the passage opens up onto the floor of the large cavernous city floor. Ahead of you is a sea of differently sized cone-shaped edifices, carved roughly of stone, or builtt as such.
[21:55] * Shalanda shudders
[21:55] <Shalanda> "Into the lion's den we go."
[21:56] <Zahira> "Hi ho...Want a side of lambchop bracelettes?"
[22:00] <Ryu> "Be on your guard, and try NOT to shoot anybody"
[22:02] * Athas frowns and puts a hand near his axe handle.
[22:03] <Shalanda> "As wild an idea as this is, perhaps we should ask the next non-hostile gnome where the center of magic is."
[22:03] <DM_Tol> In the distance, you see a couple passersby who don't seem to take notice of you.
[22:03] <Athas> "Good luck in finding a non-hostile gnome."
[22:03] <Reed> "They're gnomes in the Underdark. They're all hostile."
[22:05] * Reed_ ([IceChat77@4fa08e21.dhcp.trcy.mi.4e125616.com.hmsk](https://www.ircchat77.com/4fa08e21.dhcp.trcy.mi.4e125616.com.hmsk)) has joined #grovewood
[22:05] <Shalanda> Not all of them have been thus far.
[22:05] <Reed_> (this connection right now)
[22:06] <DM_Tol> Ahead and to the left, you see a figure lean against a building and then slide down to a seated position.
[22:06] <Berrian> "It can't hurt to ask."
[22:06] <Athas> "Yes, it can."
[22:06] * Shalanda looks at the figure.
[22:08] * Reed ([IceChat77@4fa08e21.dhcp.trcy.mi.4e125616.com.hmsk](https://www.ircchat77.com/4fa08e21.dhcp.trcy.mi.4e125616.com.hmsk)) Quit (Ping timeout: 264 seconds)
[22:09] * Reed_ is now known as Reed
[22:09] <Berrian> "How? If we ask and they raise a fuss, you raise your axe."
[22:10] <Athas> "I didn't say it would hurt you."
[22:10] * Shalanda approaches the figure.
[22:11] * Zahira takes a lean against a wall keeping an eye out for Shals while she balls up for the group.
[22:11] <DM_Tol> You see a plump, reddish gnome sipping on a jug.

[22:11] * Athas stays within a decent leap of the priestess.
[22:13] <Shalanda> "We got lost and are looking for the center of magic, mind pointing us in the right direction?"
[22:15] <DM_Tol> He stops his sipping, and looks up at your group.
[22:15] <DM_Tol> SittingGnome: "Brah ... big... nah seen... four?"
[22:16] * Athas moves closer
[22:16] <Ryu> "Think he had a little much to drink"
[22:16] * Shalanda tries to make sense of that.
[22:17] * Berrian holds up a silver coin.
[22:17] <DM_Tol> He looks at Ryu, sitting his jug down.
[22:17] <DM_Tol> SittingGnome: "You are a tall bunch. Have I ever seen you before?"
[22:17] <DM_Tol> His accent seems to clear up tremendously as he hears you speaking pure Common.
[22:18] <Shalanda> "I can't say that you have. We're new here."
[22:19] <DM_Tol> PatchTheGnome: "I'm Patch."
[22:19] * Athas nods
[22:21] <Shalanda> "Well hello Patch."
[22:21] <Shalanda> "We're trying to find the center of magic, and got a bit lost. Could you give us directions?"
[22:21] * Zahira smiles and dips her head to Patch. "Tis a pleasure."
[22:21] <DM_Tol> Patch looks at the rest of you, settling on Darce: "You're from Bulbrech, eh?"
[22:22] <DM_Tol> He turns his attention back to Shalanda, :Eh?"
[22:22] * Athas looks to Shal...
[22:24] <Shalanda> "The directions we got were kinda bad. North past Gerchba and north to some arches. I know I'm not making much sense."
[22:25] <DM_Tol> Patches: "The pilgrim way is shut. Did you not know?"
[22:26] <Shalanda> "No we didn't."
[22:28] <DM_Tol> Patches: "The Core Source has been off limits for weeks now."
[22:28] <Shalanda> "Why?"
[22:29] <DM_Tol> Patches: "All the doings of that Master Dee; tom foolery if you ask me."
[22:30] <Shalanda> "What's he doing?"
[22:31] * Athas shifts his stance
[22:31] <DM_Tol> Patches: "Have to ask the Lords. But I wouldn't trust him, don't know why some of them do."
[22:32] <Shalanda> "I can't say that I must trust him myself. Wherever he goes he tends to take magic, not help people with it."
[22:35] <Shalanda> "Can you give us directions to the pilgrim way in any case, for when it's open."
[22:36] <DM_Tol> Patches: "North cavern." He points off to the right casually.
[22:37] <Shalanda> "Thanks"
[22:37] <DM_Tol> Patches picks up his jug and nods.
[22:37] * Berrian tosses the coin over. "Next one on me."
[22:37] <Zahira> "Thank you kindly sir. Enjoy your drink"
[22:38] <DM_Tol> He watches the coin drop. "Got any chocolate?"
[22:38] <Berrian> "No, no I do not."
[22:38] <DM_Tol> Patches: "Pity. I've been on the Overland. I miss the chocolate."
[22:39] <Athas> "I will search some out for you."
[22:39] <Zahira> "Chocolate? Well...Not on me, but if you ever catch me on the overlands, perhaps I can procure some. I have a liking for the sweetness myself..."
[22:39] <Ryu> (Would my basket of everlasting provisions have some?)
[22:40] <Athas> (if it doe, you might not make it out alive...)
[22:44] * Shalanda thanks him and heads towards the north.

[22:45] <DM_Tol> The direction the gnome pointed was somewhat "into" the city.
[22:45] <DM_Tol> (Perception rolls all)
[22:45] <Reed> 1d20+7
[22:45] <TolBot> [Reed's 1d20+7]: 10
[22:45] <Berrian> 1d20+11
[22:45] <TolBot> [Berrian's 1d20+11]: 29
[22:45] <Shalanda> 1d20+6
[22:46] <TolBot> [Shalanda's 1d20+6]: 12
[22:46] <Ryu> 1d20+3
[22:46] <TolBot> [Ryu's 1d20+3]: 22
[22:46] <Athas> 1d20+3
[22:46] <TolBot> [Athas's 1d20+3]: 6
[22:46] <Zahira> 1d20+14
[22:46] <TolBot> [Zahira's 1d20+14]: 23
[22:50] <DM_Tol> Berrian and Zahira, as you all move past the building into an area of the city, you see figures on your left and your right, seemingly moving in on your location.
[22:50] * Berrian mutters "Prepare yourselves."
[22:50] * Shalanda sighs
[22:51] * Athas smiles
[22:51] <Reed> "Are ya sure? If I shoot at whatever screaming menace comes our way am I going to get yelled at?"
[22:52] * Zahira motions to the others as she readies herself. "Looks like more fun...least these ones arent doing the humpdy bump."
[22:52] <Reed> "Right now. Yeah. Think about that a moment."
[22:52] * Reed loads his crossbow.
[22:53] <DM_Tol> You move into a 40x40' space in between buildings, drawing your weapons.
[22:54] * Zahira whispers a small prayer as she readies her bow at the opening to -the path they were spotted coming from.
[22:54] <DM_Tol> Ahead of you, a group of gnomes walk forward, several of which have their hands glowing.
[22:55] <Reed> "Rather convenient. I imagine this is where the hooligans fight for dominance."
[22:55] <DM_Tol> To your right, another dozen plus gnomes approach, many with hands glowing.
[22:55] <DM_Tol> The same approaches to your left.
[22:55] <Athas> "Dominance will be ours."
[22:55] <Zahira> "Um...I think we may be in a bit too deep..."
[22:55] <DM_Tol> Darce the halfling motions from behind, "Ahem"
[22:55] <Shalanda> "Don't be too over-confident on that one Athas."
[22:55] <Athas> "Then we stack up the corpses to climb our way out."
[22:56] <DM_Tol> You see a another dozen or so gnomes coming in from behind.
[22:56] <Athas> "Which way out?"
[22:56] <Reed> "Maybe these are those hooligans. If we just let them fight each other we can loot them when it all ends.
[22:56] <DM_Tol> The small creatures stand ground, hands glowing, blocking you in, more than a dozen in each direction as you hear a voice cry out.
[22:57] <DM_Tol> GnomeLeader: "You will lay down, invaders, or you will die where you stand."
[22:57] * Zahira glances to trhe othrs muttering. "i think this may be one of those times we best step back and let the fates deal as trthey will..."
[22:58] <DM_Tol> You hear a command barked out, and several gnomes kneel.
[22:58] <Ryu> "Sorry, but they couldn't pay me enough to invade this place. Too well protected, as you have just proved Good gnome, sir."
[22:59] <DM_Tol> The seemingly insurmountable force of the city aware of your presence stares you

down as the voice cries out again.

[22:59] <DM_Tol> GnomeLord: "Lay down, or die."

[22:59] <DM_Tol> *** as this session of Können Land comes to a close ***

11-4-2012: THE ELUSIVE MASTER D

[19:52] <@DM_Tol> *** Game Recap ***
[19:52] <Blake` > (afk again sorry)
[19:52] <@DM_Tol> The group wandered for days in the vast caverns of the Underdark.
[19:53] <Reed> (Really makes you think that churches should be embracing the movies)
[19:53] <Blake` > (back)
[19:54] <@DM_Tol> After random attacks by creatures of the Underdark, Carrion worms and DeathjumpSpiders, and a random mining troupe, the party neared the large city of Gnomes, Gerchba.
[19:55] <@DM_Tol> After some brief encounters with locals, some embarrassing and others just short of hostile, alerting some to their presence, bringing about clear xenophobic reactions, they entered the city proper.
[19:56] <@DM_Tol> On the cavern floor of an enormous underground cavern, a vast expanse of dwellings and building go on and on into the dim light.
[19:58] <@DM_Tol> Most buildings are cone-shaped, some on different levels of the occasional raised platform.
[19:58] <@DM_Tol> The group encountered a local who shared knowledge of the long-sought, elusive Master D.
[19:59] <@DM_Tol> As they move out to a destination, further into the city, they see their presence has not gone unnoticed.
[20:00] <@DM_Tol> As you all move past the building into an area of the city, you see figures on your left and your right, seemingly moving in on your location.
[20:00] <@DM_Tol> You move into a 40x40' space in between buildings, drawing your weapons.
[20:00] <@DM_Tol> Ahead of you, a group of gnomes walk forward, several of which have their hands glowing.
[20:00] <@DM_Tol> To your right, another dozen plus gnomes approach, many with hands glowing.
[20:00] <@DM_Tol> The same approaches to your left.
[20:00] <@DM_Tol> You see a another dozen or so gnomes coming in from behind.
[20:01] <@DM_Tol> The small creatures stand ground, hands glowing, blocking you in, more than a dozen in each direction as you hear a voice cry out.
[20:01] <@DM_Tol> "You will lay down, invaders, or you will die where you stand."
[20:01] <@DM_Tol> *** As this session of Können land begins ***
[20:01] <Blake` > "Any ideas?"
□08[20:02] * Athas grins and lowers himself for combat.
[20:02] <@Shalanda> "I expected you to handle this while we got some food."
□08[20:02] * @Shalanda smirks
[20:02] <Berrian> "I suppose we either follow his orders, or fight to the death."
[20:02] <Blake` > "We aren't invaders, they must have us confused with Master D"
[20:03] <@DM_Tol> Darce looks around nervously.
□08[20:04] * Blake` whispers "Darce if you can escape into the shadows at any point, do it and then come free us"
[20:04] <@DM_Tol> You hear a command barked out, and several gnomes kneel.
[20:04] <Blake` > "I think we have to surrender on this one"
[20:04] <@DM_Tol> Darce looks up at some of you for a cue.
□08[20:05] * @Shalanda waits to see what the kneeling is about.
□08[20:05] * Blake` waits to see what happens next
[20:06] <@DM_Tol> Several of the gnomes' hands are glowing.
□15[20:06] <@Ryu> "Well, I do not feel like dieing today..."
[20:07] <@DM_Tol> Shalanda, it seems to be some type of formation allowing two lines of gnomes line of sight.

[20:07] <Blake` > "If we do fight them, keep them close so they feel the effects of their magic also"
[20:07] <Athas> "As you wish."
[20:07] <@Shalanda> "Well here goes nothing..."
□08[20:08] * Berrian looks for the leader in the crowd. "We are here for Master D."
□08[20:08] * @Shalanda barks out.
□08[20:08] * @Shalanda pauses as Berrian beats her to the punch.
[20:08] <Berrian> (hehe)
[20:09] <Berrian> "We do not want to fight you."
[20:10] <Reed> (I do ^_^)
[20:10] <@DM_Tol> GnomeLeader: "Huh. You can not 'fight' us. Only die before us, invaders."
□08[20:10] * @Shalanda chuckles.
[20:10] <@DM_Tol> GnomeLeader: "Lay down your weapons... "
[20:10] <Reed> "Point of order Stumpy"
[20:11] <Reed> "A proper invasion force should be of comprable size to the defending forces as to overrun them."
□08[20:11] * Athas curls his lip into an atavistic snarl
[20:11] <Reed> "If anything, we're more of an infiltration team."
□08[20:11] * @Shalanda looks over at Reed.
[20:11] <Athas> (quit helping!)
[20:11] <Reed> "Totally different goals you see."
□15[20:11] * @Ryu unhooks his swordbelt, and lets it drop as a sign of good faith (and as long as he's within a mile he can call it to his hand anyways)
[20:12] <@DM_Tol> The voice calls out to the horde on each side, "... quarter ... not kill ... must."
[20:12] <Reed> "We just want to find this guy, chat him up for a bit, and go back up to the surface never to return to the Underdark again."
[20:12] <@DM_Tol> Darce follows Ryu's lead and drops his dagger.
□15[20:13] <@Ryu> "Ladies and gentlemen, lets jus' do what they ask. No point getting ourselves killed right now."
[20:13] <@Shalanda> "Well I'd rather kill him, stick his head on a pike for all to see, then leave. Thus ending my grudge against Master D and his magic stealing ways."
□08[20:13] * Berrian frowns at Ryu's words
□15[20:13] <@Ryu> "We can do that after we're not in a life or death situation by being overly overran by ankle biters."
□08[20:14] * Blake` also leaves his weapons on the ground
□08[20:14] * Berrian places his quiver on the ground, then slowly unstrings his bow.
[20:14] <Reed> "This crossbow was a gift. If I set it down they're gonna take it. Then I'm going to have to cut them."
□08[20:15] * @Shalanda does not look comfortable with this situation of laying down arms.
[20:15] <Blake` > "We will get it back, just put it down for now, we don't really have a choice unless you can teleport us out of here"
[20:15] <@DM_Tol> From the group on the left, a strong-looking gnome moves forward. Dark, flowing gown about him, a long scar crossing his face.
□15[20:16] <@Ryu> "Master Gnome, as you can see I bare you know ill will. We are simply seeking another that does. He stole from us, and from many of us overlancers. We only wish to retrieve that which is ours and be on our way."
[20:18] <@DM_Tol> Bodock: "I am Budock, Warlord of the Gnree. You do not belong here. I will let you live. Come now, and you can ask your question, and then we will send you away."
[20:18] <@DM_Tol> Budock waves a finger, turning his back. Gnomes from the left side rush toward you, flanking each of you grabbing your elbow to escort you forward.
□08[20:19] * @Shalanda looks at Bodock, and tries to gauge whether this is a ploy at deception or not.

[20:19] <@DM_Tol> Budock: "Leave your weapons. They will bring them."
□08[20:19] * Athas looks for a clue to start bashing gnomes with his bare hands."
□15[20:19] * @Ryu looks to Budock and follows willingly. "Thank you, my name is Ryu Xenos."
[20:19] <@DM_Tol> Budock walks away.
[20:19] <@DM_Tol> (budock)
[20:20] <Reed> (Buttock?)
□15[20:20] <@Ryu> (well you typoed on the first one :-P)
[20:20] <@DM_Tol> (Budóck)
[20:21] <@DM_Tol> Athas, the two gnomes pull your elbow rudely and roughly, moving you along.
□08[20:21] * @Shalanda grumbles and hands over her scythe, and her daggers, hoping they leave her holy symbol alone.
[20:22] <@DM_Tol> You see other gnomes gather the weapons and move along behind you.
□08[20:22] * Athas twists once to dislodge one of hte gnomes.
[20:22] <Athas> "I am not some cow to be pulled along!"
[20:22] <@Shalanda> "Athas, it is alright for now. Old Man Iron will drink his fill later."
[20:22] <@DM_Tol> The gnome yelps.
[20:22] <@DM_Tol> ... and falls to the ground.
[20:23] <Athas> (brb)
□15[20:23] <@Ryu> "Athas, calm yourself. Listen to your lady."
[20:23] <@DM_Tol> The gnome Budóck shows back up near Athas, surprisngly quickly, glaring up at Athas.
□08[20:23] * Athas mad-dogs Budock.
[20:24] <@DM_Tol> Budóck looks over at Darce, "Tell your ... animal ... behave."
[20:24] <@DM_Tol> Darce looks shocked.
[20:26] <Athas> "Old Man Iron will drink deep before the sun falls. I pledge it."
□08[20:26] * Athas turns from Budock and follows along with the rest of the group.
[20:27] <@DM_Tol> Budock: "Help him up, Overlander Animal.
[20:27] <@DM_Tol> Athas, the gnome warlord blocks your path.
[20:28] <Athas> "You have cripples for soldiers, then?"
[20:29] <@DM_Tol> The gnome looks at Darce, "Tell him. Or we can carry him ... just the same."
□12[20:29] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Read error: Connection reset by peer□)
□08[20:29] * @Shalanda mutters under her breath in elven: "Can't complain with that Athas logic."
[20:30] <Blake` > "Lets just keep moving"
[20:30] <@DM_Tol> The smaller gnome gets himself up.
[20:30] <Blake` > "sooner we are there the sooner we can continue our quest"
[20:30] <Blake` > "These gnomes are just be cautious is all, I hope anyway"
□03[20:30] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood
[20:31] <@DM_Tol> Budóck smiles at Athas, "... think you big, Overlander? Think you can take a gnome warlord?"
[20:31] <@DM_Tol> Some of the other gnomes back away.
[20:31] <@Shalanda> "Uh oh"
□08[20:31] * Athas grins.
□15[20:32] * @Ryu sighs and shakes his head
[20:32] <@DM_Tol> Budock smiles at Athas, and speaks softly, "Yes."
[20:32] <Blake` > "Warlord, you would get destroyed, just move us to your location and lets not see anyone hurt"
[20:32] <@Shalanda> "Don't encourage them Blake."
[20:32] <@DM_Tol> Blake, you see one of your gnome escorts shake their head.
□08[20:32] * @Shalanda snaps
[20:33] <Athas> "To defend my allies -- I will shower the unworthy grass with your blood. To feed

your greedy heart? You've beaten yourself."
□08[20:33] * Blake` whispers "this could be an opportunity"
□08[20:33] * Athas steps around the warlord.
[20:34] <@DM_Tol> Budock turns and smiles: "I remember chickens on the Overland smaller and with feathers."
[20:34] <@DM_Tol> He chuckles.
[20:35] <Athas> "I remember cripples having cups in their hands."
[20:35] <Reed> "It's a wonder any of you still have any hope for the diplomatic process at all. You know that Athas always does this."
□08[20:36] * @Shalanda just shakes her head.
[20:36] <@DM_Tol> Budock: "Stay with your escort, and ... silent, Chicken."
[20:36] <@Shalanda> "It's like having two Athases"
[20:36] <@DM_Tol> Budock motions for the two gnomes to remain at Athas' side as he moves along.
[20:36] <Athas> "I'll take small steps for you."
[20:36] <Athas> (I need to cut and paste this for Nancy)
[20:37] <@DM_Tol> (init Athas)
□08[20:37] * Blake` smirks
[20:37] <Reed> "Bet you a silver he won't control himself."
[20:37] <Athas> 1d20+7
[20:37] <TolBot> [Athas's 1d20+7]: 18
[20:37] <@DM_Tol> 1d20+8
[20:37] <TolBot> [DM_Tol's 1d20+8]: 21
[20:37] <@Shalanda> "Which one?"
[20:37] <Blake` > (+2 if you are around me)
[20:37] <@DM_Tol> 1d20+16 vs Athas' Will
[20:37] <TolBot> [DM_Tol's 1d20+16 vs Athas' Will]: 30
[20:38] <Athas> (I assume I am near him)
[20:38] <Reed> "Either. Or both. Either way, it's happening."
[20:38] <@DM_Tol> Athas, as you speak another jibe, the gnome waves a hand that begins to glow. Instantaneously, your feet leave the ground and twirl over your head, which then plummets to the ground as you slam onto the ground.
[20:38] <Athas> (but that was higher than my will)
[20:39] <@DM_Tol> 2d6+10
[20:39] <TolBot> [DM_Tol's 2d6+10]: 16
[20:39] <Athas> (brb)
[20:39] <@DM_Tol> Athas, you are hurt a bit as you slam onto the ground, and, you quickly find yourself unable to move, not your hands, not your legs, not even your lips.
[20:40] <@DM_Tol> Budock: "Drag him."
[20:40] <@DM_Tol> He starts walking forward.
[20:41] <@DM_Tol> The two gnomes move alongside Athas and instead of dragging him, attempt to lift him to his feet.
[20:42] <@DM_Tol> A third joins to help, as Athas is lifted up, as the scoot forward.
[20:42] <Reed> "Well, that's one way to do it."
[20:43] <@DM_Tol> The group of gnomes remains ahead and behind as you move forward through the city.
□15[20:44] <@Ryu> (I'll brb, my router is acting up)
[20:44] <@DM_Tol> Darce moves along.

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□15[20:46] <@Ryu> (I swear my ISP needs a boot up their ass)
□08[20:46] * Athas rises up -- the scowl ever present.
[20:47] <Athas> (who's your ISP?)
□15[20:47] <@Ryu> (can someone PM me what I jus' missed, last post I was was "darce moves along")
□15[20:47] <@Ryu> (a local company..)
□03[20:47] * Retrieving #groveewood modes...
[20:47] <@DM_Tol> You wind between buildings.
[20:47] <@DM_Tol> After a minute, Athas, you feet which had been drug along now find the strength to walk once more.
[20:47] <Athas> (sent it)
□15[20:47] <@Ryu> (thanks)
[20:48] <@DM_Tol> You ascend some steps to a different plane of the cavern floor. Some larger buildings are here.
[20:48] <@DM_Tol> You wind further, and can see very little but the buildings surrounding your. After steps down to another cavern floor, you turn to the right sharply and make it to a large wall ahead.
[20:50] <@DM_Tol> After windings unknown, you enter an entrance into the cavern wall.
[20:51] <@DM_Tol> All along the way, local gnomes you pass look on with varied levels of interest. Some great concern, some hardly noticing.
[20:52] <@DM_Tol> As yo move along a passage in this cave tunnel, you see the stone is finely hewn, not rough. Art and decor is hanging about. Progress is halted a moment up ahead.
[20:53] <@DM_Tol> You can see Warlord Budóck gesturing at another gnome.
[20:54] <@DM_Tol> After a bit, the group ahead disperses, and you are lead through more winding halls, well-cut. Rooms are off to each side with various frequency.
□08[20:54] * Berrian takes in the sights.
[20:56] <@DM_Tol> After a bit, you descend into a lower hall. you are led down a passage with some rooms with doors made up of metal bars.
[20:57] <@Shalanda> Elven: "Oh look, the prison."
[20:57] <@DM_Tol> You are led into one of the rooms.
[20:58] <@DM_Tol> The room doesn't look like a "prison cell". It has chairs and a round table, though small. One wall has been roughly broken through, leading to another room. Both have the same small furniture, and metal bar doors.
[20:59] <Reed> "This actually looks kind of cosy as far as the Underdark goes."
[21:02] <@DM_Tol> You file in.
[21:02] <@DM_Tol> (all going in?)
□08[21:02] * Berrian takes a chair facing the door and broken wall.
[21:02] <@DM_Tol> (ark kids)
□08[21:05] * Reed slips into the room.
□08[21:05] * @Shalanda just stays quiet for the moment.
□08[21:05] * Blake` enters
□15[21:06] * @Ryu finds a wall and leans against it
[21:06] <Athas> (seriously hating the NFL right now)
[21:06] <Reed> (I stopped watching, what's up?)
[21:06] <Blake` > "Well caught by gnomes"
□15[21:07] <@Ryu> "Yea, I can mark off 'imprisoned by gnomes' on my list of things to accomplish in life."
[21:08] <Athas> (wife's trying to listen to the Falcons gamer -- not hte best reception, found the station on the internet -- got everything hooked up for her -- turns out they're broadcasting ESPN radio over the internet and the game over the air)
□08[21:10] * Athas looks to the chairs and then the bars.

[21:11] <Reed> (yuck)
[21:12] <@DM_Tol> (back)
[21:12] <Athas> "They must not think highly of us."
[21:12] <@DM_Tol> As you enter, the bars are slid shut.
[21:13] <@DM_Tol> The bars glow gently for a moment as the door latches. You do not see the Warlord, as the crowd moves out of sight.
[21:13] <@Shalanda> "Yup, welcome to prison."
[21:14] <@DM_Tol> One gnome moves to the opposite side of the larger room outside of your rooms and sits on a stool.
[21:15] <@DM_Tol> After a minute, you see three other gnomes enter the room carrying your equipment and take it to another door entrance across the way.
[21:15] <Berrian> "We are here to see Master D. Perhaps he has been captured?"
[21:15] <Athas> "Or he has captured us."
[21:15] <@DM_Tol> From one angle, you can see into yet another room with a bared door. The door is open and there are three or more gnomes in that room, having what appears to be some type of meeting.
[21:17] <@DM_Tol> Those gnomes leave. After a few minutes, you see the gnome on the stool yawn, and then get up and wander into the room where others are gathered.
[21:18] <Berrian> "If he decide to leave..."
□08[21:18] * Berrian trails off.
[21:18] <Berrian> (we, sorry)
[21:18] <Blake` > "Can you not just teleport out of here?" Blake looks at Shalanda
[21:19] <Blake` > "Open the door, we get our stuff and get out of here"
[21:19] <@Shalanda> "You're the one who wanted to be here, and now it's not convenient for you?"
[21:20] <Blake` > "I didnt want to be here, but we were not going to win any fight out there"
[21:20] <Berrian> "I did not say I wanted to leave, just offering potential help if so."
[21:20] <@DM_Tol> After a few minutes, the gnome comes back out into the hall and sits on the stool.
[21:20] <Blake` > "It would have been a good battle though, but if we do fight that warlord, lets make it on even terms or at least when we have the upper hand"
[21:21] <@DM_Tol> After a quarter hour, four gnomes emerge from the other room across the hall and walk out. One looks over at your group quisitively.
[21:21] <@DM_Tol> (in)
□15[21:22] * @Ryu leans quietly against the wall, getting impatient
[21:23] <@DM_Tol> Time passes.
[21:23] <@DM_Tol> Suddenly, a gnome appears outside your door.
□15[21:24] * @Ryu glances at the gnome
[21:24] <@DM_Tol> He is wearing a hat, and also a flowing robe. The only other gnome you've seen with a flowing robe was Budóck.
[21:24] <@DM_Tol> Gnome: "Who are you?"
[21:25] <Athas> (we're being held by the clan of HuggyBear?)
[21:25] <@DM_Tol> His accent is odd to you, like most here in the Underdark. Though you understand every word. He seems to be trying to speak clearly.
□15[21:25] <@Ryu> "Overlanders, asked to wait here by Budock. We are searching for one gnown as Master D and tracked him here."
[21:26] <@DM_Tol> Gnome: "Yes, I know Budock brought you here. We so negotiated."
[21:27] <@DM_Tol> Gnome: "It is still ... to me that the Gnree did not slaughter you upon entering Gerchba."
□15[21:27] <@Ryu> "My name is Ryu Xenos, I am a wander. The Gnree, I am not familiar with them."
□15[21:27] <@Ryu> (wanderer or whatever :-D)

[21:27] <@DM_Tol> Gnome: "Budóck's clan."
□08[21:28] * Athas stays silent
□15[21:28] <@Ryu> "I see... Maybe he knows we are telling the truth and mean no harm to you or your people. We only wish to put an end to Master D and his ways of stealing magic."
[21:29] <@DM_Tol> The gnome rubs his chin.
[21:29] <@DM_Tol> He looks at each of you in turn.
□15[21:29] * @Ryu looks at the Gnome intently, "He may very well be after the Source of Magic, considering we've followed him this far."
[21:29] <@Shalanda> "I have a personal grudge with Master D, the stealing of magic ending is a nice side benefit."
[21:30] <@DM_Tol> He smiles, "My kin do not know of you. But you, he looks at an Eladrin, you can mover through these bars, I think, yes?"
[21:30] <Berrian> "I have not tried."
□15[21:31] <@Ryu> "As could I, if i so wished it. Along with returning my weapon to my hand at a moments notice, but as I said, I bare you all no ill will, and would rather cooperate for the greater good."
[21:31] <@DM_Tol> Gnome: "You did well to follow Budóck's instruct. You would have been slain."
[21:31] <Blake` > "It wasnt looking like a fair fight"
□08[21:32] * Athas remains silent
[21:32] <@DM_Tol> Gnome: "It was a death wish to come here... so far below the cities of the Overland."
[21:32] <@DM_Tol> He sighs.
□15[21:33] <@Ryu> "I have sought after death for a long time my little friend, and yet it has still evaded me; so, I must do as one will with the time allotted to them, and if that time is spent trying to help others, gnome, human, eldarin or whatever other peoples there are in this land. It will have been time well spent."
[21:34] <@DM_Tol> Fowray: "I am Fowray, Warlord of the Bowlaree."
□15[21:34] <@Ryu> "Pleasure to meet you."
[21:35] <@DM_Tol> Fowray: "We heard news of your coming."
[21:36] <Blake` > (brb)
[21:36] <@DM_Tol> Fowray: "The Wild Orangtow decried your approach. you encountered him three days back in by the Dreel pools."
[21:36] <@DM_Tol> He looks at you each, recognizing your lack of comprehension.
□15[21:36] <@Ryu> "I see, I appologize for any of my friends rash actions."
[21:37] <@DM_Tol> Fowray: "You killed his serpents."
[21:37] <@DM_Tol> Fowray nods.
[21:37] <Athas> "Who?"
[21:37] <@Shalanda> "In self-defense."
[21:37] <@DM_Tol> Fowray nods once more.
□15[21:37] <@Ryu> "I'm afraid to say, that was a kill or be killed situation. Beautiful beasts dragons are."
□15[21:38] * @Ryu pats Kiira on the head and coaxes her up to his shoulder
[21:38] <@DM_Tol> Fowray: "We heard of your approach. And Budock would have you killed instantly, as is our way. But know this, I asked for chance to parlay."
□15[21:39] <@Ryu> "I thank you for this oppertunity."
[21:39] <@DM_Tol> Fowray: "It is because you claim to seek our Master Dee, that you peaked my interest."
[21:39] <Berrian> "We would gladly leave to the surface once again, once the quest is complete."
□15[21:40] <@Ryu> "I wonder if this Master Dee and the one we seek is one and the same."
[21:40] <@DM_Tol> Fowray: "We will send you there. As soon as possible. You can not stay here; it is not our way."

[21:41] <@DM_Tol> Fowray: "Know that others feel you should be killed once we have learned from you what may. That, is our way."

[21:41] <@Shalanda> "What is Master D's business down here anyway?"

[21:42] <@DM_Tol> Fowray: "We have an arrangement."

[21:43] <@DM_Tol> Fowray: "When he came to us, it was at a time of need. The warlords, we accepted his offer. His envoy came months ago to tell of his coming."

[21:43] <@DM_Tol> He rubs his chin again.

[21:45] <Athas> "What did you need?"

[21:45] <@DM_Tol> Fowray: "It soon is time for the turn of the Core Source."

[21:46] <@DM_Tol> Fowray: "At the turn, many of us go to the source, ending our time here. Dee is a Magic Shepherd."

□15[21:46] <@Ryu> "I'm going to take a guess here, and say that your arrangement involves him bringing new magics here."

[21:47] <@DM_Tol> Fowray: "At the time of the turn, a Magic Shepherd can usher in the change with minimal death. "

[21:47] <@DM_Tol> He looks at Ryu: "Never have I seen such residuum. The vast quantity and of a strength I'd not thought possible."

[21:48] <@Shalanda> "What does he get in return for his services?"

[21:49] <@DM_Tol> Fowray: "I have said enough, but know that he has the trust of the heads of the clans. But I... I have a doubt, only just now. The pilgrim way has been closed too long."

[21:50] <@DM_Tol> Fowray looks at the disinterested gnome on the stool and looks back at you.

□15[21:50] <@Ryu> "Then help us..."

[21:50] <Athas> "If we open the pilgrim's way?"

[21:50] <@DM_Tol> Fowray, "For this reason I wished to hear you out."

□15[21:51] <@Ryu> "Or better yet, let us help you, point us in the right direction and we'll get it back open, or die trying."

[21:51] <@DM_Tol> Fowray looks at Ryu, "You must remain here till we confer. If you go out into the city once more that will be the end of it, you will be killed."

[21:51] <@Shalanda> "Based on my experiences with the man, he plans on doing you harm, instead of good. Certainly a source of magic as rich as this Core Source will be used to fuel his own ends, and not your own."

[21:52] <Berrian> "I am willing to wait, and help if needed."

□15[21:52] * @Ryu gets comfortable getting the feeling that he's going to be here for a while

□08[21:53] * Athas sits down on the floor.

[21:54] <@DM_Tol> Fowray: "We must wait for Brenlyn to parlay. She will return to the city in a day."

[21:55] <@DM_Tol> Fowray pulls back from the bars, "Until then, you will have food. And an opportunity to speak with Dee."

[21:55] <Athas> "... and find us dead by misadventure no doubt."

[21:56] <@DM_Tol> Fowray turns, "Until later."

[21:58] <@DM_Tol> Fowray walks off.

[21:58] <@DM_Tol> (hehe, sorry, I thought that would provoke a question or reaction)

□08[21:59] * @Shalanda takes a seat, and rubs her holy symbol between her fingers.

[21:59] <@DM_Tol> After Fowray is out of sight, you notice the gnome on the stool was watching intently. He soon stands and follows after.

[22:00] <@DM_Tol> In a bit, food is brought to you, 4 plates at each barred door.

□15[22:00] <@Ryu> (they just took our weapons right, we have the rest of our equipment?)

[22:00] <@DM_Tol> They are bowls of mushroom and eggplant and some shredded meat.

[22:00] <Athas> (what is everyone else having?)

[22:00] <@DM_Tol> (yes)

□15[22:00] * @Ryu pulls out some food from his everlasting basket of provisions

□08[22:01] * @Shalanda tries the food that is offered.
[22:01] <@DM_Tol> The taste is strong and satisfying.
□08[22:01] * Blake` eats
[22:02] <@DM_Tol> As you eat, a different gnome remains behind and sits on the stool.
□08[22:02] * Berrian watches for a minute, then pulls a waterskin from his cloak.
□08[22:03] * Athas eats with as much gusto and delicacy as someone who has to figure what's his 'evening-fur' and his 'lounging-around fur' is to be
□15[22:03] <@Ryu> (One gnome to watch us, One gnome to ignore us, and in the darkness bind us!)

□08[22:03] * Reed noms on mushrooms.
[22:04] <Reed> "What do you reckon the meat is?"
□15[22:04] <@Ryu> "Overlander..."
[22:04] <@Shalanda> "Dragon."
[22:04] <Berrian> "Ryu, care to share?"
□15[22:04] <@Ryu> "Help yourself"
[22:05] <@DM_Tol> After an hour, you notice the temperature in the room rise sharply.
□08[22:05] * Athas stands up, setting his bowl aside.
[22:05] <@DM_Tol> The gnome on the stool quickly gets to his feet.
[22:06] <Reed> "Guess it's not a heating spell."
[22:06] <@DM_Tol> In the dim light of the room outside, you hear a voice. The voice is not deep and yet still resonate.
□15[22:06] <@Ryu> "Well, here we go. Another day, another pain in our asses. Who will it be this time."
[22:07] <@DM_Tol> Voice: "Who is it that seeks my name, so far under the ground?"
□08[22:08] * Berrian whispers. "Is that him?"
□08[22:08] * @Shalanda rises, her face getting flush with anger.
[22:08] <@DM_Tol> The gnome by the stool backs into a corner.
[22:08] <@Shalanda> "Shalanda of the house Meriele, Priestess of the Raven Queen!"
□15[22:08] <@Ryu> "Judging by Shal's face... I would say so."
[22:09] <Reed> "Sounds a bit too much like a little girl. A little girl who projects her voice very well."
[22:10] <@DM_Tol> The voice continues, shrill at times, and full of power: "So far in the depths you have come, and to harm me, you say?"
[22:10] <@DM_Tol> There is magical force in the voice, that makes your knees weak if you let it.
[22:11] <@Shalanda> "To harm you would suggest that I would stop short of presenting your spirit to the Raven Queen after it leaves your body."
[22:11] <Athas> (brb -- apparently the voice is having an effect on my bladder as well)
[22:11] <@DM_Tol> (hehe)
□08[22:11] * @Shalanda unconsciously attempts to match the tone and power of the voice's words with her own.
[22:12] <@DM_Tol> Voice: "How do you know of me? How do you know of my name? How did you know where I was? Curious things, you are."
[22:13] <@DM_Tol> Darce speaks up, "You came from Tibris."
[22:13] <@DM_Tol> Darce falls to a knee after failing to fight off the urge to answer.
[22:13] <@Shalanda> "Your path crossed with mine a long time ago. You should have left me alone that day, but you and your lackies couldn't leave well enough alone."
□08[22:15] * @Shalanda steps up to the bars to get a better look.
[22:16] <Athas> (hmm... should I be hte voie of reason, or continue to antagonize?)
[22:16] <@Shalanda> (Since when are you reasonable?)
[22:16] <@DM_Tol> A dark figure steps into the view. A blue cloak and hood. A rod in what might be a hand. You can not see his face.
[22:17] <Athas> (can we see if it's male or female?)

□08[22:17] * Berrian finds a corner where they can't see him, and begins pulling items from his cloak.

[22:17] <@DM_Tol> (by the voice you would think male human.

[22:17] <Reed> (I inappropriately grope the figure to make sure)

[22:17] <@DM_Tol> MasterD: "So brave. So foolish."

[22:18] <@DM_Tol> (hehe)

[22:18] <Athas> "Come closer."

[22:18] <@DM_Tol> MasterD: "So innocent."

[22:18] <@Shalanda> "So cocky, so over-confident."

[22:18] <@Shalanda> "So very wrong about the innocent part."

[22:19] <Reed> (some day Reed is just going to get possessed by a demon called me, and he'll do whatever my inebriated mind finds amusing)

□08[22:19] * Berrian continues, a small pile forming at his feet. Two spears, three daggers, and a longsword he keeps in his hand.

[22:19] <Athas> (remind me to turn on the log for that day, would you kindly?)

[22:19] <@DM_Tol> MasterD: "You've no idea what you ask, to come up against me."

[22:20] <@Shalanda> "You under-estimate me, a pity really."

□08[22:21] * Berrian points at the small pile

[22:22] <@DM_Tol> MasterD: "I will leave you to them. And in your coming, I welcome your aid. But a distraction to turn their heads."

[22:23] <@Shalanda> (huh?)

□15[22:23] <@Ryu> (about how far is he from me? in squares?)

[22:23] <Reed> "We could always jump you now and all go down together."

[22:24] <Athas> "Old Man Iron is thirsty."

[22:24] <@DM_Tol> (Ryu: probably 7 from the door.)

[22:25] <@Shalanda> "You under-estimate your hosts as well. Why is it, do you think we made it as far as we did?"

□08[22:26] * @Shalanda grins, almost evilly.

□15[22:26] * @Ryu glances at Shal

[22:28] <@Shalanda> "How about we dispense with the pleasantries, and set a time and location and settle this."

[22:28] <@DM_Tol> MasterD chuckles, "I find you such a curiosity. Resilience and stupidity."

[22:29] <@Shalanda> "I find you a disappointment really. I expected more of you then what you've shown me."

[22:29] <@DM_Tol> MasterD: "But, time is short now. I will let them kill you to give them something to do."

□15[22:29] <@Ryu> "You know, do onto others and you'd have done onto you my friend. You've stolen and murdered for your own agenda, and now it is time for it to come around and bite you in the ass."

[22:30] <@DM_Tol> The figure moves away.

[22:30] <@Shalanda> "Don't think this is over just because you're walking away, we will meet again in this life."

□15[22:30] <@Ryu> "Coward..."

[22:31] <@Shalanda> "I can with great certainty promise you that."

□08[22:31] * Berrian starts putting the weapons back in the cloak.

[22:32] <@DM_Tol> The figure stops.

[22:33] <@DM_Tol> The figure moves in front of your door.

[22:33] <@DM_Tol> MasterD: "You. do. not. know. pain."

□15[22:34] <@Ryu> "Oh, but I do. My cowardly friend. I know the pain of injury, the pain of being alone, and the pain of seeing those you love killed before your eyes."

[22:34] <Reed> (aww, punctuated syllables. I don't have my drink...time to go downstairs)

[22:34] <@DM_Tol> He removes his hood. In the dim light, you can still barely see his head. It is an older human, with other qualities, including those brought on by age.
[22:34] <@Shalanda> "Oh but I do, but my senses have long dulled to it."
[22:34] <@DM_Tol> The figure moves past your door the other direction.
[22:35] <@DM_Tol> You hear a yelp.
[22:35] <@DM_Tol> You see a flash of light.
□08[22:36] * Berrian stops his actions.
[22:36] <@DM_Tol> The light comes as much from the neighboring room through the hole in the wall, as it does from the large room out front.
[22:36] <@DM_Tol> The figure moves back in front of your door and keeps moving on.
[22:36] <@DM_Tol> You detect a slight chuckle as he moves out of sight.
□08[22:37] * Berrian looks to the others, questioning.
□15[22:37] <@Ryu> "That's right, kill something helpless because you know you do not stand a chance against any of us."
[22:37] <@DM_Tol> Berrian, as you look around, you notice Darce the Halfling is not in your room.
[22:38] <Berrian> "Where..."
[22:38] <@DM_Tol> Blake looks at the hole in the wall leading to the other room.
[22:39] <Reed> (Aw, why couldn't he have stabbed him? That would have been funnier.)
□08[22:39] * @Shalanda stares down the hall and watches Master D.
[22:39] <@DM_Tol> MasterD is out of sight.
[22:40] <Berrian> "What just happened?"
□08[22:40] * @Shalanda looks for the nearest piece of furniture and kicks it over.
[22:41] <@DM_Tol> Zahira walks over to the hole in the wall, gazing into the adjoining room, "He... he crawled into here when he got scared."
[22:42] <@DM_Tol> A chair flies into the wall as Shalanda kicks it.
[22:42] <@DM_Tol> Zahira points.

[[CLIENT DISCONNECTED]]

□08[22:45] * @Shalanda looks over at the other room.
[22:45] <@DM_Tol> Athas, you make your way through the roughly broken hole in the wall. You see a room much like the one you were in.
□08[22:45] * Athas looks through the hole
[22:45] <@DM_Tol> (the whole is large enough to squeeze through)
[22:46] <Athas> "Darce?"
[22:46] <@DM_Tol> As you look into the room, you see the lifeless body of a Halfling twisted on the ground, its head crammed through the bars of the door.
□08[22:46] * Blake` stays with everyone
□08[22:47] * Athas closes his eyes.
□08[22:48] * @Shalanda spots the body of Darce for the first time.
□08[22:48] * Blake` holds back a rush of anger once he realizes its Darce
[22:49] <Berrian> "Shalanda?"
□08[22:49] * @Shalanda approaches the body and kneels down by it and inspects it for any signs of life.
[22:50] <Athas> "Old Man Iron -- take this man from your cup. His will was like your skin and his heart was like your eyes. He was man worthy of your attention."
□15[22:50] * @Ryu sits quietly, letting his anger sleep until he can properly release it on the source
[22:50] <@DM_Tol> Shalanda, Darce's body does not move. You detect no sign of life. His neck is moved in such an angle, you are surprised it's still attached to his shoulders.
□08[22:51] * Athas takes a dagger and cuts his hand. He lets three drops patter on the ground.
□15[22:51] <@Ryu> (attacked to his shoulders...lol, nice.)

[22:51] <Berrian> "The Raven Queen. Can she...?"
[22:51] <Athas> "I owe you, Old Man Iron -- three drops of my enemies blood or six drops of my own."
[22:52] <Athas> (brb)
[22:53] <Blake` > "This is something that didnt need to happen"
[22:53] <Blake` > "Now I wish we had fought them"
[22:54] <@Shalanda> "Well Darce, your life was my responsibility and you lost it. More blood now stains my hands. I shall avenge your death and speak on your behalf to the Queen of Ravens."
[22:54] <@DM_Tol> Darce's lifeless body makes no response.
[22:54] <@DM_Tol> *** As this sad session of Können land comes to a close ***
□15[22:55] * @Ryu sets a hand gently on Shalanda's shoulder, "No my lady, his life was all of our responsibility, and his blood stains all of ours hands. 'WE' will avenge him, or we have no right to have called him friend."

11-11-2012: CELL OF SURPRISES

[19:37] <@DM_Tol> *** Game Recap ***

□03[19:37] * Harlequin_J_Goat is now known as Athas

[19:38] <@DM_Tol> The party made its way after days into the Gnome City of Gerchba, but not undetected.

□03[19:39] * Magestar is now known as Shalanda

[19:39] <@DM_Tol> The group was ambushed by the Gnree clan, headed by the brutal Warlord Budóck, an scar-faced gnome with an evil persona.

[19:40] <@DM_Tol> After submitting to waiting in a holding room in a cave chamber, a warlord of another gnomish clan, Fowray, came to share are more empathetic word with the group.

[19:41] <@DM_Tol> It was Warlord Fowray of the Bowlaree clan who says to have kept the group from being killed instantly by Budóck's clan.

[19:41] <@DM_Tol> But sadness has taken the group.

[19:42] <@DM_Tol> A late visit by a dark figure, the elusive Master D, stirred up the group.

[19:43] <@DM_Tol> The relentless taunting by the group instigated Master D in proving his point of despair. And it was Darce the Halfing, who had hidden in the adjoining room, who served as the example.

[19:43] <@DM_Tol> In one swift and subtle attack, Dee murdered Darce where he stood behind the bars, forcing his head through the bars of the door.

[19:45] <@DM_Tol> *** As this session of Können Land begins ***

□03[19:45] * Berr_NANO is now known as Berrian

□15[19:45] * @Ryu sets a hand gently on Shalanda's shoulder, "No my lady, his life was all of our responsibility, and his blood stains all of ours hands. 'WE' will avenge him, or we have no right to have called him friend." [technically a repost from last week as I posted right as the session came to a close]

□08[19:45] * Berrian looks to Shalanda.

□08[19:45] * @Shalanda stands up.

□08[19:46] * Zahira sighs and stifles a sniffing tear

[19:46] <Berrian> "Is there nothing the Raven Queen could do for him? Has she claimed him?"

[19:46] <@Shalanda> "The Raven Queen is not known for returning the dead when it is their time. There is no ritual I am versed in that would do what you ask."

□08[19:47] * Blake` just seems to be in thought

[19:47] <@DM_Tol> The air that had warmed as Master Dee came to visit cools once more to the chilly underground temperature, the gnome who had sat atop the stool moves forward to the gate by the room where Darce lies.

[19:48] <@DM_Tol> GnomeSentry: "Wha... What happened here?"

[19:48] <@Shalanda> "Master D is what happened here."

□08[19:48] * Athas 's voice drops to a guttural snarl

□08[19:48] * Berrian looks saddened at the short life of Darce.

[19:48] <Athas> "Then Darce will drink deep."

[19:49] <Blake` > "We should see about having his body brought to the surface"

[19:50] <Blake` > "Or at least to the dwarves"

□08[19:50] * Zahira nods. "Aye...a proper rite of passage would serve him well..."

[19:51] <@Shalanda> "Now is not the time for that Blake. Master D plans on pitting us against the gnomes while his plans go unchallenged."

[19:52] <@DM_Tol> The gnome shrugs, "I do not know what you mean. I'll go get help."

[19:52] <@DM_Tol> He shuffles off out of the room.

[19:53] <Blake` > "Now is a pretty good time for it, since he won't be here when we return"

[19:54] <Blake` > "We just need to make the arrangements then hopefully stop Master D"

[19:54] <@Shalanda> "We'll not get him to the surface in a reasonable time. I would perform a gentle repose, but I do not have the components for such."

[19:54] <Athas> "What do you need?"

[19:55] <Berrian> "We showed our intent when the warlord met with us. I am not leaving this room without his permission, unless Master D shows again. Then I am doing everything I can to avenge Darce's shortened life."

[19:55] <Blake` > "We won't bring him, we have Gnome allies do it, I have a feeling we won't be able to reclaim the body ourselves later"

□15[19:56] * @Ryu watches quietly, lost in thought, all the different ways he would like to return the favor to Master Dee running through his mind

[19:56] <Blake` > "Either way, let's get Master D"

[19:56] <Blake` > "Just need to get out of here"

[19:57] <@DM_Tol> As time passes, you know not whether it is the morosity of seeing Darce's lifeless body, or the day's events, but tiredness takes your body as the hour grows long.

[19:57] <Athas> "Do you think they would seperate us for safety?"

[19:57] <@DM_Tol> In a few minutes, the gnome returns with 2 others.

[19:58] <@DM_Tol> GnomeSentry: "We will tend to his body."

[19:59] <@DM_Tol> They wait for your acknowledgment before removing Darce's body.

[19:59] <@Shalanda> "Very well, do with it as you will."

□08[19:59] * Athas takes a step away from the body as a show of cooperation.

[20:00] <Berrian> "Please see to it. I am sure he would want to see the light of day once more, if possible."

□08[20:00] * Blake` glances a last farewell towards Darce

[20:00] <@DM_Tol> They gather Darce's body and haul it off. As you see him hauled away, your energy fades as well as thoughts turn to sleep.

[20:01] <Berrian> "I shall take first watch."

[20:02] <Berrian> "Not that I expect much trouble. Master D will most likely stay clear to make a point."

[20:02] <Athas> "Then he's a coward."

[20:02] <Athas> "and not worth the touch of my axe."

[20:02] <Berrian> "Perhaps, but he has drawn fresh blood."

□08[20:03] * @Shalanda takes a seat, her face blank and expressionless.

□08[20:03] * Zahira slumps down looking quite defeated

□08[20:04] * Athas sits down, staring at the door as if the force of his anger could cause the metal to wilt like winter plants under the summer's wrath.

[20:06] <@Shalanda> "It is time for rest. Take your watches and get what rest you can, for the new day will bring death."

□15[20:06] * @Ryu makes himself and comfortable as he can, and tries to get some rest "Wake me when its my watch"

[20:08] <@DM_Tol> You rest and meditate for an extended period. Some of you awake as you hear voices in the hall.

[20:08] <Athas> "I will watch. I do not want to miss my chance to split that fatherless lump from throat to nethers."

[20:09] <@Shalanda> "He will not be back. He underestimates us, and we are insignificant in his opinion."

[20:10] <Athas> "I look to change that opinion moments before his death."

[20:11] <@DM_Tol> You rest and meditate for an extended period. Some of you awake as you hear voices in the hall.

□15[20:12] <@Ryu> (Roll?)

□08[20:12] * Berrian wakes the rest

[20:12] <@DM_Tol> (roll for?)

□15[20:13] <@Ryu> (to wake lol, or it assumed?)
[20:13] <@DM_Tol> As you each wake normally, you notice others noticing voices out in the hall.
[20:14] <@Shalanda> "I suspect the gnome factions are deciding what to do with us, kill us or pit us against Dee."
□08[20:14] * Zahira looks up and around wondering what is going on
[20:14] <Athas> "If they're smart, they'll let us take Dee."
[20:14] <Athas> (brb)
[20:14] <Zahira> "or pit us against each other..."
[20:14] <@DM_Tol> As you wander to the metal bars of the door, Zahira, you see gnomes meeting in the room opposite the central hall.
□15[20:15] * @Ryu stirs, then proceeds to watch and listen the best he can
□08[20:15] * Zahira watches and listens closely as she can
[20:15] <@DM_Tol> (roll a percept to hear the dialog)
[20:16] <Berrian> 1d20_11
[20:16] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[20:16] <@DM_Tol> You hear animated discussion.
[20:16] <Berrian> 1d20+11
[20:16] <TolBot> [Berrian's 1d20+11]: 16
[20:16] <@Shalanda> 1d20+6
[20:16] <TolBot> [Shalanda's 1d20+6]: 13
[20:16] <Zahira> 1d20+14
[20:16] <TolBot> [Zahira's 1d20+14]: 23
[20:17] <Blake`> 1d20+3
[20:17] <TolBot> [Blake`'s 1d20+3]: 4 (Uh oh.)
[20:17] <Zahira> <you lose an ear to the iron bars>
□15[20:17] <@Ryu> 1d20+3
[20:17] <TolBot> [Ryu's 1d20+3]: 23 (Yes!)
[20:18] <Blake`> (brb, afk)
[20:18] <Athas> 1d20+3
[20:18] <TolBot> [Athas's 1d20+3]: 7
□15[20:18] <@Ryu> (Woo! Nat20)
[20:19] <@DM_Tol> Zahira and Ryu relay to the rest of you the dialog they hear.
[20:19] <@DM_Tol> "... by rule... must die .. "
[20:19] <@DM_Tol> "... strange times ... "
[20:20] <@DM_Tol> "... how dare you ... "
[20:20] <@DM_Tol> "... all the help ... Master D has ... "
[20:20] <@DM_Tol> "... you must trust ... "
[20:22] <Zahira> "Sounds like they are debating what to do with us..."
[20:23] <@Shalanda> "Not a surprise here."
[20:26] <@DM_Tol> "... NOT enough ... "
[20:26] <@DM_Tol> "... he says almost ready ..."
[20:27] <@DM_Tol> "... tomorrow ... "
[20:27] <@DM_Tol> The dialog muffle more, though you can see some of the gnomes through the doorway across the hall.
[20:28] <@DM_Tol> In minute, you see a familiar gnome storm out of the room, the villainous Warlord Budóck. He storms out of the meeting room, "No more."
□08[20:29] * Zahira mutters something about a blender and gnome shakes.
[20:29] <@DM_Tol> He walks through the central room, two other gnomes following him. As he passes, his scarred face turns to look at your group with disdain in his eyes, "Death, I say."
[20:30] <@DM_Tol> He passes out of sight. Other gnomes exit the room, one or two more looking to

be of such substance and stature as the other warlords you have encountered.

[20:30] <@DM_Tol> Among the last couple gnome that leave the room is Lord Forway, who approaches your metal-barred door.

[20:31] <@DM_Tol> Fowray: "I am... sorry for your loss."

□03[20:31] * Berrian_ (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood

□08[20:31] * Zahira looks up to the lord and dips her head.

[20:31] <@DM_Tol> Among the last couple gnome that leave the room is Lord Forway, who approaches your metal-barred door.

[20:31] <@DM_Tol> Fowray: "I am... sorry for your loss."

□15[20:31] <@Ryu> "The notion is well received."

[20:31] <@Athas> "Someone else will be much more sorry."

[20:31] <@Shalanda> "Death comes to all of us in time. His was shorter than my companions would like."

[20:32] <Zahira> "I am sorry for yours sir..."

[20:32] <@DM_Tol> Fowray tips his head, quizzically.

[20:32] <Berrian_> (Did I miss anything between "Death I say" and Zahira looking up?)

[20:32] <Zahira> DM_Tol> He passes out of sight. Other gnomes exit the room, one or two more looking to be of such substance and stature as the other warlords you have encountered.

[20:32] <@DM_Tol> (you're good, berr. I reposted the two lines)

[20:33] <Berrian_> (cool, thanks)

□12[20:33] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Ping timeout: 246 seconds)

□03[20:33] * Berrian_ is now known as Berrian

[20:33] <@DM_Tol> Fowray: "Your halfling friend's death has caused confusion."

[20:33] <Zahira> "Death will be the end if given to us for us...but to your people, it will be the begining of a new hell at the hands of Master D."

[20:34] <Berrian> "Master D wants to see us dead."

[20:34] <@Shalanda> "And hopes to use us to distract you from the truth of what he's doing."

[20:34] <@DM_Tol> Fowray: "Your word to the sentry was that Master Dee came to kill him, but Master Dee has not left the Core Hall, not for days."

□15[20:35] <@Ryu> "But he has."

[20:35] <@Shalanda> "Do your people not practice teleportation?"

[20:35] <@DM_Tol> Fowray: "His work with the Core Source has not stopped. Others are riled against you."

[20:35] <Berrian> "Is he not inclined to magic?"

[20:36] <@DM_Tol> Fowray looks at you: "I am wanting to take your word, and if true, it would speak ill of Master Dee and his presence here."

[20:36] <@DM_Tol> (diplomacy checks from all speaking)

□15[20:36] <@Ryu> 1d20+7

[20:36] <TolBot> [Ryu's 1d20+7]: 11

[20:36] <Berrian> 1d20+4

[20:36] <TolBot> [Berrian's 1d20+4]: 20

[20:37] <Zahira> 1d20__3

[20:37] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]

[20:37] <@DM_Tol> Fowray nods at Berrian.

[20:37] <Zahira> 1d20+3

[20:37] <TolBot> [Zahira's 1d20+3]: 10

[20:37] <@Shalanda> 1d20+4

[20:37] <TolBot> [Shalanda's 1d20+4]: 12

[20:37] <Zahira> <forgot to hump the bot before i rolled...darnit>

[20:38] <@DM_Tol> Fowray: "I am wanting to trust you, but much speaks ill of your intent, and your presence here."

[20:38] <@DM_Tol> Fowray: "I have used all my influence to keep others such as Lord Budóck from having you killed on the spot."

[20:38] <Blake` > (still afk guys sorry, good roll B)

[20:40] <@Shalanda> "Let me ask you this question. What does Master D have to gain by having access to the Core Source that would not benefit your people?"

[20:40] <@DM_Tol> Fowray: "You are in holding until more can be known. Until our Warlord Council is complete, when Brennlyn returns. You need not be prisoners."

[20:40] <@DM_Tol> Fowray: "You □can□ be permitted to go briefly into the city. Some were akin for it, suggesting it. But... "

[20:41] <@DM_Tol> He leans in, "I advise strongly against it."

[20:41] <@Shalanda> "I do not think it wise we go to the city."

[20:41] <@DM_Tol> Fowray looks upon Shalanda, 'You are wise, for an overlander.'

[20:41] <@DM_Tol> Fowray manages a smile.

[20:41] <Berrian> "Agreed. Being surrounded by people that may feel ill-will towards us is not wise."

[20:42] <@Shalanda> "But let me ask this, what happens if Brennlyn does not return? Would your council be in stalemate, or would an answer on our fates be given?"

[20:42] <@DM_Tol> Fowray: "I will see to it that you have what you need, and that you are kept safe from outside harm here in the hall chambers."

[20:42] <Zahira> "yea...not the best idea to be somewhere where some wish to kill us could easily."

[20:43] <@DM_Tol> Fowray moves away from the gate, "More, I think, will be made clear tomorrow."

□08[20:43] * Berrian watches the others leave.

[20:43] <Berrian> "I will take my rest now."

[20:43] <@Shalanda> "I sincerely hope your people have the time for that leisure, with Master D at your Core Source."

[20:44] <@DM_Tol> Fowray nods and exits.

[20:50] <@DM_Tol> After a bit of time, a couple gnomes bring your group fresh food and blankets.

[20:50] <@DM_Tol> ... and buckets of water.

[20:50] <Athas> (are they trying to say something?)

[20:50] <@Shalanda> (Blankets with small pox)

[20:50] <@DM_Tol> (hehe)

□15[20:50] * @Ryu uses his own bedroll and food/drink from his basket

[20:51] <@DM_Tol> Long, boring, stifling hours pass in your room [cell?].

□08[20:51] * Zahira sighs nomming food.

[20:52] <@DM_Tol> You spread out among the two adjoining rooms, your bodies enjoying the rest, but your minds numbing from the lack of activity.

[20:52] <@DM_Tol> (going to pass some hours, any dialog before I do?)

[20:54] <Blake` > (back)

[20:54] <@DM_Tol> Long, boring, stifling hours pass in your room [cell?].

[20:54] <@DM_Tol> You spread out among the two adjoining rooms, your bodies enjoying the rest, but your minds numbing from the lack of activity.

[20:55] <@DM_Tol> Periodically, the gnome sentry who sits atop the stool exits as another takes his place.

[20:55] <Athas> (know what's stimulting? Caving in Master D's skull)

[20:55] <@DM_Tol> Regularly, another gnome brings food or fresh water.

□08[20:57] * @Shalanda amuses herself for a short while by reading from a book she has stowed away in her pack.

[20:57] <@DM_Tol> After the hours pass, some of you take rest or meditate.

[20:58] <@DM_Tol> Sleep takes your body, weary not from excessive activity, but weary from

restlessness.

[20:59] <@DM_Tol> (game break, afk for 5")

[20:59] <Zahira> <kk>

[21:08] <@DM_Tol> (k... every here and active? important stuff ahead)

[21:08] <Blake` > (back)

[21:08] <Berrian> (yeah)

[21:09] <@Shalanda> (Aye)

[21:09] <Athas> (ready for mayhem and misrule)

[21:09] <@DM_Tol> (ryu?)

[21:10] <@DM_Tol> You rest on the floor of the room, over two days now confined to this space. You sleep hard.

[21:11] <@DM_Tol> (perception check everyone)

[21:11] <Blake` > 1d20+3

[21:11] <TolBot> [Blake`s 1d20+3]: 11

[21:11] <Berrian> 1d20+11

[21:11] <TolBot> [Berrian's 1d20+11]: 24

[21:11] <Athas> 1d20+3

[21:11] <TolBot> [Athas's 1d20+3]: 4 (Not good.)

[21:11] <@Shalanda> 1d20+6

[21:11] <TolBot> [Shalanda's 1d20+6]: 16

[21:12] <Zahira> 1d20+14

[21:12] <TolBot> [Zahira's 1d20+14]: 22

[[Section removed for privacy]]

[21:18] <@Ryu> 1d20+3

[21:18] <TolBot> [Ryu's 1d20+3]: 19

[21:18] <@DM_Tol> Zahira, you wake from your sleep. You open your eyes, and feel as if there is a vibration in the floor.

[21:19] <@DM_Tol> Berrian, you awaken from your slumber. As you do, it seems to you the floor has a low hum or vibration in it.

□08[21:19] * Zahira blinks and begins waking the others wondering what was going on.

[21:19] <Berrian> "Did he get to the core?"

□15[21:19] <@Ryu> (Sorry about that, had to put the kiddos to bed, hit the head, and grab some snacks)

[21:20] <@Shalanda> "Huh? What are you talking about?"

□15[21:21] * @Ryu yawns as he's stired awake. "If they're not letting us out, I'm going back to sleep," he responds sleepily

[21:21] <Berrian> "The vibrations. Did Master D get to the core source, or is that something else?"

[21:21] <Zahira> "Something is happening...dont you feel that?"

□08[21:21] * @Shalanda shrugs

[21:21] <@DM_Tol> The rest of you feel and hear nothing out of the ordinary.

□08[21:22] * Athas shake shis head.

[21:22] <@Shalanda> "I've been up for an hour or so now, I'm not feeling anything different."

[21:22] <Blake` > "I don't notice it either"

[21:22] <Berrian> "Strange. I definitely feel some vibrations."

[21:22] <Berrian> (I'm picking up bad vibrations)

□15[21:23] <@Ryu> (Thats your cellphone in your back pocket)

[21:23] <Zahira> <just some...good vibrations!>

[21:23] <Zahira> "I definately feel it too.."

[21:23] <Athas> "I feel nothing."

[21:23] <Berrian> "We can rule out insanity, then?"
□15[21:24] <@Ryu> "No, its Zahira... Somebody could drop a book a mile away and she would swear she felt it hit."
□08[21:25] * Zahira thwacks ryu upside the head. "At least...never mind...I wont go there..."
[21:25] <Berrian> "Should we do something about it?"
[21:26] <@Shalanda> "If it is the Core Source, the gnomes know he's already there working on the area. They will send for us to deal with their problems given time."
[21:27] <Berrian> "I suppose it is the gnome's core. We just need to allow them to do what they see best in the situation?"
□15[21:28] <@Ryu> "We warned them, they lose their source of magic, its their problem. Maybe they'll wisen up and ask for our help before then."
[21:28] <@DM_Tol> As time passes, an hour or more, you discuss what Berrian and Zahira detect.
[21:28] <@Shalanda> "Well what was best was letting us kill him before he screwed up their Core, but I digress."
[21:28] <@DM_Tol> Shalanda, for a moment, you thought you heard a hum coming from the stone around you.
□08[21:29] * @Shalanda looks around.
[21:29] <@DM_Tol> You see nothing out of the ordinary.
□08[21:30] * @Shalanda puts her hand to the stonework.
[21:30] <@DM_Tol> (roll another percept, shal)
□08[21:30] * Zahira looks to Shal. "Told you we arent insane..."
[21:31] <@Shalanda> (I'd like to roll Arcana to sense the presence of magic)
[21:31] <@DM_Tol> (go ahead)
[21:31] <@Shalanda> 1d20+11
[21:31] <TolBot> [Shalanda's 1d20+11]: 18
[21:31] <@Shalanda> (Nope)
[21:31] <@Shalanda> 1d20+6 Perception
[21:31] <TolBot> [Shalanda's 1d20+6 Perception]: 14
[21:31] <@DM_Tol> You sense for magic, but find no auras in this place.
[21:32] <@DM_Tol> You once more thought you felt a vibration that went along with the hum you heard, but then you lost it.
[21:32] <@Shalanda> "Hmmm"
□15[21:32] * @Ryu shakes his head and lays back down
[21:32] <@Shalanda> "Well I suspect your vibrations are getting stronger and affecting the area around us now."
[21:33] <@Shalanda> (Is there a gnome guard?)
[21:33] <@DM_Tol> The gnome sentry sits atop the stool, reading a tablet.
□08[21:33] * @Shalanda approaches the gnome, but keeps enough of a distance to not make him/her uncomfortable.
[21:34] <@Shalanda> "Did you feel that?"
[21:34] <@DM_Tol> (well, the gnome is on the other side of your closed, barred door.)
[21:34] <@DM_Tol> (You approach the door and speak?)
[21:34] <@Shalanda> (Yes)
[21:34] <@DM_Tol> He looks up at you, "What?"
[21:35] <@Shalanda> "Those vibrations?"
[21:35] <@DM_Tol> GnomeSentry: "No."
[21:35] <@Shalanda> "Well let me know when you do."
□15[21:35] <@Ryu> (is this the same gnome that was here when Master Dee was?)
[21:35] <@DM_Tol> Just then, you hear a scream come down into the hall. The GnomeSentry jumps to his feet.
[21:35] <@DM_Tol> (no, Ryu)

□15[21:35] <@Ryu> (jus' curious lol)
[21:35] <@DM_Tol> The gnome walks towards the exit.
[21:36] <@DM_Tol> He stops and looks at you through your bars, holding up his palm in a calming gesture.
[21:36] <@DM_Tol> The gnome sentry exits the chamber.
□15[21:36] <@Ryu> (and he suddenly explodes)
[21:36] <Berrian> (hehe)
[21:36] <Athas> (in plaid)
[21:39] <@DM_Tol> Several minutes pass.
[21:40] <@DM_Tol> Another gnome, dressed differently than the sentries enters the chamber, another behind him, more stocky. He carries a small barrel in his arms.
□15[21:41] * @Ryu watches the gnomes intently
[21:41] <@DM_Tol> Another gnome enter the chamber behind him, as the gnome quietly takes his small barrel and sets it on the ground just outside your chamber.
□08[21:41] * @Shalanda looks at the barrel
□08[21:41] * Zahira watches curiously
[21:41] <@DM_Tol> The three gnomes back away from your door, and line up shoulder to shoulder, intent on your position.
□15[21:42] * @Ryu backs away from the door, ready to summon his blade at a moments notice
[21:42] <@DM_Tol> You see one gnome mouth something, as another reaches into a sack.
[21:43] <@DM_Tol> The gnome pulls out a burning stick.
□08[21:43] * Athas stands up
□08[21:43] * Berrian backs up and draws his sword from within his cloak.
[21:43] <@Shalanda> "Back away from the door everybody and into the next room."
□08[21:43] * Zahira backs away from the bars
□15[21:44] * @Ryu looks at the stick, looks at the barrel, "Oh Shit!" (How far away are the gnomes, squares?)
[21:44] <@DM_Tol> (let me map it)
□08[21:44] * Athas hurries backwards, looking to Shal
[21:45] <Athas> (brb whilst you map)
[21:45] <Zahira> <fire in da hole!>
□08[21:45] * @Shalanda watches at the door, until the moment they light it, then moves.
[21:48] <Athas> (red in the... never mind)
[21:48] <@DM_Tol> (<http://tiny.cc/battlegrid> d = door)
□15[21:48] <@Ryu> (is the door behind the gnomes open?)
[21:48] <@DM_Tol> `roll init please
[21:48] <@DM_Tol> (no)
□15[21:48] <@Ryu> 1d20+3
[21:48] <TolBot> [Ryu's 1d20+3]: 20
[21:49] <Athas> 1d20+7
[21:49] <TolBot> [Athas's 1d20+7]: 15
[21:49] <@DM_Tol> 1d20+4 for Gnomes
[21:49] <TolBot> [DM_Tol's 1d20+4 for Gnomes]: 8
[21:49] <@Shalanda> 1d20+6
[21:49] <TolBot> [Shalanda's 1d20+6]: 15
[21:49] <Blake` > 1d20+4
[21:49] <TolBot> [Blake`s 1d20+4]: 24 (That's awesome.)
[21:49] <Berrian> 1d20+8
[21:49] <TolBot> [Berrian's 1d20+8]: 27
□15[21:50] <@Ryu> (Nice blake, waste a nat20 on Init lol)
[21:50] <Blake` > (i know, figures)

[21:50] <@DM_Tol> (zahira?)
[21:50] <@DM_Tol> 1d20 for Zahira
[21:50] <TolBot> [DM_Tol's 1d20 for Zahira]: 12
[21:50] <Zahira> <sorry...phone rang...>
[21:50] <Zahira> 1d20+7
[21:50] <TolBot> [Zahira's 1d20+7]: 10
[21:51] <@DM_Tol> (Rolling init just to get order of details I guess)
[21:51] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[21:51] <@DM_Tol> Berrian backs to the back of the room as he sees the flame come out. (that all?)
[21:51] <Berrian> (and draws longsword from cloak)
[21:52] <@DM_Tol> (Action blake?)
[21:52] <Blake` > (hold on)
[21:53] <@DM_Tol> (Everyone just state their action)
□08[21:53] * Blake` skips
□08[21:53] * Athas looks for someone to hit
□08[21:54] * @Shalanda watches at the door, until the moment they light it, then moves.
□15[21:54] <@Ryu> (had me where I didn't want to be, fixed it if thats ok)
[21:54] <@DM_Tol> (np)
[21:55] <@DM_Tol> (where's zahira?)
□08[21:55] * Zahira stays back from the door to avoid flying pieces.
[21:55] <Zahira> <im hiding>
[21:55] <Zahira> <*uses ryu as a meat shield>
□15[21:56] <@Ryu> (OK, my intention is to Teleport in front of the gnomes (Move), then summon my blade (Minor), and then try to knock the torch out and away from the barrel if thats all good)
[21:56] <@DM_Tol> You all stay and watch at the gnome tosses the flame at the keg. Everyone is stunned as a huge blast hits you.
[21:56] <@DM_Tol> Rocks fly as the front wall caves in. Everything goes dark as you are pelted with stone.
[21:58] <@DM_Tol> (Ryu, Blake, Zahira take 2d4 damage of flying stone. Berrian, Athas take 1d4 HP)
[21:58] <@DM_Tol> 2d4 for Ryu blake Zahira
[21:58] <TolBot> [DM_Tol's 2d4 for Ryu blake Zahira]: 7
[21:58] <@DM_Tol> 1d4 for Berrian, Athas and Shalanda
[21:58] <TolBot> [DM_Tol's 1d4 for Berrian, Athas and Shalanda]: 1
[21:59] <@DM_Tol> All of you lose line of sight from where your door used to be.
[21:59] <Athas> (because it's there... and there... and some of it is there...)
[21:59] <@DM_Tol> (who is Az?)
[21:59] <Zahira> <and some of it is in your face>
[21:59] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[22:00] <Zahira> <maybe Za backwards?>
[22:00] <@DM_Tol> The entry to the adjoining room is unblocked by stone as Shalanda stands in the portal.
[22:00] <Berrian> "I did not expect that." (holding my action)
[22:00] <Zahira> <i knew i was using ryu as a meat shield...>
[22:01] <@DM_Tol> (😊)
[22:01] <@DM_Tol> Blake?
□08[22:01] * Blake` holds
[22:02] <@DM_Tol> Ryu?
□15[22:02] <@Ryu> (Moving then holding)
[22:03] <@DM_Tol> Athas?

□08[22:03] * Athas gets to his feet blinking
[22:03] <@DM_Tol> Shal?
[22:03] <Athas> (figured we got blow'd up)
□08[22:03] * @Shalanda holds action.
□08[22:04] * Berrian moves to the other door so he can feystep through.
[22:05] <@DM_Tol> Zah?
[22:05] <@DM_Tol> (Stepping through, Berrian?)
[22:05] <@DM_Tol> (Shalanda, you have to move left or right one square, to have permitted Berrian and Ryu to pass.)
[22:06] <Berrian> (single round to move and fey?)
[22:06] <@Shalanda> (Can't they move through my space?)
[22:06] <@DM_Tol> In the adjoining chamber, there is once again low light.
[22:06] <@DM_Tol> (no, as per earlier descriptions, it is a tight space.)
[22:07] <@DM_Tol> (if you are not permitting them past, let me know now, cause need to negate their actions)
[22:07] <@DM_Tol> (Yes, berrian, you can take two move actions in a round)
□03[22:07] * Zariena (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood
[22:07] <@Shalanda> (moved)
□08[22:07] * Berrian then feysteps through the door.
[22:08] <Zariena> <power died>
[22:08] <@DM_Tol> Berrian fey steps through the door.
□08[22:08] * Zariena follows the others thru to the other portal.
[22:08] <@DM_Tol> Berrian, you see three gnomes leaving, and, they see you.
[22:08] <@DM_Tol> Gnome3: "Look."
[22:08] <@DM_Tol> Gnome2: "How did he?"
[22:09] <Berrian> "You killed them!"
[22:09] <@DM_Tol> Gnome1: "They ... in ... other chamber. Blow it ...!"
□12[22:10] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 260 seconds)
□03[22:10] * Zariena is now known as Zahira
[22:10] <@DM_Tol> A gnome raises a hand crossbow at Berrian.
[22:11] <@DM_Tol> 1d20+10
[22:11] <TolBot> [DM_Tol's 1d20+10]: 11 (Nooooo!)
□15[22:11] <@Ryu> (He shoots himself in the knee!!)
[22:11] <@DM_Tol> He hits the wall as another gnome fires.
[22:11] <@DM_Tol> 1d20+10
[22:11] <TolBot> [DM_Tol's 1d20+10]: 29
[22:11] <@DM_Tol> (vs AC)
[22:11] <Berrian> (/me sticks his tongue out at the gnome)
[22:11] <@DM_Tol> 1d6+5
[22:11] <TolBot> [DM_Tol's 1d6+5]: 9
[22:11] <Athas> (after a 3 Stooges-esque series of richocets)
[22:12] <@DM_Tol> * new round *
[22:12] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[22:13] <@DM_Tol> (Berrian?)
□08[22:13] * Berrian moves forward and strikes out at the closest gnome with his longsword. (hunters bear trap)
[22:14] <@DM_Tol> (You do not have your longsword.)
[22:14] <Berrian> (but I need a sec to figure out the roll)
[22:14] <Berrian> (It was in my cloak. they only took my bow)
[22:14] <Zahira> <they did a strip search...rubber gloves n all...>

[22:14] <@DM_Tol> As Berrian charges the gnomes, he sees a pile of their equipment on the table in the opposite room. (marked e)

[22:15] <@DM_Tol> (Ok, Berri... no prob)

[22:15] <Berrian> (I've mentioned it about 4-5 times since they took the bow)

[22:15] <@DM_Tol> (roll)

[22:16] <Berrian> 1d20+6

[22:16] <TolBot> [Berrian's 1d20+6]: 16

[22:16] <@DM_Tol> (vs?)

[22:16] <Berrian> (AC)

[22:16] <@DM_Tol> (miss)

□08[22:16] * Blake` moves to the next room.

[22:16] <Berrian> (1/2 dmg)

[22:16] <Berrian> 2d4+3

[22:16] <TolBot> [Berrian's 2d4+3]: 8

[22:17] <Berrian> (and slowed)

[22:17] <Berrian> (for a round)

[22:17] <@DM_Tol> (slowed on a miss?)

[22:17] <@DM_Tol> (Ryu)

[22:17] <Berrian> (1/2 dmg, no ongoing, target slowed until my next turn)

□15[22:18] <@Ryu> (Alright)

□15[22:19] * @Ryu Teleports (move action), Summons his blade (Minor action), and uses a Daily (Dance of the Sword, Closeburst 2 vs Each Enemy in burst, vs Will. (If thats all ok)

[22:19] <@DM_Tol> (You can only teleport in LoS)

[22:19] <Berrian> (forgot to move)

[22:20] <@DM_Tol> (everywhere I places periods, Ryu)

□15[22:20] <@Ryu> (not using my daily, holding attack)

[22:21] <@DM_Tol> (now, state standard action again)

□15[22:21] <@Ryu> (Teleport was my move, Summoning my blade was a Minor, not using ap ower so no standard)

[22:21] <@DM_Tol> (DM Tip: The day is young.)

[22:22] <@DM_Tol> (Athas?)

[22:22] <@DM_Tol> (Shal?)

□03[22:22] * Old_Man_Harl ([Harlequin @876387fc.dhcp.a3d59c23.com.hmsk](https://www.harlequin.com)) has joined #grovewood

[22:22] <@DM_Tol> (Athas?)

[22:22] <@DM_Tol> (Shal?)

□08[22:22] * Old_Man_Harl stumbles dazed with everyone else

[22:23] <@DM_Tol> (Shal, your LoS is just one space on other side of door.)

□03[22:23] * Old_Man_Harl is now known as Athas_

[22:23] <@DM_Tol> (Shalanda ?)

□08[22:24] * @Shalanda will try to force the door open, unless they never locked it.

[22:24] <@DM_Tol> (The door is locked and does not budge.)

[22:24] <@DM_Tol> (Zahira?)

□08[22:24] * Zahira moves in to try to see if the door can be picked

[22:25] <@DM_Tol> (Roll pick at DC27)

[22:25] <Zahira> 1d20+9

[22:25] <TolBot> [Zahira's 1d20+9]: 14

[22:25] <@DM_Tol> The gnomes attack back at Berrian.

□12[22:25] * Athas ([Harlequin @876387fc.dhcp.a3d59c23.com.hmsk](https://www.harlequin.com)) Quit (Ping timeout: 240 seconds□)

[22:25] <@DM_Tol> Gnome1 slices with a shortsword.

[22:26] <@DM_Tol> 1d20+9 v AC

[22:26] <TolBot> [DM_Tol's 1d20+9 v AC]: 27

[22:26] <@DM_Tol> The second gnome fires the crossbow again.
□03[22:26] * Athas_ is now known as Athas
[22:27] <@DM_Tol> 1d20+10 vs AC
[22:27] <TolBot> [DM_Tol's 1d20+10 vs AC]: 30 (Perfect!)
[22:27] <@DM_Tol> 1d6+5
[22:27] <TolBot> [DM_Tol's 1d6+5]: 10
[22:27] <@DM_Tol> 1d6+5
[22:27] <TolBot> [DM_Tol's 1d6+5]: 9
[22:27] <@DM_Tol> (Berrian, you are barraged with wounds. (19 damage)
[22:27] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[22:27] <@DM_Tol> (Berrian acts)
□08[22:29] * Berrian steps back a square and slashes with his blade.
[22:29] <Berrian> 1d20+7 vs AC
[22:29] <TolBot> [Berrian's 1d20+7 vs AC]: 16
[22:29] <@DM_Tol> (miss)
[22:29] <@DM_Tol> (Blake?)
□08[22:29] * Blake ` waits for the door to get opened "Open the door!" towards either of them on the outside. Blake of course is assuming they haven't tried.
[22:29] <@DM_Tol> (Ryu?)
□08[22:29] * Berrian looks a mess, bleeding from multiple wounds.
□15[22:29] * @Ryu moves forward and attacks G1
□15[22:30] <@Ryu> 1d20+13 vs AC
[22:30] <TolBot> [Ryu's 1d20+13 vs AC]: 31
[22:30] <@DM_Tol> (hit)
□15[22:30] <@Ryu> 1d10+7
[22:30] <TolBot> [Ryu's 1d10+7]: 8
[22:30] <@DM_Tol> Ryu wounds the first gnome.
[22:31] <@DM_Tol> (Athas?)
[22:31] <@DM_Tol> (Shal?)
□08[22:31] * @Shalanda fey-steps through the doorway and attempts to unlock it and open it.
□08[22:31] * Athas moves to the door
[22:31] <@DM_Tol> (attempt to unlock how?)
[22:32] <@Shalanda> (See if there is a locking mechanism that doesn't require a key, and if so, undo it.)
[22:32] <@DM_Tol> (You see a place for a key)
[22:32] <@DM_Tol> (you may still take a move or standard act)
[22:33] <@DM_Tol> (minor action was look for lock)
[22:33] <@DM_Tol> (Zahira?)
□08[22:33] * Zahira continues to fiddle with unlocking the door.
[22:33] <Berrian> (I'll brb)
[22:33] <Zahira> 1d20+9
[22:33] <TolBot> [Zahira's 1d20+9]: 22
[22:34] <@DM_Tol> The gnomes strike, at Ryu this time.
[22:34] <@DM_Tol> 1d20+9 vs AC Ryu
[22:34] <TolBot> [DM_Tol's 1d20+9 vs AC Ryu]: 14
[22:34] <@DM_Tol> 1d20+10 vs AC Ryu
[22:34] <TolBot> [DM_Tol's 1d20+10 vs AC Ryu]: 12
□15[22:34] <@Ryu> (AC is 21)
[22:35] <@DM_Tol> The blade and the bolt are avoided.
[22:35] <@DM_Tol> (Shal, did you take a move or standard?)
[22:35] <@Shalanda> (move and probably the standard was to try to get the door open)

[22:35] <@DM_Tol> *** new round ***
[22:35] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[22:35] <@DM_Tol> (you didn't see my post)
[22:35] <@Shalanda> "It's locked, and there's no key here."
[22:35] <@Shalanda> (I did)
[22:35] <@DM_Tol> (Berrian holds his action)
[22:36] <@DM_Tol> (Blake?)
□08[22:36] * Blake` continues to wait for a way to open the door "Then help them out and then go find one"
[22:36] <@DM_Tol> (Ryu?)
□15[22:36] * @Ryu attacks G1 again
□15[22:36] <@Ryu> 1d20+13
[22:36] <TolBot> [Ryu's 1d20+13]: 19
□08[22:36] * Berrian sees if he door to the weapons is locked
[22:36] <@DM_Tol> (hit)
□15[22:36] <@Ryu> 1d10+7
[22:36] <TolBot> [Ryu's 1d10+7]: 16
[22:36] <@DM_Tol> Berrian, the door swings open.
[22:37] <@DM_Tol> (Gnome AC is 19)
□08[22:37] * Berrian enters and grabs his bow and arrows.
[22:37] <@DM_Tol> (Berrian, above the table, you see keys on a hook.)
□08[22:37] * Berrian grabs the keys as well
[22:38] <@DM_Tol> Ryu slashes for good damage.
[22:38] <@DM_Tol> (Shalanda?)
□08[22:39] * @Shalanda holds her holy symbol aloft in the air and lets loose sacred flame upon G1.
[22:39] <@Shalanda> 1d20+7 (wis vs ref)
[22:39] <TolBot> [Shalanda's 1d20+7 (wis vs ref)]: 16
[22:39] <@DM_Tol> Shalnda's flame misses the gnome.
[22:39] <Zahira> <let me outta here!>
[22:40] <@DM_Tol> (Athas or zahira?)
[22:40] <@DM_Tol> The gnomes attack Ryu once more.
□08[22:40] * Zahira tries once more on the lock
□08[22:40] * Athas raises his leg and tries to stave the door.
[22:40] <@DM_Tol> 1d20+9 vs Ryu AC
[22:40] <TolBot> [DM_Tol's 1d20+9 vs Ryu AC]: 16
[22:40] <Zahira> 1d20+9
[22:40] <TolBot> [Zahira's 1d20+9]: 25
[22:40] <@DM_Tol> 1d20+10 vs Ryu AC
[22:40] <TolBot> [DM_Tol's 1d20+10 vs Ryu AC]: 28
[22:40] <Athas> (strength roll?)
[22:40] <@DM_Tol> 1d6+5
[22:40] <TolBot> [DM_Tol's 1d6+5]: 9
[22:40] <Zahira> <closer every time...but not there yet...>
[22:40] <@DM_Tol> Ryu, you take a bolt in your side. (9HP)
[22:41] <@DM_Tol> (Can roll, Athas)
[22:41] <@DM_Tol> Zahira fiddles with the lock unsuccessfully, and then gets out of the way for Athas.
[22:41] <Athas> (straight strength or with bonus?)
[22:41] <@DM_Tol> (Zahira, unlock rolls are not one per round)
[22:41] <@DM_Tol> (with bonus)
[22:42] <Zahira> <ahh...derp...sry>

[22:42] <Athas> 1d20+8
[22:42] <TolBot> [Athas's 1d20+8]: 23
[22:42] <@DM_Tol> (doesn't matter, cause gonna take a nat 20)
[22:42] <@DM_Tol> (np)
[22:42] <@DM_Tol> *** new round ***
[22:42] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[22:42] <@DM_Tol> (Berr?)
□08[22:42] * Berrian rushes back to the door to fiddle with the lock
[22:43] <@DM_Tol> The third gnome turns his back to your room.
[22:43] <Athas> "Old Woman Wood curse this door!"
□08[22:43] * Blake` continues to wait
[22:43] <@DM_Tol> (with full round you can get it unlocked.)
[22:43] <@DM_Tol> (If Shal willingly shifts with your position)
[22:44] <Berrian> (I am spending time opening it.)
[22:44] <@DM_Tol> (she seems to be in the way a lot today)
[22:44] <@Shalanda> (Yeah I can do that, I had a move left from last round)
[22:44] <@Shalanda> (Bah)
[22:44] <@DM_Tol> Berrian shifts with Shal, and unlocks the door.
[22:44] <@DM_Tol> (Blake?)
□08[22:45] * Blake` continues to wait
[22:45] <@DM_Tol> (Ryu)
□15[22:45] * @Ryu throws his blade at the now fleeing G3 (Whirling Blade, vs AC)
□15[22:45] <@Ryu> 1d20+13
[22:45] <TolBot> [Ryu's 1d20+13]: 21
□15[22:46] <@Ryu> 2d10+7
[22:46] <TolBot> [Ryu's 2d10+7]: 15
□15[22:46] <@Ryu> (note: after the hit my sword returns to my hand)
[22:47] <@DM_Tol> (Not gonna allow los to g3, and, g3 is not fleeing. It looks like he is engaged with someone behind him.)
[22:47] <@DM_Tol> (redo your action)
□15[22:47] <@Ryu> (alright, standard attack against g1 then)
□15[22:47] <@Ryu> 1d20+13
[22:47] <TolBot> [Ryu's 1d20+13]: 32
[22:47] <@DM_Tol> (hit)
□15[22:47] <@Ryu> 1d10+7
[22:47] <TolBot> [Ryu's 1d10+7]: 16
[22:47] <@DM_Tol> Ryu severely wounds the gnome.
[22:48] <@DM_Tol> (Athas?)
[22:48] <@DM_Tol> Ryu, you are sure of it now, the third gnome is fighting behind him.
□08[22:49] * Athas tries the door again
[22:49] <Athas> 1d20+8
[22:49] <TolBot> [Athas's 1d20+8]: 17
[22:49] <@DM_Tol> Athas, you push through the now unlocked door.
□15[22:49] <@Ryu> "Looks like we have some help!"
[22:51] <@DM_Tol> (atlas... anything else?)
[22:51] <@DM_Tol> (Shalanda, action?)
□08[22:51] * @Shalanda continues to loose sacred flames upon G1.
[22:51] <@Shalanda> 1d20+7 (wis vs ref)
[22:51] <TolBot> [Shalanda's 1d20+7 (wis vs ref)]: 10
[22:51] <@Shalanda> (bah)
[22:51] <@DM_Tol> (miss)

[22:51] <@DM_Tol> Shalanda burns the walls.
[22:51] <Athas> (not until next round)
[22:52] <@DM_Tol> (move yourself, at least, Athas)
[22:52] <@DM_Tol> (Zahira?)
[22:52] <@DM_Tol> (Blake, any move this round?)
[22:52] <@Shalanda> (Well technically blasting them with divine radiant energy, but I digress)
[22:52] <@DM_Tol> (Athas, you can move through spaces occupied by friendlies)
[22:53] <@DM_Tol> Shalanda smothers the walls with radiant energy.
[22:53] <Athas> (oh -- OK)
□08[22:53] * Zahira follows Athas out towards the main chamber.
[22:53] <@DM_Tol> The gnomes attack Ryu and Shalanda.
[22:53] <@DM_Tol> 1d20+9 vs Ryu Ac
[22:53] <TolBot> [DM_Tol's 1d20+9 vs Ryu Ac]: 20
□15[22:53] <@Ryu> (Miss)
[22:53] <@DM_Tol> 1d20+10 vs Shal AC
[22:53] <TolBot> [DM_Tol's 1d20+10 vs Shal AC]: 29
[22:53] <@DM_Tol> 1d6+5
[22:53] <TolBot> [DM_Tol's 1d6+5]: 8
[22:54] <@DM_Tol> Shalanda, a bolt sticks in your side. (8 HP)
□08[22:54] * Berrian turns to face the gnomes once more, targeting the second one and sending out a twin strike
[22:54] <@DM_Tol> * new round *
[22:54] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
□08[22:54] * @Shalanda grunts
[22:54] <Berrian> 2#1d20+11
[22:54] <TolBot> [Berrian's 2#1d20+11]: 23, 22 (Sum:45)
[22:54] <@DM_Tol> (two hits)
[22:54] <Berrian> 2#1d10+1
[22:54] <TolBot> [Berrian's 2#1d10+1]: 6, 11 (Sum:17)
[22:54] <Berrian> 1d8
[22:54] <TolBot> [Berrian's 1d8]: 3
[22:54] <Berrian> (20hp to g2)
[22:54] <@DM_Tol> Ryu, you see the third gnome drop to the ground. It almost looks as if its head fell first.
[22:55] <@DM_Tol> (ok)
□08[22:55] * Blake` moves up
[22:55] <@DM_Tol> (Blake)
□08[22:55] * Blake` moves up
[22:56] <@DM_Tol> (see comment earlier Blake that you can move through spaces occupied by your friends)
[22:56] <@DM_Tol> (Ryu)
□15[22:56] * @Ryu works on finishing off G1
□15[22:56] <@Ryu> 1d20+13
[22:56] <TolBot> [Ryu's 1d20+13]: 16
□15[22:56] <@Ryu> (bah)
[22:56] <@DM_Tol> (miss)
[22:56] <@DM_Tol> (Shal)
[22:56] <@Shalanda> 1d20+7 (wis vs ref)
[22:56] <TolBot> [Shalanda's 1d20+7 (wis vs ref)]: 14
[22:56] <@DM_Tol> (mis)
[22:57] <@DM_Tol> (Zah)

[22:57] <@DM_Tol> (Zahira?)
□15[22:57] <@Ryu> (Hey Zah! You dikini peck! You're up!)
□08[22:57] * Zahira picks up some rocks and throwws them at the gnomes
[22:58] <@DM_Tol> The gnomes fire back.
[22:58] <@DM_Tol> 1d20+9 v Ryu AC
[22:58] <TolBot> [DM_Tol's 1d20+9 v Ryu AC]: 25
[22:58] <Zahira> 1d20+2
[22:58] <TolBot> [Zahira's 1d20+2]: 14
[22:58] <@DM_Tol> 1d6+5
□15[22:58] <@Ryu> (*wonders if anybody caught the Willow refrence)
[22:58] <TolBot> [DM_Tol's 1d6+5]: 7
[22:58] <@DM_Tol> 1d20+10 v Zahira AC
[22:58] <TolBot> [DM_Tol's 1d20+10 v Zahira AC]: 19
[22:58] <Athas> (caught it)
[22:58] <Zahira> <hit>
[22:59] <@DM_Tol> * new round *
□08[22:59] * Berrian fires another twin strike at his current target.
[22:59] <Berrian> 2#1d20+11
[22:59] <TolBot> [Berrian's 2#1d20+11]: 18, 21 (Sum:39)
[22:59] <@DM_Tol> The rest of you see only two gnomes left the front gnome severely bloodied.
[22:59] <@DM_Tol> Init: Berrian, Blake, Ryu, Athas, Shalanda, Zahira, Gnomes
[22:59] <@DM_Tol> (one hit)
[22:59] <Berrian> 1d10+1
[22:59] <TolBot> [Berrian's 1d10+1]: 10
[22:59] <Berrian> 1d8
[22:59] <TolBot> [Berrian's 1d8]: 5
[22:59] <@DM_Tol> (still gnome 2?)
[22:59] <Berrian> (15hp g2)
[22:59] <@DM_Tol> (someone needs to school Berrian on basic mob control)
[22:59] <@DM_Tol> (Blake)
[23:00] <Berrian> (he's attacking us. I'm attacking him.)
[23:00] <@DM_Tol> (Ryu)
□08[23:00] * Blake` stays
□15[23:00] * @Ryu attacks once again
□15[23:00] <@Ryu> 1d20+13
[23:00] <TolBot> [Ryu's 1d20+13]: 17
□15[23:00] <@Ryu> (Really Mr. bot, you have to be mean to me now :-()
[23:01] <@DM_Tol> (Athas)
[23:01] <@DM_Tol> (Shal)
[23:01] <@Shalanda> 1d20+7 (wis vs ref)
[23:01] <TolBot> [Shalanda's 1d20+7 (wis vs ref)]: 8 (Uh oh.)
[23:02] <@Shalanda> (Grrr. /me kicks TolBot)
[23:02] <@DM_Tol> (Athas, any action?)
□08[23:02] * Athas lauches himself into combat
[23:02] <@DM_Tol> (roll attack)
[23:02] <Athas> 1d20+10
[23:02] <TolBot> [Athas's 1d20+10]: 11 (Sorry.)
[23:03] <@DM_Tol> (zah)
[23:03] <@DM_Tol> 1d20+9 v Ryu AC
[23:03] <TolBot> [DM_Tol's 1d20+9 v Ryu AC]: 18
[23:04] <@DM_Tol> One gnome slashes and misses Ryu.

□08[23:04] * Zahira picks up another rock oblivious to the room across from her and lobs it at the G1.
[23:04] <@DM_Tol> The second gnome turns around.
[23:04] <@DM_Tol> (roll)
[23:04] <Zahira> 1d20+1
[23:04] <TolBot> [Zahira's 1d20+1]: 6
[23:04] <@DM_Tol> (wait, not yet)
[23:04] <Zahira> <fail>
[23:04] <@DM_Tol> (wrong key)
[23:04] <@DM_Tol> (Berrian, go)
□08[23:05] * @Shalanda kicks TolBot again.
□08[23:05] * Berrian fires another twin strike, hoping to destroy the gnome
[23:05] <Berrian> 2#1d20+11
[23:05] <TolBot> [Berrian's 2#1d20+11]: 23, 28 (Sum:51)
[23:05] <Berrian> 2#1d10+1
[23:05] <TolBot> [Berrian's 2#1d10+1]: 8, 10 (Sum:18)
[23:05] <Berrian> 1d8
[23:05] <TolBot> [Berrian's 1d8]: 4
[23:05] <@DM_Tol> (which gnome?)
[23:05] <Berrian> (22hp g2)
[23:05] <@DM_Tol> The second gnome is bloodied.
[23:06] <@DM_Tol> (Blake?)
□08[23:06] * Blake` stays where he is
[23:06] <@DM_Tol> (ryu)
[23:07] <@DM_Tol> (Ath)
□08[23:07] * Athas swings again
[23:07] <Athas> 1d20+10
[23:07] <TolBot> [Athas's 1d20+10]: 20
[23:07] <@DM_Tol> (hit)
□15[23:07] * @Ryu swings again if Athas doesn't kill it first (if he does moving go G2)
[23:08] <Athas> 1d4+6
[23:08] <TolBot> [Athas's 1d4+6]: 8
[23:08] <@DM_Tol> The first gnome falls dead.
[23:08] <@DM_Tol> (go ryu)
□15[23:08] <@Ryu> 1d20+13
[23:08] <TolBot> [Ryu's 1d20+13]: 22
[23:08] <@DM_Tol> (hit)
□15[23:08] <@Ryu> 1d10+7
[23:08] <TolBot> [Ryu's 1d10+7]: 17
□15[23:08] <@Ryu> (woo, max damage)
[23:08] <@DM_Tol> The gnome stumbles under Ryu's attack, but stays on his feet.
[23:09] <@DM_Tol> Then, in front of you, Ryu, the gnome raises off the ground, its feet dangling over its head, as it then slams to the ground head first, body falling limp.
[23:09] <@DM_Tol> ... in a maneuver that looks familiar to you.
[23:10] <@DM_Tol> Warlord Budóck stops over the body. "Are you all safe?"
□08[23:10] * Berrian pauses.
□15[23:10] * @Ryu sheaths his weapon "For the most part, some minor injuries"
□08[23:10] * Zahira sighs and drops the rocks
□08[23:10] * @Shalanda scratches her head.
[23:11] <Berrian> "I need some healing, but I should be fine once I stop bleeding."
□08[23:11] * @Shalanda speaks her healing word over Berrian.

[23:11] <@DM_Tol> Budóck stares at each of you, "Fowray has made his move. He lied to us all. He is in with Master Dee, and they've taken the Core source."

[23:11] <@DM_Tol> Budóck: "We must go at once."

[23:11] <@DM_Tol> *** as this session of Können Land comes to a close ***

11-25-2012: THE LOW BLOWS OF A GNOMISH FIGHT

[19:53] <@DM_Tol> *** Game Recap ***

[19:55] <@DM_Tol> The group persevered through dark caverns, long days across hard stone, random attacks from the shadows, and a poor sense of direction to arrive at the Gnomish city of Gerchba.

[19:56] <@DM_Tol> After relenting to remaining in holding, they came to know one of the chief Warlords, Fowray of the Bowlaree clan.

[19:56] <@DM_Tol> The party was visited by the elusive Master Dee, curious about their presence, and in response to the group's brazen taunting, ended the life of Darce, the Halfling who journeyed with them since Tibris.

[19:57] <@DM_Tol> On the third day, however, chaos ensued.

[19:58] <@DM_Tol> Three agents of some evil faction came with a keg of exploding powder to burry the group in the underground room.

[19:58] <@DM_Tol> Escaping, the group killed the assailants, but with the help of a gnomish helper... not the kindly Lord Fowray, but of the abrasive and previously hostile Budóck of the Gnree clan.

[20:00] <@DM_Tol> Budóck informed them that Master Dee, who in contract with the Gnomish Warlords was to be assisting the magical Core Source phase shift its polarity with minimal loss of life, an event that happens every century...

□03[20:00] * Blake` (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #grovewood

[20:01] <Blake` > (hey guys)

[20:01] <@Shalanda> (Just in time)

[20:01] <@DM_Tol> ... that instead Master Dee had a plan of grand conquering, using the insane amount of concentrated residuum in his possession, to absorb the power of the Core Source.

[20:02] <@DM_Tol> ... and, Lord Budóck tells that it was Fowray and his Bowlaree clan that had secretly been aiding Master Dee this whole time.

[20:02] <@DM_Tol> (mage, can you private Warb the first parts of the recap?)

[20:03] <@DM_Tol> *** as this session of Können Land commences ***

[20:03] <@Shalanda> (yup)

[20:03] <@DM_Tol> You rush through the cavern of your holding cells.

[20:03] <@DM_Tol> Budóck stares at each of you, "Fowray has made his move. He lied to us all. He is in with Master Dee, and they've taken the Core source."

[20:03] <@DM_Tol> Budóck: "We must go at once."

[20:03] <Blake` > (all he just sent me was "Blake dies suddenly..."_

[20:03] <@DM_Tol> (of course0

[20:04] <@DM_Tol> (I meant to tell you about that)

[20:04] <Blake` > (hehe)

[20:05] <@DM_Tol> Budóck stops in the passage and looks back at the rest of your in the central room.

[20:05] <@Shalanda> (Well the animator did have a fatal heart attack...)

[20:05] <Athas> (LOL)

[20:05] <@Shalanda> (Oh wait, that's the legendary black beast of aaaaaaaaaaaaaaaaauuuuuugh... my bad Blake.)

[20:06] <@DM_Tol> Budóck: "Take ... five minutes to recharge ... , but then you must come."

[20:06] <Zahira> <Bring forth the holy hand grenade of antioch!>

□08[20:07] * Berrian heals up a bit with Shalanda's help (previous session) and then prepares to move out.

□08[20:07] * Zahira nods and checks over her things to make sure she has everything in preperation for another onslaught.

[20:07] <Berrian> (gah, sorry. I'll try to eat fast. Biab)

[20:08] <@DM_Tol> Budóck paces and looks at each of you.
□15[20:09] * @Ryu watches Buddock as he stretches ready for more 'play time'
[20:09] <@DM_Tol> Budóck: "You said to me, you invaded our... came into our kingdom to kill Dee."
□08[20:09] * @Shalanda has a smug look on her face, and a light gash she hasn't bothered to heal yet.
□15[20:09] <@Ryu> "Indeed, we did. We tried to warn you that he was naught but trouble."
[20:11] <@DM_Tol> Budóck: "Never have I trusted Fowray. Scheming. Always he was."
[20:11] <@DM_Tol> Budóck: "But it was ... my insight he would betray his people."
[20:12] <@DM_Tol> (The ...'s are unknown or non understandable words)
□12[20:12] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 252 seconds)□
□03[20:12] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grovewood
[20:12] <Zahira> <sry...power derp>
[20:13] <@DM_Tol> Budóck: "This bottled magic Dee brought into our kingdom, with it he has destroyed, or absorbed the magic of our core source."
[20:14] <@DM_Tol> Budóck: "And all this time, it was Fowray who helped him have the time and secrecy and support he needed to spend with it."
[20:14] <@DM_Tol> Budóck: "And it has begun. My people, our magic, it is gone."
[20:15] <@Shalanda> "Then I hope you do not rely on your magical power as much as your martial powers."
□15[20:16] <@Ryu> (Sorry about that, wife smelt burning plastic and I had to investigate)
[20:16] <@DM_Tol> Budóck looks up at Shalanda: "We are Gnomes of the Underdark. We don't 'rely' on magic. We permeate with it, we breathe it."
[20:17] <@DM_Tol> Budóck: "But I will fight alongside with all I have, as will my clan. Even ... our end."
[20:17] <@DM_Tol> Budóck: "Come, are you rested?"
[20:17] <Athas> "You're air is being fouled."
[20:17] <@DM_Tol> he looks at each of you.
[20:18] <@Shalanda> "I have been ready."
□08[20:18] * Zahira nods and is ready to go. "Well, I do hope we can return that life to your people...lets just hope we dont all have to die to get it done."
□08[20:18] * Blake` seems prepared
[20:18] <@DM_Tol> Budóck looks at Zahira, nods, and then turns.
[20:18] <@DM_Tol> Budóck: "We go."
[20:19] <@DM_Tol> He heads down the passage as you each follow.
[20:19] <@DM_Tol> The túnel of finely cut stone winds and turns, past passages, eventually leading you back out into the city.
[20:20] <@DM_Tol> Before you once more, is a vast cavern, with wide floor and high ceiling that goes out of sight, despite the light glow from the walls.
[20:21] <@DM_Tol> The small building scattered about the city rise up in various places, but the sounds of the city are different.
[20:21] <@DM_Tol> In place of the dull white-noise of civilization is a collective wail from all about.
[20:22] <@DM_Tol> And off to the right, on the side of the city yet unseen by you, are the glow of flames.
[20:24] <@DM_Tol> You wind through the city, towards the flames.
[20:25] <@DM_Tol> Past one exceptionally large building, off to the right, Budóck pauses.
[20:25] <@DM_Tol> Budóck looks up at you each, "to reach Dee and the Core Source, we must get through the Pilgrim's Way."
[20:26] <Blake` > "Whats that?"
[20:26] <@Shalanda> "Which if I recall right, was closed off?"
[20:26] <@DM_Tol> Budóck: "It is the passage leading to the Core Source chamber. Yes, it is now

been opened, with much loss among my people."
[20:28] <@DM_Tol> Budóck: "But it is still guarded by the Bowlaree, and that traitor Fowray."
[20:28] <Berrian> "We will do whatever it takes to stop Dee."
[20:28] <@DM_Tol> Budóck: "If we can get through their people, I can open the final gate to the Core Source chamber."
[20:29] <Blake` > "We can get through"
[20:29] <@Shalanda> "How many do you expect to oppose us?"
□03[20:30] * Berrian_ (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood
[20:30] <@DM_Tol> Budóck: "I do not know how many of their clan remain since I left them to my people. I do not know if any of my fighters remain against them."
[20:30] <@DM_Tol> Budóck: "Pehraps a dozen."
[20:30] <Athas> "Almost even odds."
[20:31] <Berrian_> "Guide us. We will fight."
□15[20:31] <@Ryu> "Athas my friend, you are worth a dozen atleast. May your gods feast," he grins.
□12[20:32] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Ping timeout: 252 seconds)
[20:32] <@Shalanda> "A dozen, what does that make me worth, 3 dozen?"
[20:33] <Blake` > "Sure, lets go"
[20:34] <Athas> "My gods will drink deep."
[20:37] <@Shalanda> "Lead the way, let us not waste time."
[20:37] <@DM_Tol> Budóck: "Then to the gate."
[20:37] <@DM_Tol> Budóck turns pas the corner of the large building and heads forward with surprising speed.
□08[20:37] * Athas stretches his limbs.
[20:37] <@DM_Tol> You begin to see carnage about, passing up severed and even a couple burning gone corposes.
[20:38] <Blake` > (brb, afk, sorry)
□08[20:38] * Berrian_ readies his bow and draws arrows for the coming battle.
□03[20:38] * Berrian_ is now known as Berrian
□08[20:39] * Zahira tests her string for taughtness eager to let lose some pent up anger.
□15[20:39] * @Ryu draws his blade and lets the flat rest on his shoulder as they walk
[20:42] <@DM_Tol> After a few minutes of fast pace, you move past the buildings and head towards the cavern wall.
[20:42] <@DM_Tol> You come to a wide opening, a grand gate up a long ramp coming from the city cavern floor.
[20:43] <@DM_Tol> You follow Budóck and head up the ramp and into the grand gate opening.
[20:44] <@DM_Tol> You come through the large passage, with rounded and ornate walls and ceilings. This is clearly a ceremonious, if not sacred space.
[20:44] <Athas> (pfft...)
□08[20:45] * @Shalanda takes a very brief moment to admire the work.
[20:46] <@DM_Tol> You move forward as the tunnel opens up into a large sanctuary, central columns pervading the space. Leaning agains the two nearest columns, you see three bloody gnomes, which you assume to be what's left of Budóck's fighters.
[20:46] <@DM_Tol> Other gnome bodies are laying about the space.
[20:46] <@DM_Tol> (map at <http://tiny.cc/battlegrid>)
[20:47] <@DM_Tol> (Gn = Buóck's Gnree Gnomes)
[20:51] <@DM_Tol> In the center of the space, flames burn from the floor. Two gnomes cook in the fire.
[20:51] <@Shalanda> "This doesn't look promising."
[20:54] <@Shalanda> (Gn are alive gnomes, correct?)

[20:54] <@DM_Tol> The space is as dim as the city cavern, though pockets of the walls glow from out the ornamentation all about.

[20:54] <@DM_Tol> (yes)

□08[20:54] * @Shalanda approaches the 2 gnomes at the NW column.

[20:55] <@DM_Tol> (assume another dozen dead bodies all about.)

□08[20:55] * Berrian looks towards the flames and then decides there must be a better way around.

□08[20:57] * @Shalanda tends to the gnomes wounds.

□08[20:57] * Zahira leans against a wall keeping a weary eye on the chamber

[20:57] <Blake` > (bvack)

□15[20:58] * @Ryu keeps an eye on the surroundings, bringing his blade to a ready position

[20:58] <@DM_Tol> (Warb, map at <http://tiny.cc/battlegrid>)

[20:58] <Blake` > (got it thanks)

[20:58] <@DM_Tol> 1d20+5 vs Berrian AC

[20:58] <TolBot> [DM_Tol's 1d20+5 vs Berrian AC]: 19

□08[20:58] * Blake` stays with the group, keeping an eye out

[20:59] <@DM_Tol> Berrian, as you move around the column, you see a gnome in the distance, firing a missile at you.

[20:59] <Berrian> (I believe a miss, but I forgot to open sheet yet)

[21:00] <Berrian> (yup, miss)

[21:00] <@DM_Tol> `init rolls please

[21:00] <TolBot> Please make an initiative roll (1d20+modifier).

[21:00] <Blake` > 1d20+4

[21:00] <TolBot> [Blake`'s 1d20+4]: 7

[21:00] <Berrian> 1d20+8

[21:01] <TolBot> [Berrian's 1d20+8]: 24

[21:01] <@Shalanda> 1d20+6

[21:01] <TolBot> [Shalanda's 1d20+6]: 17

[21:01] <Athas> 1d20+7

[21:01] <TolBot> [Athas's 1d20+7]: 13

[21:02] <@DM_Tol> 1d20+5 BowlareeGnomes

[21:02] <TolBot> [DM_Tol's 1d20+5 BowlareeGnomes]: 21

[21:02] <Zahira> 1d20+14

[21:02] <TolBot> [Zahira's 1d20+14]: 15 (Not good.)

[21:02] <Zahira> <fail...*humps tolbot>

[21:03] <@DM_Tol> 1d20+9 for Fowray

[21:03] <TolBot> [DM_Tol's 1d20+9 for Fowray]: 23

[21:03] <@Shalanda> (You have a +14 init mod? That's crazy)

[21:03] <@DM_Tol> (Ryu, init?)

[21:03] <Athas> (brb)

[21:04] <@DM_Tol> 1d20 for Ryu

[21:04] <TolBot> [DM_Tol's 1d20 for Ryu]: 7

[21:04] <@DM_Tol> `init report

[21:04] <TolBot> Initiative Order: Berrian, 24, Fowray, 23, DM_Tol, 21, Shalanda, 17, Zahira, 15, Athas, 13, Blake`, 7, Ryu, 7

[21:04] <Berrian> "We are here to fight Master D. Let us pass!" (holding action for response)

□08[21:05] * @Shalanda looks over at Berrian.

[21:05] <@Shalanda> "They are here to fight on his behalf, shoot them."

[21:05] <@DM_Tol> The Bowlaree gnome fires another flaming missile at you, Berrian.

□08[21:06] * Berrian takes aim and fires two more back at him.

[21:06] <@DM_Tol> 1d20+10 vs AC

[21:06] <TolBot> [DM_Tol's 1d20+10 vs AC]: 26

[21:06] <Berrian> (hit)
[21:07] <@DM_Tol> 1d4+4
[21:07] <TolBot> [DM_Tol's 1d4+4]: 8
[21:07] <@DM_Tol> (Shal)
[21:07] <Berrian> (when should I go? now? I was only holding for a response)□
[21:07] <@Shalanda> (Treating the gnomes injuries, if I haven't already.)
[21:08] <@DM_Tol> (ah, now, berr, sorry)
[21:08] <@DM_Tol> Shalanda helps the bleeding gnomes.
[21:08] <Athas> (Athas makes more bleeding gnomes)
[21:09] <Berrian> 2#d20+11
[21:09] <Berrian> (did I disconnect?)
[21:09] <@DM_Tol> (hehe)
[21:09] <Berrian> 2#1d20+11
[21:09] <TolBot> [Berrian's 2#1d20+11]: 27, 19 (Sum:46)
□15[21:09] <@Ryu> (Sorry, kiddos bed time)
[21:09] <@DM_Tol> (np)
[21:09] <@DM_Tol> (ac?)
[21:10] <Berrian> (vs ac, yup)
[21:10] <@DM_Tol> (AC is 19, two hits)
[21:10] <Berrian> 2#1d10+1 and
[21:10] <TolBot> [Berrian's 2#1d10+1 and]: 6, 10 (Sum:16)
[21:10] <Berrian> 1d8
[21:10] <TolBot> [Berrian's 1d8]: 1
[21:10] <Berrian> (17 dmg)
[21:11] <@DM_Tol> Berrian wounds the Bowlaree clan gnome.
[21:11] <@DM_Tol> (Zahira and Athas act)
□08[21:11] * Zahira pulls up her bow and moves up to look for a clear shot at the attackers.
[21:11] <@DM_Tol> (the light gray area is a high platform. You can see one gnome atop it)
[21:12] <Zahira> <gottcha>
□15[21:12] <@Ryu> (Whats the red area?)
[21:12] <@DM_Tol> (fire)
[21:12] <Zahira> 1d20+11 vs AC platformgnome
[21:12] <TolBot> [Zahira's 1d20+11 vs AC platformgnome]: 31 (Nailed it!)
[21:12] <Zahira> <humping tolbot works well...>
[21:13] <Zahira> <23 dmg>
[21:13] <@DM_Tol> 1d20+4 to keep from falling.
[21:13] <TolBot> [DM_Tol's 1d20+4 to keep from falling.]: 24 (Wow)
[21:13] <@DM_Tol> The Gnome on the platform takes the hit, but keeps his balance.
[21:14] <@DM_Tol> 1d20+10 vs Zahira's AC
[21:14] <TolBot> [DM_Tol's 1d20+10 vs Zahira's AC]: 19
[21:14] <@DM_Tol> Another gnome appears and fires at Zahira.
[21:14] <Zahira> <miss>
[21:14] <@DM_Tol> (Athas)
□08[21:15] * Athas spints forward to confront the gnome
[21:16] <@DM_Tol> (blake and ryu actions)
□08[21:16] * Blake` moves up a little and shouts out (Commander's Strike, free basic melee, +2 dmg) to Athas "Bring them down!"
□15[21:16] * @Ryu moves to one of the pillars and kneels down and checks ont he stray gnome
[21:16] <@DM_Tol> (Athas is beside a friendly gnome)
[21:17] <Blake` > (crap, didnt realize that, then i just move up)
□15[21:17] <@Ryu> (I'm checking on this one)

[21:18] <Athas> (Who's an unfriendly gnome?)
[21:18] <Zahira> <the ones at the far end of the room>
[21:19] <Athas> (B1, et al)
[21:19] <Athas> (?)
[21:19] <Athas> (OK)
[21:19] <Zahira> <yea the B#s>
[21:21] <Athas> (how fast can I run if my movement is 5?)
[21:21] <@DM_Tol> (Gn= friendly. B1, B2= Bowlaree clan unfriendlies)
[21:21] <@DM_Tol> (of which you can't see all of them yet)
[21:21] <Berrian> (dun dun dun...)
[21:22] <Athas> (I see B1...)
[21:22] <@DM_Tol> (You can run twice that, but can take no action other than bull rush at the end)
[21:23] <Berrian> (round 2?)
[21:23] <@DM_Tol> (As I add B1, B2, et . it really is only for those with LoS who can see them.
Please RP you only seeing those gnomes which you could see)
[21:23] <@DM_Tol> (done?)
[21:23] <@DM_Tol> *** new round ***
□08[21:23] * Berrian attacks B1 once again
[21:23] <Berrian> 2#1d20+11
[21:23] <TolBot> [Berrian's 2#1d20+11]: 13, 28 (Sum:41)
[21:23] <Berrian> 1d10+1
[21:23] <TolBot> [Berrian's 1d10+1]: 4
[21:23] <Berrian> 1d8
[21:23] <TolBot> [Berrian's 1d8]: 4
[21:23] <@DM_Tol> Init: Berrian, 24, BowlareeGnomes, 21, Shalanda, 17, Zahira, 15, Athas, 13,
Blake`, 7, Ryu, 7
[21:23] <Berrian> (8hp)
[21:24] <@DM_Tol> 1d20+10 vs Zahira's AC
[21:24] <TolBot> [DM_Tol's 1d20+10 vs Zahira's AC]: 18
[21:24] <@DM_Tol> 1d20+10 vs Zahira's AC
[21:24] <TolBot> [DM_Tol's 1d20+10 vs Zahira's AC]: 16
[21:25] <@DM_Tol> 1d20+10 vs Shalanda's AC
[21:25] <TolBot> [DM_Tol's 1d20+10 vs Shalanda's AC]: 26
[21:25] <@DM_Tol> 1d20+10 vs Berrian's AC
[21:25] <TolBot> [DM_Tol's 1d20+10 vs Berrian's AC]: 13
[21:25] <@DM_Tol> Several of you have missile shot at you.
[21:25] <@Shalanda> (Who's shooting me, B4?)
[21:25] <@DM_Tol> (yes)
[21:25] <Zahira> <misses>
[21:25] <@Shalanda> (Hit)
[21:26] <@DM_Tol> 1d6+6 on Shal
[21:26] <TolBot> [DM_Tol's 1d6+6 on Shal]: 9
[21:26] <@DM_Tol> A flaming missile hits Shalanda.
□08[21:27] * @Shalanda turns her attention from the gnomes she treated to the gnome that shot
her.
[21:28] <@DM_Tol> (shal)
□08[21:28] * @Shalanda advances and summons forth Sacred Flame against B4
[21:28] <@Shalanda> 1d20+7 vs Ref
[21:28] <TolBot> [Shalanda's 1d20+7 vs Ref]: 8 (Not good.)
[21:29] <@DM_Tol> (zahira)
□08[21:30] * Zahira draws the bow again and lets fly

[21:30] <Zahira> 1d20+11
 [21:30] <TolBot> [Zahira's 1d20+11]: 24
 [21:30] <@DM_Tol> (at?)
 [21:30] <Zahira> <b2 again>
 [21:30] <@DM_Tol> (hit)
 [21:30] <Zahira> 1d10+7
 [21:30] <TolBot> [Zahira's 1d10+7]: 15
 [21:30] <Zahira> 1d6
 [21:30] <TolBot> [Zahira's 1d6]: 2
 [21:30] <Zahira> <17>
 [21:31] <@DM_Tol> 1d20+4
 [21:31] <TolBot> [DM_Tol's 1d20+4]: 23
 [21:31] <@DM_Tol> (Athas)
 □08[21:32] * Athas sprints to an enemy gnome -- blood in his eyes and a grin on his lips.
 [21:32] <Athas> (bull rush)
 [21:32] <@DM_Tol> Two Gnree Gnomes run up to stand with Shalanda, one throwing a dagger, the other a stone.
 [21:32] <@DM_Tol> 1d20
 [21:32] <TolBot> [DM_Tol's 1d20]: 11
 [21:32] <@DM_Tol> 1d20
 [21:32] <TolBot> [DM_Tol's 1d20]: 15
 [21:33] <Athas> (any bonus from Bull Rush?)
 [21:33] <@Shalanda> (It's a str attack vs. fort. No bonuses)
 [21:33] <@DM_Tol> (str att)
 [21:34] <Athas> (1d20+7)
 [21:34] <@DM_Tol> (did you have to double move to get there? cause you might still could attack with a charge)
 [21:34] <Athas> (yes)
 [21:35] <Athas> (use all regular bonuses?)
 [21:36] <Athas> 1d20+13
 [21:36] <TolBot> [Athas's 1d20+13]: 16
 [21:36] <@DM_Tol> (regular str check)
 [21:36] <Athas> (pretty sure I missed)
 [21:36] <@DM_Tol> Athas reaches a gnome, but does not move the gnome he rushes.
 [21:36] <@DM_Tol> (blake and ryu)
 □08[21:36] * Blake` moves forwards again and calls out a Commander's Strike (free basic melee, +2 dmg) for Athas "Take the initiative"
 [21:37] <Athas> 1d20+13
 [21:37] <TolBot> [Athas's 1d20+13]: 28
 [21:37] <@DM_Tol> (hit)
 [21:37] <Athas> 1d12+10
 [21:37] <TolBot> [Athas's 1d12+10]: 18
 □15[21:37] <@Ryu> (Moved and holding)
 [21:38] <@DM_Tol> The flames on the floor shift towards Shalanda and her companions.
 [21:38] <@Shalanda> (Boo!)
 [21:39] <@DM_Tol> * new round *
 □08[21:39] * Berrian advances, firing once again (at B1)
 [21:39] <@DM_Tol> Init: Berrian, 24, BowlareeGnomes, 21, Shalanda, 17, Zahira, 15, Athas, 13, Blake`, 7, Ryu, 7
 [21:39] <Berrian> 2#1d20+11 (vs ac)
 [21:39] <TolBot> [Berrian's 2#1d20+11 (vs ac)]: 24, 14 (Sum:38)

[21:39] <Berrian> 1d10+1
[21:39] <TolBot> [Berrian's 1d10+1]: 4
[21:39] <Berrian> 1d8
[21:39] <TolBot> [Berrian's 1d8]: 6
[21:39] <Berrian> (10hp)
[21:41] <@DM_Tol> Berrian hits the gnome again, zipping his missile past Athas.
[21:41] <@DM_Tol> 1d20+10 v Zahira's AC
[21:41] <TolBot> [DM_Tol's 1d20+10 v Zahira's AC]: 19
[21:41] <Zahira> <miss>
[21:42] <@DM_Tol> 1d20+10 v Shalanda's AC
[21:42] <TolBot> [DM_Tol's 1d20+10 v Shalanda's AC]: 20
[21:42] <@DM_Tol> 1d20+10 v Gnome's AC
[21:42] <TolBot> [DM_Tol's 1d20+10 v Gnome's AC]: 11 (Ouch!)
[21:42] <@Shalanda> (Hit. My AC is 20)
□15[21:42] <@Ryu> (have to go AFk for a few guys. I'll hold actions should my turn come up before I get back)
[21:42] <@DM_Tol> 1d20+10 v Athas' AC
[21:42] <TolBot> [DM_Tol's 1d20+10 v Athas' AC]: 24
[21:43] <Zahira> <ill push ya in the fire>
[21:43] <@DM_Tol> 1d20+9 vs Athas Fortitude.
[21:43] <TolBot> [DM_Tol's 1d20+9 vs Athas Fortitude.]: 16
[21:44] <@DM_Tol> 1d6+6 on Shalanda
[21:44] <TolBot> [DM_Tol's 1d6+6 on Shalanda]: 10
[21:44] <@DM_Tol> 1d6+6 on Athas
[21:44] <TolBot> [DM_Tol's 1d6+6 on Athas]: 8
[21:45] <@DM_Tol> (shalanda)
□08[21:45] * @Shalanda shifts back out of the fire and uses Command on B4. (Wisdom vs Will)
[21:45] <@Shalanda> 1d20+7
[21:45] <TolBot> [Shalanda's 1d20+7]: 26
[21:46] <@DM_Tol> (Shalanda takes fire damage from the flames.)
[21:46] <@DM_Tol> 1d6
[21:46] <TolBot> [DM_Tol's 1d6]: 3
[21:46] <@DM_Tol> (hit)
[21:46] <@DM_Tol> 2#1d6
[21:46] <TolBot> [DM_Tol's 2#1d6]: 3, 5 (Sum:8)
□08[21:46] * @Shalanda forces B4 into the fire and in front of the other gnomes.
[21:47] <@Shalanda> (Dazed also until my turn)
[21:47] <@DM_Tol> (ok)
[21:47] <@DM_Tol> (Zahira)
□12[21:47] * Atreyu | (jacensharm@9ab9c421.dhcp.lnbh.ca.4e125616.com.hmsk) Quit (Quit: Atreyu|□)
□08[21:48] * Zahira takes a step and then draws two as she attempts to split the tree on b2 and b2
[21:48] <Zahira> 2#1d20+11
[21:48] <TolBot> [Zahira's 2#1d20+11]: 23, 12 (Sum:35)
[21:48] <Zahira> <23 on both>
[21:49] <@DM_Tol> (B3 and b2?)
□15[21:49] <@Ryu> (Ok, I'm back)
[21:49] <Zahira> <yes>
[21:49] <@DM_Tol> (-4 against B3 for cover, still hits)
[21:49] <Zahira> 2#1d10+7
[21:49] <TolBot> [Zahira's 2#1d10+7]: 11, 12 (Sum:23)
[21:50] <Zahira> 2#1d6

[21:50] <TolBot> [Zahira's 2#1d6]: 1, 1 (Sum:2)
[21:50] <Zahira> <12, 13 respectively>
[21:50] <@DM_Tol> (k)
□03[21:50] * Atreyu| (jacensharm@9ab9c421.dhcp.lnbh.ca.4e125616.com.hmsk) has joined #grove
[21:50] <@DM_Tol> (Athas)
[21:50] <@Shalanda> (wb)
[21:51] <Athas> (Cleave)
□08[21:51] * Athas winds up to take the gnome apart...
[21:51] <Athas> 1d20+13
[21:51] <TolBot> [Athas's 1d20+13]: 29
[21:51] <@DM_Tol> (vs AC?)
[21:51] <@DM_Tol> (hit)
□12[21:52] * Atreyu| (jacensharm@9ab9c421.dhcp.lnbh.ca.4e125616.com.hmsk) Quit (Client Quit□)
[21:52] <Athas> 1d12+8
[21:52] <TolBot> [Athas's 1d12+8]: 17
[21:53] <@DM_Tol> Athas blasts the gnome.
[21:53] <@DM_Tol> (Blake)
□08[21:54] * Blake` moves forwards again and calls out a Commander's Strike (free basic melee, +2
dmg) for Athas "Bring him down fast, more are coming!" (if that gnome is alive)
[21:54] <Athas> 1d20+13
[21:54] <TolBot> [Athas's 1d20+13]: 19
[21:54] <@DM_Tol> (hit)
[21:55] <Athas> 1d12+8
[21:55] <TolBot> [Athas's 1d12+8]: 9
[21:56] <Athas> (sorry -- that should be 11, didn't add +2)
[21:58] <@DM_Tol> (ryu)
□15[21:58] * @Ryu steps back and throws his blade at B4 (Standard ranged vs AC)
□15[21:58] <@Ryu> 1d20+13
[21:58] <TolBot> [Ryu's 1d20+13]: 20
[22:01] <@DM_Tol> (hit)
□15[22:01] <@Ryu> 1d10+7
[22:01] <TolBot> [Ryu's 1d10+7]: 8
[22:01] <@DM_Tol> (B gnome's AC are 19)
□15[22:02] <@Ryu> (Can I action point to pull Shal from the flames?)
[22:04] <@DM_Tol> (yes)
□15[22:04] <@Ryu> (I'll do that, can't have the princess dieing on us)
[22:04] <@Shalanda> (Ha)
[22:04] <@DM_Tol> (If he doesn't start his turn in the fire, he won't take damage.)
[22:04] <@DM_Tol> 1d20+7
[22:04] <TolBot> [DM_Tol's 1d20+7]: 11
[22:05] <@DM_Tol> The other gnome in the fire swings at B4 but misses, then goes down onto his
knees.
□15[22:05] <@Ryu> (Do I need to roll anything to pull her from them?)
[22:05] <@DM_Tol> (nah)
[22:06] <@DM_Tol> *** new round ***
[22:06] <@DM_Tol> Init: Berrian, 24, BowlareeGnomes, 21, Shalanda, 17, Zahira, 15, Athas, 13,
Blake`, 7, Ryu, 7
□08[22:06] * Berrian turns towards a new target, the gnome on the ledge, and fires two more
arrows. (B2 now)
□15[22:06] <@Ryu> (There, moved Shal to where I pulled her too basically lol)
[22:06] <Berrian> 2#1d20+11

[22:06] <TolBot> [Berrian's 2#1d20+11]: 15, 28 (Sum:43)
[22:06] <Berrian> 1d10+1
[22:06] <TolBot> [Berrian's 1d10+1]: 9
[22:06] <Berrian> 1d8
[22:06] <TolBot> [Berrian's 1d8]: 3
[22:06] <Berrian> (12 hp to B2)
[22:07] <Athas> (afk)
[22:08] <Athas> (... and the mail is delivered)
[22:08] <@DM_Tol> The gnome nailed by Berrian falls from the platform dead.
[22:11] <@DM_Tol> 1d20+10 vs Zahira
[22:11] <TolBot> [DM_Tol's 1d20+10 vs Zahira]: 16
[22:12] <@DM_Tol> 1d20+10 vs Ryu's AC
[22:12] <TolBot> [DM_Tol's 1d20+10 vs Ryu's AC]: 29
[22:12] <@DM_Tol> 1d20+10 vs Athas' AC
[22:12] <TolBot> [DM_Tol's 1d20+10 vs Athas' AC]: 13
□15[22:12] <@Ryu> (hit)
[22:12] <@DM_Tol> 1d20+9 vs Athas Fortitude
[22:12] <TolBot> [DM_Tol's 1d20+9 vs Athas Fortitude]: 15
[22:12] <@DM_Tol> 1d6+6
[22:12] <TolBot> [DM_Tol's 1d6+6]: 7
[22:12] <@DM_Tol> Ryu is hit with a claiming missile.
□15[22:13] <@Ryu> (Claiming missile, wtf is that lol)
[22:13] <Zahira> <it claims your soul>
[22:13] <Athas> ("is this yours? Would you please claim it?")
[22:13] <@DM_Tol> (you just got claimed)
[22:14] <Athas> (Missing: One Arrow. Last seen: Speeding to your chest.)
[22:14] <@DM_Tol> (*flaming)
[22:14] <Zahira> <or a dog dart...marking its territory...eww...Ryu got pee'd on>
□15[22:14] <@Ryu> (The only 'dog' that'd pee on me is you Zah lol)
[22:14] <@DM_Tol> (shalanda)
□15[22:14] <@Ryu> (How much damage did I take?)
[22:15] <@DM_Tol> (7 HPs Ryu)
□08[22:15] * @Shalanda fey steps to behind the B4 gnome and swings at him with a Healing Strike (Str vs AC)
[22:15] <@Shalanda> 1d20+8
[22:15] <TolBot> [Shalanda's 1d20+8]: 26
[22:15] <@Shalanda> 4d4+4
[22:15] <TolBot> [Shalanda's 4d4+4]: 13
[22:16] <@Shalanda> (Target marked until end of my next turn)
[22:18] <@DM_Tol> (k)
[22:19] <@DM_Tol> (zahira)
□08[22:20] * Zahira lines up a careful shot at B3
[22:20] <Zahira> 1d20+13
[22:20] <TolBot> [Zahira's 1d20+13]: 17
[22:20] <@DM_Tol> (miss)
[22:20] <Zahira> <le derp...>
[22:20] <@DM_Tol> 1d20+10
[22:20] <TolBot> [DM_Tol's 1d20+10]: 23
[22:20] <@DM_Tol> Budóck smacks the unsuspecting gnome nearby him.
[22:20] <@DM_Tol> 1d10
[22:20] <TolBot> [DM_Tol's 1d10]: 5

[22:21] <@DM_Tol> (Ahtas)
 □08[22:22] * Athas swings again at B1
 [22:22] <Athas> 1d20+13
 [22:22] <TolBot> [Athas's 1d20+13]: 25
 [22:22] <Athas> 1d12+8
 [22:22] <TolBot> [Athas's 1d12+8]: 10
 [22:23] <@DM_Tol> Athas fells the Bowlaree gnome.
 □08[22:23] * Blake` moves and calls out another Commander's Strike, this time for Shalanda "Finish him!"
 [22:24] <@DM_Tol> (lol, he's only been tapped once.)
 [22:24] <@Shalanda> 1d20+8
 [22:24] <TolBot> [Shalanda's 1d20+8]: 17
 [22:24] <@Shalanda> (Miss)
 [22:24] <@Shalanda> (No wait, +2 so hit)
 [22:24] <@Shalanda> 2d4+4
 [22:24] <TolBot> [Shalanda's 2d4+4]: 11
 [22:24] <@DM_Tol> (hit)
 [22:24] <Blake` > (gotta make it down good or she will miss)
 [22:24] <Blake` > (down - sound)
 [22:25] <@DM_Tol> (ryu)
 □15[22:26] * @Ryu moves and summons his blade to his hand (no further action. Move & minor taken)
 [22:28] <Blake` > (the gnomes fleeing us yet?)
 [22:29] <Athas> (They want to feed Old Man Iron!)
 [22:31] <@DM_Tol> You hear a booming voice... atop the platform, you see Fowray. A fireball reigns down.
 [22:31] <@DM_Tol> 1d20+13 vs refl
 [22:31] <TolBot> [DM_Tol's 1d20+13 vs refl]: 30
 [22:32] <@DM_Tol> 1d4
 [22:32] <TolBot> [DM_Tol's 1d4]: 1
 [22:32] <@DM_Tol> Zahira is hit with the ball.
 [22:32] <Athas> 1d20+15
 [22:32] <TolBot> [Athas's 1d20+15]: 19
 [22:32] <@DM_Tol> 2d6+5
 [22:32] <TolBot> [DM_Tol's 2d6+5]: 15
 [22:32] <@DM_Tol> (15 HPs Zahira)
 [22:33] <@DM_Tol> Fowray: "You can NOT stop us now."
 [22:33] <@DM_Tol> * New Round *
 □08[22:33] * Berrian shifts a space and targets Fowray, sending arrows in his direction.
 [22:33] <Athas> "Reconsider."
 [22:33] <@DM_Tol> Init: Berrian, 24, Fowray, 23, BowlareeGnomes, 21, Shalanda, 17, Zahira, 15, Athas, 13, Blake`, 7, Ryu, 7
 [22:33] <Berrian> 2#1d20+11
 [22:33] <@Shalanda> "I dare you to say that seconds before we remove your head from your shoulders."
 [22:33] <TolBot> [Berrian's 2#1d20+11]: 15, 26 (Sum:41)
 [22:35] <Berrian> 1d10+1
 [22:35] <TolBot> [Berrian's 1d10+1]: 6
 [22:35] <Berrian> 1d8
 [22:35] <TolBot> [Berrian's 1d8]: 6
 [22:35] <Berrian> (12 hp to Fowray)

[22:35] <@DM_Tol> (1 hit)
[22:35] <Berrian> (and I rolled dmg for 1 hit)
[22:36] <@DM_Tol> 1d20+10
[22:36] <TolBot> [DM_Tol's 1d20+10]: 29
[22:37] <@DM_Tol> (vs Athas AC)
[22:37] <@DM_Tol> 1d20+10 vs Ryu AC
[22:37] <TolBot> [DM_Tol's 1d20+10 vs Ryu AC]: 16
□15[22:37] <@Ryu> (Miss)
[22:37] <@DM_Tol> 1d20+10 vs Budóck
[22:37] <TolBot> [DM_Tol's 1d20+10 vs Budóck]: 29
[22:38] <@DM_Tol> 1d20+9 vs Shalanda
[22:38] <TolBot> [DM_Tol's 1d20+9 vs Shalanda]: 11
[22:38] <@DM_Tol> (fort0
[22:38] <@Shalanda> (Miss)
[22:38] <Athas> (I got hit -- what's the damage?)
[22:38] <@DM_Tol> 1d6+6
[22:38] <TolBot> [DM_Tol's 1d6+6]: 9
[22:39] <@DM_Tol> Athas is hit with a flaming bolt.
□15[22:39] <@Ryu> (B6 - Hit, You sank my gnome!)
[22:39] <Athas> (I've felt better)
[22:39] <Athas> (lol)
[22:39] <Athas> (brb)
[22:40] <@DM_Tol> (Shaland)
□08[22:41] * @Shalanda swings with a Righteous Brand this time. (Str vs AC)
[22:41] <@Shalanda> 1d20+8
[22:41] <TolBot> [Shalanda's 1d20+8]: 18
[22:42] <@Shalanda> (I think that's a miss?)
[22:42] <@DM_Tol> (miss)
[22:42] <@DM_Tol> (Zahira)
[22:42] <Athas> "I'M COMING TO GET MY SIX DROPS OF BLOOD FROM YOU!!"
[22:43] <@DM_Tol> (Athas go)
[22:43] <Zahira> "Enough is enough...time to die..." Lets death loose in an arrow
[22:43] <Zahira> 1d20+13
[22:43] <TolBot> [Zahira's 1d20+13]: 33 (Perfect!)
[22:43] <@DM_Tol> (max hp?)
[22:43] <Athas> (Cometfall Charge on B5)
[22:43] <Zahira> <23 dmg>
[22:44] <Athas> 1d20+13
[22:44] <TolBot> [Athas's 1d20+13]: 31
[22:44] <Athas> (YEAH!)
[22:44] <@DM_Tol> Zahira bloodies a gnome fighter.
[22:44] <Athas> 3d12+10
[22:44] <TolBot> [Athas's 3d12+10]: 30
[22:44] <@DM_Tol> *Ahtas, gonna move to melee range?)
[22:44] <@DM_Tol> (hit, then.)
[22:45] <@DM_Tol> Athas knocks the gnome over in a charge, bloodying him badly.
□08[22:45] * Blake` moves into range and attacks B5 with Hammer and Anvil
[22:46] <Blake` > 1d20+8 vs Ref
[22:46] <TolBot> [Blake`'s 1d20+8 vs Ref]: 14
[22:46] <@DM_Tol> (miss)
[22:48] <@DM_Tol> (Ryu)

□15[22:49] * @Ryu moves and glares at Fowray, and throws his blade (Daily Power, Whirling Blade, Ranged 5 vs AC)
□15[22:49] <@Ryu> 1d20+13
[22:49] <TolBot> [Ryu's 1d20+13]: 30
[22:49] <@DM_Tol> (hit)
□15[22:49] <@Ryu> 2d10+7
[22:49] <TolBot> [Ryu's 2d10+7]: 25
□15[22:49] * @Ryu grins and catches his blade as it returns to his hand (part of the power)
[22:51] <@DM_Tol> Ryu's blade slices through Fowray, who screams, and sends fury down in turn.
[22:51] <@DM_Tol> 1d20+15 vs Refl Ryu
[22:51] <TolBot> [DM_Tol's 1d20+15 vs Refl Ryu]: 23
□15[22:51] <@Ryu> (Hit)
[22:51] <@DM_Tol> 1d6+9
[22:51] <TolBot> [DM_Tol's 1d6+9]: 12
[22:52] <@DM_Tol> A piece of the platform chips off as Ryu's blade clips it as it swirls down.
[22:52] <@DM_Tol> Fowray raises his arms as a fog raises in the room.
[22:53] <@DM_Tol> *** As this session of Können Land comes to a close ***

[20:41] <@DM_Tol> *** Game recap ***

[20:42] <@DM_Tol> The group was freed from the holding area in the Gnome city by the Warlord Budóck.

[20:43] <@DM_Tol> He led them to fight through Lord Fowray and his clan who are holding off the the Pilgrim's Way sanctuary, protecting the chamber of the Core Source beyond while the menacing Master Dee completes whatever dastardly acts he is conducting.

[20:43] <@DM_Tol> Time is of the essence, and many gnomes have fallen already.

[20:43] <@DM_Tol> You fight in a large sanctuary, with ornate cuttings and impressive columns.

(Map at <http://tiny.cc/battlegrid>)

[20:44] <@DM_Tol> Warlord Fowray has just revealed himself atop a large platform.

[20:44] <@DM_Tol> *** as this session of Können Land begins ***

□15[20:45] <@Ryu> (hehe, he tasted my whirling blade, how high is that platform, as in I can teleport 6 squares, could I teleport up there?)

[20:45] <@DM_Tol> (Yes. It is 20 ft high. 4 spaces)

□15[20:45] <@Ryu> (Alright, planning my next move)

[20:46] <@DM_Tol> (what goes up...)

□15[20:46] <@Ryu> (Alright, who's go is it anyways lol)

[20:46] <@DM_Tol> Initiative Order: Berrian, 24, Fowray, 23, BowlareeGnomes, 21, Shalanda, 17, Zahira, 15, Athas, 13, Blake`, 7, Ryu, 7

[20:47] <@DM_Tol> *** New Round ***

[20:47] <@DM_Tol> (berrian)

[20:48] <@DM_Tol> As you continue in the battle, you notice that Budóck has gone missing, and that his last remaining gnome warrior has tried to enter the fray.

[20:49] <@DM_Tol> (Warb texted me he'd be here in a bit)

[20:49] <@DM_Tol> (Berrian?)

[20:50] <Berrian> (sorry, gimme a sec)

□08[20:50] * Berrian fires two arrows at Fowray

[20:50] <Berrian> 2#1d20+11

[20:50] <TolBot> [Berrian's 2#1d20+11]: 19, 30 (Sum:49)

[20:51] <@DM_Tol> (one hit)

[20:51] <Berrian> 1d10+1 and

[20:51] <TolBot> [Berrian's 1d10+1 and]: 5

[20:51] <Berrian> 1d8

[20:51] <TolBot> [Berrian's 1d8]: 2

[20:53] <@DM_Tol> The Gnomes of the Bowlaree clan continue to battle.

[20:53] <@DM_Tol> 1d20+9 vs Zahira AC

[20:53] <TolBot> [DM_Tol's 1d20+9 vs Zahira AC]: 25

[20:53] <@DM_Tol> 1d6+^
[20:53] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[20:53] <@DM_Tol> 1d6+6
[20:53] <TolBot> [DM_Tol's 1d6+6]: 12
[20:54] <@DM_Tol> A fiery bolt zaps Zahira.
[20:54] <Zahira> <ouchies>
[20:54] <@DM_Tol> 1d20+10
[20:54] <TolBot> [DM_Tol's 1d20+10]: 26
[20:54] <@DM_Tol> Vs Shal's Refl
[20:55] <@Shalanda> (hit)
[20:55] <@DM_Tol> Shalanda is pummeled by a flaming grasp of a Gnome beside her.
[20:55] <@DM_Tol> 1d6+6
[20:55] <TolBot> [DM_Tol's 1d6+6]: 8
[20:55] <@DM_Tol> 1d20+10
[20:55] <TolBot> [DM_Tol's 1d20+10]: 28
[20:55] <@DM_Tol> 1d6+6
[20:55] <TolBot> [DM_Tol's 1d6+6]: 8
[20:55] <@DM_Tol> Athas is hit.
[20:55] <@DM_Tol> 1d20+9
[20:55] <TolBot> [DM_Tol's 1d20+9]: 12
[20:56] <@DM_Tol> Blake is fired at but missed.
[20:58] <@DM_Tol> (Shlaanda)
□08[20:58] * @Shalanda strikes at Gnome B4 with a Righteous Brand. (Str vs. AC) 1d20+8
[20:58] <@Shalanda> 1d20+8
[20:58] <TolBot> [Shalanda's 1d20+8]: 14
[20:58] <@DM_Tol> (AC is 19)
[20:58] <@DM_Tol> (Zahira)
□08[20:59] * Zahira draws her bow taught and lets one rip at B3
[20:59] <Zahira> 1d20+=13
[20:59] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[20:59] <Zahira> 1d20+13
[20:59] <TolBot> [Zahira's 1d20+13]: 18
[20:59] <@DM_Tol> Fowray cries out from atop the platform, "Muhahaha, you'll not pass here, and if you did, you are too late!"
[21:00] <@DM_Tol> Fowray: "You came to Gerchba just in time to die with all here who do not embrace the new order of things!"

[21:00] <@DM_Tol> (miss)

[21:01] <@DM_Tol> Athas parries as Blake casts commanding strike on Shalanda.

[21:01] <@Shalanda> 1d20+8

[21:01] <TolBot> [Shalanda's 1d20+8]: 19

[21:01] <@Shalanda> 2d4+4

[21:01] <TolBot> [Shalanda's 2d4+4]: 9

[21:01] <@DM_Tol> (He texted me his wish)

[21:01] <@Shalanda> (Actually forgot that's a +2, so definitely hit)

[21:02] <@DM_Tol> Shalanda, the gnome before you (B4) now looks bloodied.

□08[21:02] * @Shalanda grins

[21:02] <@DM_Tol> (Ryu)

□15[21:02] * @Ryu teleports beside Fowray, and uses Booming Blade (INT vs AC, If hit deal damage, and if the target is adjacent to me at the start of its next turn and moves away it takes an additional 1d6 damage)

[21:02] <@Shalanda> "You will soon join your idiotic leader on his path to a quick death."

□15[21:02] <@Ryu> 1d20+13

[21:02] <TolBot> [Ryu's 1d20+13]: 20

[21:03] <@DM_Tol> (miss)

[21:04] <@Shalanda> Athas grunts and swings at the gnome in front of him. (VS AC) 1d20+13

[21:04] <@Shalanda> 1d20+13

[21:04] <TolBot> [Shalanda's 1d20+13]: 29

[21:04] <@Shalanda> 1d12+8

[21:04] <TolBot> [Shalanda's 1d12+8]: 13

[21:04] <@Shalanda> Athas Puppet: "Old Man Iron drinks deep little gnome"

□03[21:05] * Athas-Puppet (darkcleric@4de3efae.cpe.92acce23.net.hmsk) has joined #grovewood

[21:05] <@DM_Tol> The gnome beside Athas is severely wounded.

[21:06] <@DM_Tol> 1d20+15 vs Ryu AC

[21:06] <TolBot> [DM_Tol's 1d20+15 vs Ryu AC]: 20

□15[21:06] <@Ryu> (miss)

□15[21:06] <@Ryu> (AC=21)

[21:08] <@DM_Tol> Fowray counters Ryu's miss with a reaction attack, then brings a swing of his little hands upon him once more.

[21:08] <@DM_Tol> 1d20+15 vs Ryu AC

[21:08] <TolBot> [DM_Tol's 1d20+15 vs Ryu AC]: 29

[21:08] <@DM_Tol> 1d8+8

[21:08] <TolBot> [DM_Tol's 1d8+8]: 12

□15[21:08] <@Ryu> (Bloodied)

[21:09] <@DM_Tol> Ryu, you are wounded with a shocking force from the blow, and you are

pushed back one square.

[21:09] <@DM_Tol> (i.e., you fall)

[21:09] <@DM_Tol> 1d20

[21:09] <TolBot> [DM_Tol's 1d20]: 1 (Not good.)

[21:10] <@DM_Tol> Ryu, as you fall, Buddóck appears besides you be fails miserably to reach out and grab you.

[21:10] <@DM_Tol> 2d4

[21:10] <TolBot> [DM_Tol's 2d4]: 3

□15[21:10] <@Ryu> (can I try to catch myself?)

[21:10] <@DM_Tol> (3 HPs, Ryu. No, you can not.)

[21:10] <@DM_Tol> (There is nothing to hold onto in the square you were pushed into.)

[21:11] <@DM_Tol> Fowray: "You can NOT win! Master Dee and I have all the power. You will n*umph*..."

[21:12] <@DM_Tol> Lord Fowray is silenced as Budóck appears beside him and plants a fist in his face.

[21:12] <@Shalanda> "Will somebody shut him up!"

[21:12] <@DM_Tol> 1d20+14

[21:12] <TolBot> [DM_Tol's 1d20+14]: 18

□03[21:12] * Blake` (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #grovewood

[21:13] <@DM_Tol> Fowray turns to face his colleague.

[21:13] <@DM_Tol> *** New Round ***

□08[21:13] * Berrian takes a moment and lets out an arrow, hoping for a splintering shot.

[21:13] <Berrian> 1d20+11

[21:13] <TolBot> [Berrian's 1d20+11]: 30

[21:13] <Berrian> 3d10+6 and

[21:13] <TolBot> [Berrian's 3d10+6 and]: 32

[21:13] <Berrian> 1d8 (plus -2 for Fowray's attack rolls for rest of encounter)

[21:13] <TolBot> [Berrian's 1d8 (plus -2 for Fowray's attack rolls for rest of encounter)]: 5

[21:14] <Berrian> (get all that?)

[21:15] <@DM_Tol> (what's the 3d10, the damage?)

[21:17] <@Shalanda> (I think so. 3W weapon damage for the skill.)

[21:17] <Berrian> (yeah, 37 dmg and -2 to attack rolls)

[21:17] <Berrian> (It's a daily power)

[21:18] <@DM_Tol> (It's gonna be a long day. 😊)

[21:18] <@DM_Tol> The gnomes counter.

[21:19] <@Shalanda> (nonsense, I'm playing Athas, so that automatically speeds up combat 15%)

[21:19] <@DM_Tol> 1d20+9 vs Zahira AC

[21:19] <TolBot> [DM_Tol's 1d20+9 vs Zahira AC]: 29 (That's awesome.)

[21:19] <@DM_Tol> 1d6+6
[21:19] <TolBot> [DM_Tol's 1d6+6]: 8
[21:19] <@DM_Tol> (8 hps Zahira)
[21:19] <@DM_Tol> Zahira is pelted with another Fiery bolt.
[21:19] <Zahira> <quit hitting me!>
[21:19] <Zahira> <im not a pin cussion!>
[21:19] <@DM_Tol> (Move behind a pillar then, idiot)
[21:20] <Zahira> <🤔 ill think about it>
[21:20] <@DM_Tol> 1d20+10 vs Shal Refl
[21:20] <TolBot> [DM_Tol's 1d20+10 vs Shal Refl]: 30 (Nailed it!)
[21:20] <@DM_Tol> 1d6+6
[21:20] <TolBot> [DM_Tol's 1d6+6]: 7
[21:20] <@DM_Tol> Shalanda is hit.
[21:20] <@DM_Tol> 1d20+10 vs Ath AC
[21:20] <TolBot> [DM_Tol's 1d20+10 vs Ath AC]: 13
[21:20] <@DM_Tol> Athas is missed.
[21:21] <@DM_Tol> 1d20+9 vs Blake's AC
[21:21] <TolBot> [DM_Tol's 1d20+9 vs Blake's AC]: 23
[21:21] <Blake` > (hit)
[21:21] <@DM_Tol> 1d6+6
[21:21] <TolBot> [DM_Tol's 1d6+6]: 10
[21:21] <@DM_Tol> Blake, you take a fiery bolt in the leg. (10 HPs)
□08[21:21] * @Shalanda repeats her Righteous attack again, striking from a different angle. (Str vs AC) 1d20+8
[21:21] <@Shalanda> 1d20+8
[21:21] <TolBot> [Shalanda's 1d20+8]: 13
[21:22] <@DM_Tol> (miss)
[21:22] <@DM_Tol> 1d20+6
[21:22] <TolBot> [DM_Tol's 1d20+6]: 12
[21:22] <@DM_Tol> The Gnome hacks at B4 with a blade and misses.
[21:22] <@DM_Tol> (Zahira)
□08[21:22] * Zahira mutters several sailor curses as she draws her bow tight taking a steady shot as she lets the arrow fly.
[21:22] <Zahira> 1d20+13
[21:23] <TolBot> [Zahira's 1d20+13]: 22
[21:23] <Zahira> 1d10+7
[21:23] <TolBot> [Zahira's 1d10+7]: 17
[21:23] <Zahira> 1d6

[21:23] <TolBot> [Zahira's 1d6]: 4
[21:23] <Zahira> <21>
□08[21:24] * Athas-Puppet swings with renewed vigor at the gnome in front of him again (B5, vs AC).
[21:24] <Athas-Puppet> 1d20+13
[21:24] <TolBot> [Athas-Puppet's 1d20+13]: 31
[21:24] <Athas-Puppet> 1d12+8
[21:24] <TolBot> [Athas-Puppet's 1d12+8]: 13
[21:26] <@DM_Tol> The Gnome Zahira blasts is barely standing. Athas fells a gnome right afterwards.
□08[21:26] * Athas-Puppet advances forward, focused on feeding the remaining gnome's blood to Old Man Iron.
[21:26] <@DM_Tol> (Blake)
□08[21:26] * Blake` attacks with a Warlord's Strike trying to expose a weakness in the gnome's defenses...
[21:27] <Blake` > 1d20+8 vs AC
[21:27] <TolBot> [Blake`'s 1d20+8 vs AC]: 12
[21:27] <@DM_Tol> (The gnome is weak against sharp things. 😊)
[21:27] <@DM_Tol> (Ryu)
□15[21:27] * @Ryu brings himself back to his feet, and catches his breath from the fall. (Second Wind)
□15[21:27] <@Ryu> (holding otherwise)
[21:28] <@DM_Tol> 1d20
[21:28] <TolBot> [DM_Tol's 1d20]: 10
[21:29] <@DM_Tol> Fowray turns and swings at Budóck as those two continue to battle it out. Bolts and flames fly high to the ceiling and outward as they swing at each other.
[21:29] <@DM_Tol> Ryu, you feel a thud as another piece of the platform breaks and falls, a 1 pound stone hitting your shoulder.
□15[21:31] * @Ryu grumbles as he gets hit
[21:32] <@DM_Tol> *** new round ***
[21:32] <@DM_Tol> Initiative Order: Berrian, BowlareeGnomes, Shalanda, Zahira, Athas, Blake, Ryu, Fowray
[21:32] <@DM_Tol> (Berr)
□08[21:32] * Berrian fires a twin strike at Fowray
[21:33] <Berrian> 2#1d20+11
[21:33] <TolBot> [Berrian's 2#1d20+11]: 21, 13 (Sum:34)
[21:33] <Berrian> 1d10+1 and
[21:33] <@DM_Tol> (misses)

[21:33] <TolBot> [Berrian's 1d10+1 and]: 10
[21:33] <Berrian> 1d8
[21:33] <TolBot> [Berrian's 1d8]: 4
[21:33] <Berrian> (14hp, it's AC21, right?)
[21:33] <@DM_Tol> (nope)
[21:33] <Berrian> (uh... ok, then not?)
[21:34] <@DM_Tol> 1d20+9 at Zahira, who still never hid behind a column.
[21:34] <TolBot> [DM_Tol's 1d20+9 at Zahira, who still never hid behind a column.]: 19
[21:34] <@DM_Tol> (AC)
[21:34] <Zahira> <20>
[21:34] <Zahira> <who needs a silly column>
[21:34] <@DM_Tol> 1d20+10
[21:34] <TolBot> [DM_Tol's 1d20+10]: 25
[21:35] <@DM_Tol> Another Bowlaree gnome turns from Shalanda and nails the friendly gnome beside them.
[21:35] <@DM_Tol> 1d6+^
[21:35] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[21:35] <@DM_Tol> 1d6+6
[21:35] <TolBot> [DM_Tol's 1d6+6]: 11
[21:35] <@DM_Tol> The gnome dies.
[21:35] <@Shalanda> (YOU KILLED MY FLANKER!!!)
[21:36] <@DM_Tol> 1d20+10 vs Blake AC
[21:36] <TolBot> [DM_Tol's 1d20+10 vs Blake AC]: 25
[21:36] <@DM_Tol> 1d6+6
[21:36] <TolBot> [DM_Tol's 1d6+6]: 10
□08[21:36] * @Shalanda swings again at B4, letting the anger take hold of her swings. (Righteous Brand - Str vs AC)
[21:36] <@Shalanda> 1d20+8
[21:36] <TolBot> [Shalanda's 1d20+8]: 13
[21:36] <@DM_Tol> Blake, you are pummeled with a fiery punch (10 HPs)
[21:36] <@DM_Tol> (miss... that's a trifecta)
[21:37] <@DM_Tol> (Zahira)
[21:37] <@Shalanda> (Almost. Blake's Commander's Strike on me hit.)
[21:37] <Zahira> "Looks like you are ready to quit wee man...taste my arrow!" Launches one for his throat
[21:37] <@Shalanda> "Hold still you short little bastard, so I can finish you off and move on to more important targets."

[21:37] <Zahira> 1d20+13
[21:37] <TolBot> [Zahira's 1d20+13]: 27
[21:37] <Zahira> 1d10+7
[21:37] <TolBot> [Zahira's 1d10+7]: 8
[21:38] <Zahira> 1d6
[21:38] <TolBot> [Zahira's 1d6]: 1
[21:38] <Zahira> <9>
[21:38] <@DM_Tol> Zahira kills a little gnome.
[21:39] <@DM_Tol> (Athas and Blake)
[21:39] <Zahira> <least its not a little girl>
[21:39] <@DM_Tol> (hehe)
□08[21:39] * Athas-Puppet swings his axe down at the gnome (B6), trying to chop him like firewood.
[21:39] <Athas-Puppet> 1d20+13
[21:39] <TolBot> [Athas-Puppet's 1d20+13]: 22
[21:39] <Athas-Puppet> 1d12+8
[21:39] <TolBot> [Athas-Puppet's 1d12+8]: 15
[21:39] <@DM_Tol> (hit)
[21:40] <@DM_Tol> (Blake)
□08[21:40] * Blake` takes a swing at the gnome with his sword
[21:40] <Blake` > 1d20+8
[21:40] <TolBot> [Blake`s 1d20+8]: 10
[21:40] <@DM_Tol> (miss)
[21:40] <@DM_Tol> (ryu)
[21:40] <@DM_Tol> Fowray cries out "Fool!"
□15[21:41] * @Ryu moves away from the platform, and throws his blade ot Fowray
[21:41] <@DM_Tol> Fowary and Budóck continue in fierce battle, though clearly one-side since Budóck seems incapable of using his innate magic.
□15[21:41] <@Ryu> 1d20+13
[21:41] <TolBot> [Ryu's 1d20+13]: 16
□15[21:42] <@Ryu> (Missed damn lol)
[21:42] <@DM_Tol> Ryu misses.
[21:42] <@DM_Tol> *** New Round ***
[21:42] <@DM_Tol> Initiative Order: Berrian, BowlareeGnomes, Shalanda, Zahira, Athas, Blake, Ryu, Fowray
□08[21:42] * Berrian fires another volley towards Fowray
[21:42] <Berrian> 2#1d20+11
[21:42] <TolBot> [Berrian's 2#1d20+11]: 12, 25 (Sum:37)

[21:42] <@DM_Tol> (one hit)
[21:42] <Berrian> 1d10+1 and
[21:42] <TolBot> [Berrian's 1d10+1 and]: 11
[21:42] <Berrian> 1d8
[21:42] <TolBot> [Berrian's 1d8]: 7
[21:43] <@DM_Tol> (AC is 25)
[21:43] <Berrian> (18 hp)
[21:43] <@DM_Tol> 1d20+10
[21:43] <TolBot> [DM_Tol's 1d20+10]: 22
[21:43] <@DM_Tol> Shalanda, the Bowlaree gnome standing toe to toe with you slaps you with a fiery burst.
[21:43] <@DM_Tol> 1d6+^
[21:43] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[21:44] <@DM_Tol> 1d6+6
[21:44] <TolBot> [DM_Tol's 1d6+6]: 12
[21:45] <@DM_Tol> 1d20+10
[21:45] <TolBot> [DM_Tol's 1d20+10]: 21
[21:45] <@DM_Tol> The gnome fires at Blake. (AC)
[21:45] <@DM_Tol> 1d6+6
[21:45] <TolBot> [DM_Tol's 1d6+6]: 12
[21:45] <Blake` > (ac 21)
[21:45] <@Shalanda> (Fires in melee range?)
[21:45] <@DM_Tol> (It's a fiery punch)
[21:46] <@DM_Tol> (shal)
□08[21:46] * @Shalanda continues her attacks on her gnomish foe, though she's starting to look kinda bad.
[21:46] <@Shalanda> 1d20+8
[21:46] <TolBot> [Shalanda's 1d20+8]: 11
[21:46] <@DM_Tol> Shalanda continues her weak attacks.
[21:46] <@Shalanda> (Death stare Tolbot)
[21:46] <@DM_Tol> (Zahira)
□08[21:47] * Zahira grins seeing the wee one fall and turns to assist Shal with the new target
[21:47] <Zahira> 1d20+13
[21:47] <TolBot> [Zahira's 1d20+13]: 26
[21:47] <@DM_Tol> (hit)
[21:47] <Zahira> 1d10+7
[21:47] <TolBot> [Zahira's 1d10+7]: 14

[21:47] <Zahira> 1d6
[21:47] <TolBot> [Zahira's 1d6]: 3
[21:47] <Zahira> <17>
□08[21:48] * Athas-Puppet continues chopping at the gnome with his axe.
[21:48] <Athas-Puppet> 1d20+13
[21:48] <TolBot> [Athas-Puppet's 1d20+13]: 28
[21:48] <@DM_Tol> The gnome near Shalanda is badly wounded.
[21:48] <@DM_Tol> (hit)
[21:48] <Athas-Puppet> 1d12+8
[21:48] <TolBot> [Athas-Puppet's 1d12+8]: 13
[21:48] <@DM_Tol> (Blake)
□08[21:48] * Blake` takes a swing at the gnome with his sword
[21:49] <Blake` > 1d20+8
[21:49] <TolBot> [Blake`'s 1d20+8]: 28 (Yes!)
[21:49] <Blake` > 11 dmg
[21:49] <@DM_Tol> Blake nails the gnome.
[21:49] <@DM_Tol> (Ryu)
□15[21:49] * @Ryu summons his blade back to his hand [Minor], (gives tolbot a cookie) and throws his blade at Fowray again.
□15[21:49] <@Ryu> 1d20+13
[21:49] <TolBot> [Ryu's 1d20+13]: 14 (Not good.)
□15[21:50] <@Ryu> (really tolbot! I even gave you a cookie!)
[21:50] <@DM_Tol> Ryu's swords flies into the wall, sticking into a crevice unable to return.
[21:50] <@Shalanda> (Porn site cookies are not good cookies)
[21:51] <Zahira> <they can be...>
[21:51] <@DM_Tol> The battle atop the platform begins to be sad to see. The brave Budóck is getting pummeled. Fowray lays a blast on the platform, and Budóck goes flying off.
[21:51] <Zahira> <gotta hump tolbot...thats how you get the good lucks>
[21:52] <@DM_Tol> Ryu, you notice the platform shake as the boom knocks the other gnome to the ground level.
[21:52] <@DM_Tol> *** new round ***
□08[21:52] * Berrian moves forward and fires two more arrows
[21:52] <@DM_Tol> Initiative Order: Berrian, BowlareeGnomes, Shalanda, Zahira, Athas, Blake, Ryu, Fowray
[21:53] <Berrian> 2#1d20+11
[21:53] <TolBot> [Berrian's 2#1d20+11]: 27, 19 (Sum:46)
[21:53] <@DM_Tol> (one hit)
[21:53] <Berrian> 1d10+1 and

[21:53] <TolBot> [Berrian's 1d10+1 and]: 5
[21:53] <Berrian> 1d8
[21:53] <TolBot> [Berrian's 1d8]: 4
[21:53] <@DM_Tol> 1d20+10
[21:53] <TolBot> [DM_Tol's 1d20+10]: 17
[21:53] <@DM_Tol> The gnome fires at Shalanda once again (17 vs AC)
[21:53] <@Shalanda> (miss)
[21:53] <@DM_Tol> 1d20+10 vs Blake AC
[21:53] <TolBot> [DM_Tol's 1d20+10 vs Blake AC]: 20
[21:54] <@DM_Tol> Both gnomes miss.
□08[21:54] * @Shalanda continues her attacks, letting out a blood curdling scream as she swings.
[21:54] <@DM_Tol> (shal)
[21:54] <@Shalanda> 1d20+8
[21:54] <TolBot> [Shalanda's 1d20+8]: 14
[21:54] <@DM_Tol> (rotfl)
[21:54] <@Shalanda> (Yup)
[21:54] <@DM_Tol> (Zahira)
□15[21:54] <@Ryu> (is my sword stuck-stuck as in I'll have to climb up to retrieve it or what? lol)
[21:54] <@DM_Tol> (yep)
□08[21:55] * Zahira sees Shals peril and draws tight the next arrow hoping it flies true
[21:55] <@DM_Tol> (not climb up... just go to wall and get)
[21:55] <Zahira> 1d20+13
[21:55] <TolBot> [Zahira's 1d20+13]: 19
[21:55] <@DM_Tol> (hit)
[21:55] <Zahira> 1d10+7
[21:55] <TolBot> [Zahira's 1d10+7]: 8
[21:55] <Zahira> 1d6
[21:55] <TolBot> [Zahira's 1d6]: 4
[21:55] <Zahira> <12>
[21:55] <@DM_Tol> The gnome beside Shalanda falls down dead.
□08[21:55] * @Shalanda glares over at Zahira with a "that was my gnome" look.
[21:55] <@DM_Tol> (Athas and Blake)
[21:56] <@DM_Tol> (lol)
□08[21:56] * Athas-Puppet continues to chop at the little gnome.
[21:56] <Athas-Puppet> 1d20+13
[21:56] <TolBot> [Athas-Puppet's 1d20+13]: 18
[21:56] <@DM_Tol> (mss)
[21:56] <Athas-Puppet> (Gasp he missed)

[21:56] <@DM_Tol> (Blake)
□08[21:56] * Blake` takes a swing at the gnome with his sword
[21:56] <Blake` > 1d20+8
[21:56] <TolBot> [Blake`s 1d20+8]: 16
□08[21:56] * Zahira just grins and shrugs. "I think its still twitching, give it another stab to be sure."
[21:57] <Blake` > (vs ac)
[21:57] <@DM_Tol> (AC is 19)
[21:57] <@DM_Tol> (Ryu)
□15[21:57] * @Ryu goes about retrieving his blade
□15[21:58] <@Ryu> (need to roll any checks?)
[21:59] <@DM_Tol> (ryu, took move and minor action to get the blade. You do not have los on Fowrary (no checks)
[21:59] <@DM_Tol> 1d20+15
[21:59] <TolBot> [DM_Tol's 1d20+15]: 27
□15[21:59] <@Ryu> (kk, that works for me)
[21:59] <@DM_Tol> Fowray lets down blast at Berrian.
[21:59] <@DM_Tol> (VS AC)
[21:59] <@DM_Tol> 1d8+8
[21:59] <TolBot> [DM_Tol's 1d8+8]: 11
[21:59] <@DM_Tol> Fowray: "Mu hahahaha. "
[22:00] <@DM_Tol> *** new round ***
[22:00] <@DM_Tol> (Berr)
□08[22:00] * Berrian takes the hit and fires back another two arrows.
[22:00] <Berrian> 2#1d20+11
[22:00] <TolBot> [Berrian's 2#1d20+11]: 19, 21 (Sum:40)
[22:00] <@DM_Tol> (misses)
[22:01] <@DM_Tol> Ryu, as he blast Berrian, you see the platform shake even more, increasingly unstable.
[22:01] <@DM_Tol> Budóck crawls to his feet, still alive.
[22:02] <@DM_Tol> 1d20+10
[22:02] <TolBot> [DM_Tol's 1d20+10]: 15
[22:02] <@DM_Tol> A gnome hacks at and misses Blake.
[22:02] <@DM_Tol> (shal)
□08[22:02] * @Shalanda forgoes healing her own wounds, and bull rushes the platform in attempts to make it collapse.
[22:03] <@DM_Tol> Shalanda chafes a pillar under the platform. It moves.
[22:03] <@DM_Tol> Budock also hits the pillar, seemingly having the same idea as Shalanda at the same time.

[22:04] <@DM_Tol> (zahira)
[22:04] <@DM_Tol> The now bloody, but unnoticing and drunk-on-his-own-power Fowray cries out, "You will die!"
□08[22:04] * Zahira moves closer to the platform to get a clear shot at Fowray
[22:05] <Zahira> 1d20+13
[22:05] <TolBot> [Zahira's 1d20+13]: 30
[22:05] <@DM_Tol> (hit)
[22:05] <Zahira> 1d10+7
[22:05] <TolBot> [Zahira's 1d10+7]: 12
[22:05] <Zahira> 1d6
[22:05] <TolBot> [Zahira's 1d6]: 5
[22:05] <Zahira> <17>
□08[22:05] * Athas-Puppet swings down hard at the last gnome, attempting to end its life.
[22:05] <Athas-Puppet> 1d20+13
[22:05] <TolBot> [Athas-Puppet's 1d20+13]: 26
[22:05] <Zahira> <enjoy the arrow up your arse!>
[22:05] <Athas-Puppet> 1d12+8
[22:05] <TolBot> [Athas-Puppet's 1d12+8]: 13
[22:05] <@DM_Tol> The gnome dies.
[22:06] <Athas-Puppet> "My gods drink well!"
□08[22:06] * Athas-Puppet advances
[22:06] <@DM_Tol> (B6 that is)
[22:06] <Zahira> <im glad i went that way...i thought Bl was a gnome and was gonna shoot it instead...>
[22:06] <@Shalanda> (He is)
[22:06] <Zahira> <oh...isnt that Blake? lol>
[22:07] <@DM_Tol> Budóck races past Shalanda, hurling himself against the pillar on the opposite corner from Shalnda. (He's in the square under Fowary).
[22:07] <@Shalanda> (Nah, it's a gnome using illusions to look like him. It's ok to shoot him, nobody but him will judge you poorly for it. 😊)
[22:07] <@DM_Tol> The combination of Shalanda's and Budóck's attack shakes the platform.
[22:08] <@DM_Tol> (Ryu)
□15[22:08] * @Ryu moves, throwing all his weight in to hitting the platform
[22:08] <Zahira> <gottcha>
[22:08] <@DM_Tol> Ryu's pounding shakes it even more.
[22:08] <@DM_Tol> Fowray looks straight down over the edge, sending another blast.
[22:09] <@DM_Tol> 1d20+15 vs AC Ryu and Budock.
[22:09] <TolBot> [DM_Tol's 1d20+15 vs AC Ryu and Budock.]: 17

□15[22:09] <@Ryu> (Miss)

[22:10] <@DM_Tol> The blast, while missing Ryu, dissipates part of the column underneath. The platform crumbles. As it falls, those of you further away see the ornamental statues along the wall above it fall as well.

[22:10] <@DM_Tol> The deafening sound of stone crumbling echoes throughout the chamber

[22:11] <@DM_Tol> Dust kicks up everywhere, and none can see the area as the glowing mosses are covered up.

[22:12] <Zahira> <Hey, who turned off the lights?>

[22:12] <@DM_Tol> You stand in the silence, hurting and bleeding.

[22:12] <@DM_Tol> Shalanda and rye, you are covered in stone dust.

[22:12] <@Shalanda> (Still on init?)

[22:12] <@DM_Tol> (hehe, rye)

[22:13] <@DM_Tol> (no init)

[22:13] <@Shalanda> (I'll have marble instead of rye please.)

□08[22:13] * @Shalanda takes this moment to use healing words upon herself, while the dust clears.

□15[22:13] * @Ryu coughs and moves to pull out his everburning torch from his pack

[22:13] <@Shalanda> 2d6+3

[22:13] <TolBot> [Shalanda's 2d6+3]: 14

□08[22:13] * Berrian takes a moment to catch his breath, and moves towards a large pillar for rest.

[22:13] <Berrian> (short rest time?)

[22:14] <@DM_Tol> As you rest a short time in the dust cloud, you catch your breath.

[22:14] <@DM_Tol> (short rest)

□08[22:14] * @Shalanda looks for whomever else is bloodied to administer her other healing word to.

[22:14] <@Shalanda> (Any takers?)

[22:14] <Blake` > (blake)

□08[22:14] * Blake` looks a little rough

[22:14] <@Shalanda> 2d6+3 plus a surge.

[22:14] <TolBot> [Shalanda's 2d6+3 plus a surge.]: 9

□08[22:15] * Berrian rests and lets himself heal

□08[22:15] * Zahira takes a seat to regain her breath but is alright

□08[22:15] * @Shalanda then starts looking for a body or bodies.

□08[22:16] * Zahira checks thru the nearby body as she catches her breath for any shinies

[22:16] <Athas-Puppet> "Stories will be told of our glory here today, and of how our gods drank deep."

[22:17] <Blake` > (brb, have to restart)

□12[22:17] * Blake` (Warbudgie@282f3892.a61bf37.net.hmsk) Quit

[22:17] <@DM_Tol> As the dust settles, you can now see the rubble from the fallen platform.

[22:18] <@DM_Tol> Zahira, you do not find anything but mundane daggers around the dead gnomes, and a few coins.

[22:18] <Berrian> "We still haven't faced Master D. This day is not yet over."

[22:18] <@DM_Tol> (5 gp to each pc)

[22:18] <@DM_Tol> As you look, you do not see the bodies of Fowray or Budóck.

□03[22:19] * Blake` (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #grovewood

[22:19] <@Shalanda> "Where is Fowray? Ryu have you found anything yet?"

[22:19] <@DM_Tol> After a bit more inspection, you do see a gnomish are sticking out from the rubble. The space would be too tight to pull the body out.

□08[22:21] * @Shalanda tries to move away some of the rubble from around the body.

[22:21] <@DM_Tol> The stone work could be cleared, but the mass of it you guess would take hours at least.

[22:22] <Berrian> "We need to get after Master D."

[22:22] <@Shalanda> "Indeed. With luck, whomever's body is under this platform is Fowray's."

[22:23] <@Shalanda> "Though we go on ahead with no guide."

[22:23] <Berrian> "If we wait, it may be too late."

[22:23] <@Shalanda> "We can't afford to wait."

□08[22:23] * Berrian turns to the gate.

[22:24] <@DM_Tol> (Milestone for everyone. Gain one more Action Point)

[22:24] <@Shalanda> (Woot, back up to 1)

[22:24] <@DM_Tol> Berrian, the gate is large and cut with fancy carvings.

[22:24] <Blake` > "Let's do this"

□08[22:24] * Berrian looks for a way to open the gate

□15[22:24] <@Ryu> (I haven't used any for a while, my sheet still says I have 2, so would I now be at 3, or have they since reset?)

[22:24] <@DM_Tol> There are seams, but you can see no handles. there is a small alcove alter cut into the face of the gate's door.

[22:25] <@Shalanda> (milestones reset after extended rests)

□15[22:25] <@Ryu> (OK, I'm at 2 still then lol)

[22:25] <@DM_Tol> (They reset after an extended rest.. they can stack after a milestone)

[22:25] <@DM_Tol> (Are you sure you start the day with 2? I thought everyone starts with 1)

[22:26] <@Shalanda> (You start with 1, he has 2 now is what he's saying)

□15[22:26] <@Ryu> (^)

[22:26] <@DM_Tol> (no, he said he'd be at 3)

[22:26] <Berrian> (he had 2 before resting, reset to 1, then just got a 2nd_

□15[22:26] <@Ryu> (I forgot to change it back to 1 after the extended rest)

[22:26] <@DM_Tol> (yup)

[22:29] <@DM_Tol> Berrian, you see no way of opening the gate, though you do see this alcove in the door.

□08[22:30] * Berrian looks at the alcove more closely.

[22:30] <@DM_Tol> It will require a direct light source to see inside the one foot wide and tall nook.

[22:31] <Berrian> "Shalanda, do you still have my Everburning Torch?"

□15[22:31] * @Ryu hears Berrian, and walks over there with his

[22:31] <@DM_Tol> As you hold the torch up to the nook, you see inside what appears to be the carvings of a small hand.

□08[22:32] * @Shalanda returns the torch.

□08[22:35] * Blake` keeps a look out

[22:36] <@Shalanda> "So what do you see?"

[22:36] <Berrian> "A hand. I see a stone hand."

[22:36] <@DM_Tol> (rather, a place outlined where one might place a hand)

[22:36] <@Shalanda> "So push it or something."

[22:37] <Berrian> "My hand ooks too large. We need a smaller one."

[22:38] <@Shalanda> "Seriously?"

□08[22:39] * Berrian allows Shalanda to look within.

□08[22:39] * @Shalanda pushes the hand.

[22:39] <@DM_Tol> As you press your hand into the nook...

[22:39] <@DM_Tol> ... nothing happens.

[22:39] <Zahira> <guillitine drorps and lobs it off>

[22:39] <@DM_Tol> The indentation for a hand seems more gnome-sized.

[22:39] <@Shalanda> "Hold on."

□08[22:39] * @Shalanda goes over to where the gnome arm was sticking out of the rubble, and cuts off the hand with one of her daggers.

[22:39] <@DM_Tol> (slow down, cookie)

[22:40] <Zahira> <lol>

[22:40] <@Shalanda> (porn cookie?)

[22:40] <@DM_Tol> Shalanda, as you move back to the rubble, you find once more and grab hold of the arm sticking out from the rubble.

□15[22:40] <@Ryu> (you seem to be hooked on those Shalanda, are you trying to tell us something?)

[22:40] <@DM_Tol> As you do so, it jerks, and it startles you.

[22:41] <@DM_Tol> You hear a familiar voice.

[22:41] <@DM_Tol> Budóck: "Take it."

□08[22:41] * @Shalanda looks over at Ryu.

[22:41] <@DM_Tol> Budóck: "You must get to him to stop him. Before..."

[22:42] <@Shalanda> "Aren't you able to teleport people you touch?"

[22:42] <Berrian> "Ryu, can you teleport him out?"

[22:42] <@DM_Tol> Budóck: "... before he has absorbed all its power."

□15[22:42] * @Ryu walks over and gives it a try. (Armathors Step + Arcane Transport)

[22:43] <@DM_Tol> (Just remember the ruling on teleportations, it can not remove you from bindings, such as cuffs, or in this case, fallen stone.)

[22:43] <@DM_Tol> Ryu, his essence seems stuck where it is.

[22:43] <@DM_Tol> Budóck winces, "I am stuck. Take my hand. The gate is ..."

[22:43] <@Shalanda> (I think you can. Read up on it on page 286)

[22:44] <@DM_Tol> Budóck: "The gate is shut."

[22:44] <@DM_Tol> (I read a whole huge 4 page thread on this at the wizard forum. *shrug*)

□15[22:45] <@Ryu> (DMs call imo)

□08[22:45] * Berrian looks to one of the other downed gnomes and removes an arm with his longsword.

[22:45] <@Shalanda> (Perhaps they posted an errata contrary to what the book suggest. I have no problem cutting off the hand anyway)

[22:45] <@DM_Tol> (it does make it clear you can get free from the immobilization of behind held by a creature or effect)

□08[22:46] * Berrian then tries the random gnome arm in the alcove.

[22:46] <@DM_Tol> (And, the phb does make clear objects can't block you, but being held is another thing.)

[22:47] <@DM_Tol> Berrian drags a dead gnome and places the hand in the nook. And...

[22:47] <@DM_Tol> ... nothing happens.

□08[22:47] * Berrian sighs.

[22:47] <@DM_Tol> Budóck: "Stop... *cough* stop waiting time."

[22:48] <Berrian> "Does it take a living hand?"

□08[22:48] * @Shalanda hacks off the hand, then heals the wound.

[22:48] <@DM_Tol> You can see a bit of □Budóck□'s face in the rock, his eyes peering out at you.

[22:48] <@DM_Tol> Budóck's eyes shut as his arm slides down into the rubble.

□15[22:49] <@Ryu> "Rest well my little friend"

□08[22:50] * @Shalanda uses the arm on the gate.

[22:50] <@DM_Tol> His other arm takes its place, grasping at the rock, hand intact. A thumb goes up.

[22:50] <@DM_Tol> Budóck: "Go."

[22:51] <@DM_Tol> You rush Budóck's severed hand over to the gate. You push it inside the nook, resting it on the stone hand, and...

[22:51] <@Shalanda> (nothing happens... muhahahahahahaha)

[22:51] <@DM_Tol> ... the gate begins to push open.

[22:51] <@DM_Tol> As the door cracks, you are blinded by lightning.

[22:52] <@DM_Tol> As you recover, you realize it is not lighting, but just rays of light throughout the crack, light brighter than you've seen in countless days, weeks underground, under the mountain and then in the Underdark.

[22:53] <@DM_Tol> As the gate finishes opening, you take a minute for your eyes to adjust to the scene on the other side.

[22:53] <@DM_Tol> A large chamber, of similar cut to the Pilgrim way sanctuary is before you through the door.

[22:54] <@Shalanda> "I've arrived you old fool... I've arrived to take my revenge."

□08[22:54] * @Shalanda grins

[22:54] <Blake` > "Let's do this"

[22:55] <@DM_Tol> The room is rounded. Narrow pillars separate an outer segment.

[22:56] <@DM_Tol> At the center of the rounded room is a magnificent waterfall of blue force, the same hue of blue as that emanating from all the moss patches you've encountered in the Underdark, a force swirling up and over, up and over, with uncountable speed.

[22:56] <Zahira> "Lets end this...I want to see daylight again..."

□08[22:57] * @Shalanda takes in the view for a moment.

[22:57] <@DM_Tol> Down in front of the 30 foot high spiral of blue magical force, the figure Master Dee sits on his knees, face up and eyes closed.

[22:58] <@DM_Tol> Despite your foolish shouting, he seems not to have noticed you as of yet.

□08[22:58] * @Shalanda looks around for signs of anybody else in the room.

□08[22:58] * Berrian readies his bow.

[22:58] <@DM_Tol> You see no one else in the room, just the perfectly symmetrical rounded wall with equidistant small pillars on the outskirts.

□08[22:59] * @Shalanda readies her scythe for what may be its last battle.

[23:00] <@DM_Tol> As you move closer, beside a pillar you see three cases, and around the cases, several discarded bottles and oversized vials.

□15[23:00] * @Ryu readies himself with a grin, having a feeling this will be the greatest battle of his life

□08[23:01] * @Shalanda notices the vials and the number of cases and gets alarmed, and looks at the energy swirling.

[23:01] <Blake` > (/me prepares himself for a routine battle)

[23:01] <@Shalanda> (Arcana to figure out what he may be doing?)

[23:01] <@DM_Tol> (Can try, sure)

[23:01] <@Shalanda> 1d20+11

[23:01] <TolBot> [Shalanda's 1d20+11]: 24

□15[23:01] <@Ryu> (I'll do the same lol, want to 'finally' use an arcana check)

[23:01] <Berrian> 1d20+9

[23:01] <TolBot> [Berrian's 1d20+9]: 15

□15[23:01] <@Ryu> 1d20+13
[23:01] <TolBot> [Ryu's 1d20+13]: 16
□15[23:02] <@Ryu> (Tolbot's being mean to me, I like PK more than you!)
[23:02] <@DM_Tol> You guess that with the use of these vials now empty, you guess he's engaged in some process where he's harnessing or absorbing the power of the Core Source.
[23:03] <@Shalanda> (Hmmm, so probably something along the lines of a disenchant ritual is what I'm guessing in character)
[23:03] <@DM_Tol> Master Dee continues to have eyes closed, in some type of trance.
[23:04] <@DM_Tol> (What going to do as next action?)
[23:05] <@DM_Tol> (Ryu, Shalanda, Blake, Berrian, Zahira?)
[23:05] <Blake` > (destroy master d?)
[23:05] <Zahira > <kk>
[23:05] <@Shalanda> (I think I'm going to have to go with the unexpected.)
□08[23:05] * Blake` waits to see what happens
□15[23:06] <@Ryu> (sorry my brain is elsewhere)
□08[23:06] * Berrian draws the arrows back in his bow, aiming at Master Dee.
[23:06] <@DM_Tol> (Attempting cuis de grace, Berrian?)
□08[23:06] * Zahira takes up a position of semicover with her bow redied and aimed for masta dee ready to let lose at the first sign of movement.
□15[23:07] <@Ryu> (is he within my teleportation range as in 6 squares of me?)
□08[23:07] * @Shalanda steps forward and starts reciting a ritual she knows... "Enchant Item" attempting to channel the energy of the core source back into the core.
[23:07] <@DM_Tol> (You can move that close.)
[23:07] <@DM_Tol> Shalanda begins chanting.
[23:08] <Berrian> (sure, I'll let the arrows fly. twin strike)
[23:08] <Berrian> 2#1d20+11
[23:08] <TolBot> [Berrian's 2#1d20+11]: 13, 15 (Sum:28)
[23:08] <Berrian> (he knows we're here now)
[23:08] <@DM_Tol> (shooting too, Zhara?)
□15[23:08] * @Ryu moves slowly to get within teleportation range, once in range he teleports and tempts to remove the fools head in a single slice
[23:09] <@DM_Tol> Zahira, Berrian and ryu let loose a coordinated attack at the defenseless Dee.
□15[23:09] <@Ryu> 1d20+13
[23:09] <TolBot> [Ryu's 1d20+13]: 32
[23:09] <Zahira> 1d20+13
[23:09] <TolBot> [Zahira's 1d20+13]: 31
[23:10] <@DM_Tol> The arrows bounce off his chest as Ryu's blade glances off his neck, as if he was completely resistant to the attacks.

[23:10] <@DM_Tol> Dee opens his eyes, and lowers his face to glance at Ryu.

[23:10] <@DM_Tol> Master Dee grins evilly.

[23:10] <@DM_Tol> *** as this session of Können Land comes to a close ***

12-9-2012: DEE-DAY PART 2

[20:15] <@DM_Tolman> *** Game recap ***

□03[20:15] * DM_Tolman is now known as DM_Tol

[20:16] <Blake` > (back(

[20:16] <@DM_Tol> The party fought its way through the tough band of Gnomes in the Pilgrim's Way sanctuary.

[20:16] <@Shalanda> Ok epic music cued and going, time to take this Source Core as my own.

[20:16] <@DM_Tol> After making it to the closed gate of the Chamber of the Core Source, they severed the hand of a Gnomish Warlord to use his member to gain entry.

[20:17] <@DM_Tol> The group entered an amazing chamber, dazzling with light emanating from what looks like a magnificent waterfall of blue force, the same hue of blue as that emanating from all the moss patches you've encountered in the Underdark, a force swirling up and over, up and over, with uncountable speed.

[20:18] <@DM_Tol> The hair stands up on the back of your necks as the sheer power, raw and awesome in magical majesty, permeates forth from the Core Source.

[20:19] <@DM_Tol> Arround the chamber are ornate pillars reaching high into the vaulting, cleanly cut ceiling.

[20:19] <@DM_Tol> A small number of chairs are on the sides, as is a small font of water.

[20:20] <@DM_Tol> In front of the Blue flowing magical flow, Master Dee was on the floor, in some trance, perhaps continuing to absorb the power he seems to have harnessed.

[20:21] <@Shalanda> (What is a bx, Buxom Xenophobe?)

[20:21] <@DM_Tol> Large boxes sit off against one wall, with dozens of empty vials strewn about on the ground.

[20:22] <@DM_Tol> (ch = chair, bx = box, D = Master Dee)

[20:23] <@DM_Tol> Seeing the vulnerable state of this increasingly powerful enemy, having not noticed their arrival, the group launched a sneak attack.

[20:24] <@DM_Tol> The blows hit their target, and yet glance off without harm. Through some power, Master Dee, even without being aware of the attacks, seemed to possess a complete resistance to the harm.

[20:25] <@DM_Tol> Zahira, Berrian and ryu let loose a coordinated attack at the defenseless Dee

[20:25] <@DM_Tol> The arrows bounce off his chest as Ryu's blade glances off his neck, as if he was completely resistant to the attacks.

[20:25] <@DM_Tol> Dee opens his eyes, and lowers his face to glance at Ryu. Master Dee grins evilly.

[20:26] <@DM_Tol> *** As this session of Können Land begins ***

[20:26] <@DM_Tol> `init rolls plz

[20:26] <TolBot> Please make an initiative roll (1d20+modifier).

[20:26] <@Shalanda> 1d20+6

[20:26] <TolBot> [Shalanda's 1d20+6]: 20

[20:26] <Berrian> 1d20+8

[20:26] <TolBot> [Berrian's 1d20+8]: 12

[20:26] <Blake` > 1d20+4

[20:26] <TolBot> [Blake`s 1d20+4]: 5 (Not good.)

[20:26] <Athas> 1d20+7

[20:26] <TolBot> [Athas's 1d20+7]: 17

□15[20:26] <@Ryu> 1d20+3

[20:26] <TolBot> [Ryu's 1d20+3]: 22

[20:27] <@DM_Tol> 1d20+18

[20:27] <TolBot> [DM_Tol's 1d20+18]: 23

[20:27] <Zahira> 1d20+7
[20:27] <TolBot> [Zahira's 1d20+7]: 14
[20:27] <@DM_Tol> `init report
[20:27] <TolBot> Initiative Order: DM_Tol, 23, Ryu, 22, Shalanda, 20, Athas, 17, Zahira, 14, Berrian, 12, Blake`, 5
[20:28] <@DM_Tol> Master raises an eyebrow, and all of you feel lifted from your feet.
□08[20:29] * Athas grits his teeth, impatient to slake Old Man Iron's thirst.
[20:29] <@DM_Tol> 1d20+23 vs Will for everyone
[20:29] <TolBot> [DM_Tol's 1d20+23 vs Will for everyone]: 34
□15[20:29] <@Ryu> (thats a hit regardless lol)
[20:29] <@Shalanda> (ouch)
[20:30] <Zahira> <were all screwed>
[20:30] <Zahira> <shall we bend over now? or wait till he tosses us around a bit first?>
[20:30] <@DM_Tol> You feel stiff, or held rather, unable to move as you are lifted from your feet, hovering inches off the ground. Your arms are pinned to your side.
□03[20:31] * Berrian_ (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grovewood
[20:31] <Berrian_> (sorry, does that... lifted from feet, then what?)
[20:31] <@DM_Tol> Master Dee stands, and turns to look at Ryu who is hovering nearest.
[20:31] <@DM_Tol> You feel stiff, or held rather, unable to move as you are lifted from your feet, hovering inches off the ground. Your arms are pinned to your side.
[20:31] <Zahira> <bent over the bed posts and...you know..>
[20:32] <@DM_Tol> Master Dee's eyes are mysterious, full of the Blue light from the Core Source behind him.
[20:32] <@DM_Tol> He tilts his head, examining Ryu as Dee moves a finger and Ryu pivots around so that Dee might examine him from each side.
[20:33] <@DM_Tol> Dee: "A curiosity..."
[20:33] <@DM_Tol> As you feel the urge to banter with him, you find your tongue as frozen as your arms, unable to speak.
□12[20:33] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Ping timeout: 240 seconds□)
[20:33] <@DM_Tol> His voice is changed, majestic and frightful.
□03[20:33] * Berrian_ is now known as Berrian
[20:34] <@DM_Tol> He lifts his hand as all of you float nearer to him.
[20:35] <@DM_Tol> He looks at each of you in turn, a look of intense interest and curiosity in his blue eyes, and yet also tinges of distance.
[20:36] <@DM_Tol> Dee: "Far you have come... lengths you have travelled to find me."
[20:36] <@DM_Tol> His voice remains multi tonal and disturbing.
□15[20:36] * @Ryu just grins (assuming I can do so)
□08[20:37] * @Shalanda starts eying the core source.
□08[20:37] * Blake` awaits helpless
□08[20:38] * Athas glowers
[20:38] <@DM_Tol> Dee: "Had the foolish Gnomes known what you guessed, you might have had a chance. But now, after such a wait, such a long journey, it is mine. All the power."
□08[20:38] * Zahira whimpers slightly as she tries to search for anything that could help somehow.
□08[20:38] * Berrian waits for an opening.
[20:39] <@DM_Tol> Dee: "The world, mine now. With this power, NOTHING will stop me. First I will consume Yaresh, then all of Können will bow before me... and then all the WORLD."
[20:39] <@DM_Tol> He laughs maniacally.
[20:40] <@DM_Tol> Dee: "But you, you have the honor to be the first..."
[20:41] <Athas> (boy -- is he gonna be upset when I cleave his head from his shoulders...)
[20:41] <@DM_Tol> Dee: "the first to die trying to stop me, once a Seeker, but now a □GOD!□"

□03[20:41] * Zariena (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #groveewood
[20:42] <Zariena> <ggrrr>
[20:42] <@DM_Tol> He flicks his hand, and you all go hurling back.
[20:42] <@DM_Tol> Dee: "The world, mine now. With this power, NOTHING will stop me. First I will consume Yaresh, then all of Können will bow before me... and then all the WORLD."
[20:42] <@DM_Tol> Dee: "But you, you have the honor to be the first..."
[20:42] <@DM_Tol> Dee: "the first to die trying to stop me, once a Seeker, but now a □GOD!□"
[20:42] <@DM_Tol> You fly backwards, each thudding into a column.
[20:42] <Athas> (can we talk now?)
□12[20:43] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Ping timeout: 240 seconds□)
[20:43] <@DM_Tol> 1d6
[20:43] <TolBot> [DM_Tol's 1d6]: 6
□03[20:43] * Zariena is now known as Zahira
[20:43] <@DM_Tol> (each of you roll your own 1d6 damage)
[20:43] <@Shalanda> 1d6
[20:43] <TolBot> [Shalanda's 1d6]: 2
[20:43] <Athas> 1d6
[20:43] <TolBot> [Athas's 1d6]: 5
□15[20:43] <@Ryu> 1d6
[20:44] <Berrian> 1d6
[20:44] <TolBot> [Berrian's 1d6]: 5
[20:44] <@DM_Tol> (afk a sec... kid thing)
[20:44] <Zahira> 1d6
[20:44] <TolBot> [Zahira's 1d6]: 6
[20:44] <TolBot> [Ryu's 1d6]: 2
□03[20:44] * Zionia (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #groveewood
□12[20:44] * Zionia (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Client Quit□)
[20:44] <Athas> (can I spend a healing surge?)
[20:44] <Blake` > 1d6
[20:44] <TolBot> [Blake`'s 1d6]: 1
[20:44] <@Shalanda> (For 5hps, are you that wussy?)
[20:45] <@Shalanda> (If so, you'll never get in Shal's pants... err dress.)
[20:46] <Athas> (I'm down to 21... and I want to be fresh when I split Captain Megalomania from crown to crotch)
[20:46] <Zahira> <trololololo>
[20:48] <@DM_Tol> MasterDee moves very slowly, just a step forward. He looks ancient, his hair darkish-blackish, but full of white and silver streaks.
[20:49] <Zahira> <did i disapear?>
□08[20:50] * Berrian stands
[20:50] <Berrian> (if allowed)
[20:51] <@DM_Tol> (You may act, in order: Ryu, Shalanda, Athas, Zahira, Berrian, Blake`)
[20:51] <@DM_Tol> As you hit the ground, you feel released from the force that bound you.
[20:51] <@DM_Tol> You feel sick to your stomach, so unsettling was the feeling of being all-consumed by the power of his hold. Helpless, childlike.
□15[20:51] * @Ryu shakes his head to get his barings after the whack
□15[20:53] * @Ryu stands (holding any further actions)
[20:53] <@DM_Tol> (others?)
□08[20:53] * @Shalanda advances and raises forth her holy symbol into the sky. "Raven Queen, bless us so we may smite down this foe." (all: +1 power bonus to attack rolls until encounter end)
□08[20:54] * Athas takes a few ragged breaths. "Old Man Iron... will drink of a god today."

[20:54] <@DM_Tol> (Can you each please PM me your current HPs?)
□15[20:54] <@Ryu> (having issues with Character builder)
□08[20:55] * Zahira moans softly as she tries to regain her footing, standing with the aid of her bow.
□08[20:57] * Blake` tries to shrug off the effects and moves into a more advantageous position
[20:57] <@DM_Tol> (thanks everyone. go ahead an move yourself, anyone moving.)
□08[20:58] * Berrian stands up and looks at Dee.
[20:59] <Athas> (I am holding my attack)
[20:59] <@DM_Tol> (Anyone else moving for partial cover? anything else this round?)
[21:01] <@Shalanda> (I think that's a no)
[21:05] <@DM_Tol> (Any other actions this first round?)
[21:05] <@DM_Tol> Master Dee looks around, moving slowly, still almost quizzically interested in your presence and not completely aware of the reality of the present.
[21:06] <Athas> (time for the gentle slap of reality)
[21:06] <@DM_Tol> He takes no other currency action.
[21:06] <@DM_Tol> (Ryu, Shalanda, Athas, Zahira, Berrian, Blake`)
[21:06] <@DM_Tol> (Ryu)
□15[21:07] * @Ryu moves to and starts looking through the boxes trying to find anything useful
[21:07] <@DM_Tol> Dee points straight ahead at Shalanda. Shal, you fear of what power is about to emanate forth.
□08[21:08] * @Shalanda advances, and strikes at him with a Sacred Flame to test his defenses. (wis vs ref).
[21:08] <@Shalanda> 1d20+8
[21:08] <TolBot> [Shalanda's 1d20+8]: 26
[21:08] <@DM_Tol> Dee flicks his finger, and you hear a loud slam, as the door behind falls shut.
[21:09] <@Shalanda> "Let the games begin."
[21:11] <@DM_Tol> Shalanda, your Sacred Flame glances off of him with no effect.
[21:11] <@DM_Tol> (Ath)
[21:12] <@DM_Tol> (Athas, Zahira)
□08[21:12] * Athas sprints forward
[21:13] <Athas> (basic melee strike)
[21:13] <@Shalanda> (Don't forget the bless bonus)
[21:13] <Athas> 1d20+14
[21:13] <TolBot> [Athas's 1d20+14]: 31
[21:13] <Blake`> (boom)
[21:13] <Athas> 1d12+8
[21:13] <TolBot> [Athas's 1d12+8]: 18
[21:13] <Athas> (Boom)
□08[21:14] * Zahira moves to help Ryu with the boxes in hopes to find something of use that could help them.
[21:14] <Athas> "OLD MAN IRON DRINKS DEEP!"
[21:14] <@DM_Tol> Athas makes a vicious attack, smacking his weapon upon MasterDee's side. It glances off with no effect.
[21:15] <@DM_Tol> Dee turns to look at Shalanda, and then at Athas.
[21:15] <@DM_Tol> (Zahira)
□08[21:15] * Zahira moves to help Ryu with the boxes in hopes to find something of use that could help them.
[21:16] <@DM_Tol> Zahira and Ryu, you dig through the crates, finding empty vials all over the place.
[21:17] <@DM_Tol> You do in one crate find a half dozen full vials.
[21:17] <Zahira> "What do you suppose these do?"

□15[21:18] <@Ryu> "No idea" (Arcana check?)
[21:19] <@DM_Tol> In each metal vial is a fine, silvery dust.
[21:19] <Athas> (quick -- someone make an air-burst bomb...)
□08[21:19] * Berrian activates his gloves as he fires off two arrows at the man-god, then takes a few steps back.
□15[21:19] <@Ryu> (ok, arcana to identify the dust lol)
[21:20] <Berrian> 2#1d20+8
[21:20] <TolBot> [Berrian's 2#1d20+8]: 9, 26 (Sum:35)
[21:20] <@DM_Tol> (k, Ryu)
□15[21:20] <@Ryu> 1d20+13
[21:20] <TolBot> [Ryu's 1d20+13]: 33 (Perfect!)
[21:20] <Blake`> (boooooom)
[21:20] <Zahira> <nice roll!>
[21:20] <Berrian> (and all resist 10 or less is negated this encounter for me)
[21:20] <@DM_Tol> Berrian, one of your arrows hits Dee and glances off with no effect. It is as if some magical forces stays the blunt of the force.
[21:22] <@DM_Tol> Ryu, by the look of the powder, and method of container, you feel certain that you hold in your hand a vial of Residuum, concentrated magic that is useful as a component in sophisticated rituals and long processes of making magic items.
[21:23] <Athas> (is it flammable?)
□03[21:23] * Atreyu| (jacensharm@9ab9c421.dhcp.lnbh.ca.4e125616.com.hmsk) has joined #groveewood
[21:23] <@Shalanda> (Hey Marr)
[21:23] <Atreyu|> (yo)
[21:24] <Athas> (just in time to help us slap someone about harshly)
[21:25] <Atreyu|> (orly?)
[21:25] <@DM_Tol> (Residuum is not flammable, and each vial worth thousands, by your reckoning.)
□03[21:25] * Atreyu| (jacensharm@9ab9c421.dhcp.lnbh.ca.4e125616.com.hmsk) has left #groveewood
[21:25] <Zahira> <if we live thru this...we will at least have some cash>
□03[21:25] * Atreyu| (jacensharm@9ab9c421.dhcp.lnbh.ca.4e125616.com.hmsk) has joined #groveewood
[21:25] <@DM_Tol> Blake moves up and does Commander's strike.
[21:26] <Athas> (alas, I am a simple barbarian... let's choke him with it!)
[21:26] <@DM_Tol> to Athas.
[21:27] <@DM_Tol> (Attas, Athas?)
[21:27] <Athas> (cleave with Heroic effort)
□08[21:27] * Athas winds up to deliver a blow
[21:27] <Athas> 1d20+18
[21:27] <TolBot> [Athas's 1d20+18]: 21
[21:27] <@DM_Tol> Athas misses with his blow.
[21:28] <Athas> (*bleep* you, TolBot...)
[21:28] <@DM_Tol> Dee turns, still slowly, looking at his assailants.
[21:28] <@DM_Tol> 1d2
[21:28] <TolBot> [DM_Tol's 1d2]: 1
[21:28] <Athas> (brb)
[21:29] <@DM_Tol> He points at Shalanda, as blue lightning shoots forth at her.
[21:30] <@DM_Tol> 1d20+23 vs Relf Shal
[21:30] <TolBot> [DM_Tol's 1d20+23 vs Relf Shal]: 41
[21:30] <@Shalanda> (He's a Sith Lord, quick Athas throw him into a hole.)
[21:30] <@DM_Tol> 3d8+13
[21:30] <TolBot> [DM_Tol's 3d8+13]: 31
[21:31] <Berrian> (y'know... tossing him into the waterfall of energy might work?)

[21:31] <@DM_Tol> Shalanda, you are blasted with forceful magic and knocked prone.
[21:31] <@DM_Tol> (Ryu, Shalanda, Athas, Zahira, Berrian, Blake)
□08[21:31] * @Shalanda reels from the blow, her body wracked with pain, as a painful grunt escapes her lips.
[21:32] <Athas> (someone make me a hole)
□15[21:32] * @Ryu moves to the Source and throws the bottle of Residuum into it hoping to disrupt it
[21:32] <@DM_Tol> The rest of you witness incredible power emanate from MasterDee, fearful for Shalanda's life, and for your fate against this insurmountable foe.
[21:32] <@Shalanda> (Nooooooooooooo!)
[21:32] <Zahira> <brb>
[21:34] <@DM_Tol> Ryu, as you throw the bottle into the flow of Magic, it turns Silver.
[21:34] <@DM_Tol> As you do so, you notice an ever so small change in MasterDee.
[21:35] <@DM_Tol> (sorta silver green)
[21:35] <Berrian> (brb..)
[21:35] <@DM_Tol> (Shal)
□08[21:35] * @Shalanda rises to her feet and moves to position herself behind Dee.
[21:36] <@Shalanda> (end action)
[21:37] <@DM_Tol> (Ath)
□15[21:37] * @Ryu notes the change in the source and decides to give hitting D another go
[21:37] <@DM_Tol> (Ryu, that was your action)
□15[21:38] <@Ryu> (waiting for my next turn though ^^)
[21:38] <@DM_Tol> (Athas, Zahira)
[21:38] <Athas> (Brash Strike)
[21:38] <Athas> 1d20+16
[21:38] <TolBot> [Athas's 1d20+16]: 18
[21:38] <Athas> (*bleeping* really?)
[21:38] <@DM_Tol> Athas misses with his attack.
[21:39] <@DM_Tol> (Zahira? Berrian)
□08[21:39] * Berrian sighs as he fires off two more arrows, hoping against hope they will do damage.
[21:39] <Berrian> 2#1d20+8
[21:39] <TolBot> [Berrian's 2#1d20+8]: 22, 20 (Sum:42)
[21:40] <@DM_Tol> Berrians attacks miss.
[21:41] <@DM_Tol> (Zahira, Blake)
[21:41] <Zahira> <back sorry...phone rang>
□08[21:41] * Blake` offers Athas another Commander's Strike
□08[21:42] * Blake` then moves forwards
[21:42] <Athas> 1d20+14
[21:42] <TolBot> [Athas's 1d20+14]: 30
[21:42] <@DM_Tol> Athas's blow connect.
□08[21:42] * Zahira watches Ryu throw the bottle and pulls her bow back up to let loose an arrow hoping it passes through the shield this time.
[21:42] <Athas> 1d12+8
[21:42] <TolBot> [Athas's 1d12+8]: 13
[21:43] <Zahira> 1d20+13
[21:43] <TolBot> [Zahira's 1d20+13]: 21
[21:44] <@DM_Tol> Dee grunts, and whirls around as he is hit.
[21:44] <@DM_Tol> Zahira's attack misses.
□08[21:44] * Athas grins
□15[21:44] <@Ryu> (makes me think of fighting Ganon on the old Zelda games)

[21:45] <Athas> (or Sledge)
[21:45] <@DM_Tol> The Core Source turns blue once more.
[21:48] <@DM_Tol> Master Dee growls as he turns, "You!"
[21:48] <@DM_Tol> 1d20+18 vs Ryu's Fortitude
[21:48] <TolBot> [DM_Tol's 1d20+18 vs Ryu's Fortitude]: 31
[21:49] <@DM_Tol> 1d6+11
[21:49] <TolBot> [DM_Tol's 1d6+11]: 14
□15[21:49] <@Ryu> (14dam?)
[21:49] <@DM_Tol> Ryu, you are wounded by a magical blow, unlike the previous attack though. You feel cold and immobilized. (til save at end of your next turn.)
[21:49] <@DM_Tol> (yes0
[21:50] <@DM_Tol> (Shal)
□15[21:50] <@Ryu> (You skipped me lol, don't I get to atleast save lol)
□08[21:50] * @Shalanda consecrates the ground at her feet (which overlaps into the Core Source), then moves it so it centers on Master Dee.
[21:50] <@DM_Tol> (Ryu)
□15[21:50] <@Ryu> (or does it negate this turn?)
[21:50] <@DM_Tol> (sorry, getting hit doesn't count as your action, heheh)
□15[21:51] <@Ryu> (not moving as I'm immobilized so, jus' saving)
□15[21:51] <@Ryu> 1d20
[21:51] <TolBot> [Ryu's 1d20]: 14
[21:51] <@DM_Tol> (Sorry, Dee attacked, and THEN the color of the Core Source and his eyes turned back to Blue)
[21:52] <@DM_Tol> Ryu moves freely once more.
□15[21:52] <@Ryu> "Zah! Throw them in!"
[21:52] <@DM_Tol> Shalanda, you sense that your Consecration is repelled by the Core Source, and seems to have no effect on Dee.
□08[21:53] * @Shalanda as a free action will plunge her hand into the Core Source to try to disrupt it.
[21:54] <@DM_Tol> Shalanda, you pull your hand back as you lose skin from the tip of your knuckles as it approaches the flow of magical force.
[21:57] <@DM_Tol> Athas acts.
□08[21:57] * Athas lashes out at Dee
[21:57] <Athas> (Crushing Blow)
[21:57] <Athas> 1d20+14
[21:57] <TolBot> [Athas's 1d20+14]: 23
[21:58] <Athas> (really?)
[21:58] <@DM_Tol> Athas misses.
[21:58] <@DM_Tol> (Zahira)
□08[21:58] * Zahira nods and grabs up the rest of the vials and runs for the Source to toss them in.
[21:59] <@Shalanda> (Nooooooooooooo!)
[21:59] <Zahira> <saves one for shal tho...maybe...😬>
[22:01] <@DM_Tol> As Zahira tosses another vial into the flow, it turns bright greenish silver once more.
[22:02] <@DM_Tol> Dee's eyes turn normal once more.
[22:02] <@DM_Tol> (Berrian)
□08[22:02] * Berrian fires another two arrows at Dee, then takes another step back, around the corner of the pillar
[22:02] <Berrian> 2#1d20+8
[22:02] <TolBot> [Berrian's 2#1d20+8]: 26, 10 (Sum:36)

[22:02] <@DM_Tol> Berrian hits with one arrow.
[22:02] <Berrian> 1d10+1 and
[22:02] <TolBot> [Berrian's 1d10+1 and]: 6
[22:02] <Berrian> 1d8
[22:02] <TolBot> [Berrian's 1d8]: 6
[22:04] <@DM_Tol> (Blake)
□08[22:04] * Blake` attempts to rally his companions even more "We must stand strong, we cannot fail!" (Bastion of Defense) (also using my Sword Daily power (Cold)
[22:04] <Blake` > 1d20+11 vs AC
[22:04] <TolBot> [Blake`s 1d20+11 vs AC]: 19
[22:04] <@DM_Tol> Blake misses with his attack.
[22:05] <@DM_Tol> The rest of you feel embolden by Blake's urging.
[22:05] <@Shalanda> 1d6+1 Consecrated Ground damage (at start of Dee's turn)
[22:05] <TolBot> [Shalanda's 1d6+1 Consecrated Ground damage (at start of Dee's turn)]: 7
[22:05] <Athas> (how about TolBot?)
[22:05] <@DM_Tol> Dee reels around once more, wound by the arrow and the Consecrated Ground.
[22:07] <@DM_Tol> 1d20+18 vs Fort Shalanda
[22:07] <TolBot> [DM_Tol's 1d20+18 vs Fort Shalanda]: 27
[22:07] <@DM_Tol> 1d2
[22:07] <TolBot> [DM_Tol's 1d2]: 1
[22:07] <@DM_Tol> (yes, Shal)
[22:08] <@Shalanda> (ow)
[22:08] <@DM_Tol> 1d6+11 cold damage and immobilized till save end of next turn
[22:08] <TolBot> [DM_Tol's 1d6+11 cold damage and immobilized till save end of next turn]: 13
[22:09] <@DM_Tol> * Next Round *
[22:09] <@DM_Tol> the Core Source turns bright Blue once more.
[22:09] <@DM_Tol> (Ryu)
□15[22:09] <@Ryu> (would throwing a bottle in be a minor?)
[22:10] <@DM_Tol> (Sure, I thought Zahira said he has the remaining 4 vials)
[22:10] <Zahira> <yoinck it out of my hand 🤪>
[22:11] <@DM_Tol> (you can have one if you say you do)
[22:11] <@DM_Tol> (I'm gonna say Move action, not minor action)
[22:11] <@DM_Tol> (hmm, nm, minor is fine)
□15[22:12] <@Ryu> (The bottles only last until D's turn so it makes it hard lol)
[22:12] <@DM_Tol> Ryu tosses another valuable vial into the flow, which turns silvery green once more.
[22:12] <@Shalanda> (noooooooooooooo!)
□15[22:12] * @Ryu attacks D with Dimensional Bond (Daily)
□15[22:12] <@Ryu> 1d20+13 vs AC
[22:12] <TolBot> [Ryu's 1d20+13 vs AC]: 16
□15[22:13] <@Ryu> (Miss = Half Damage)
□15[22:13] <@Ryu> 2d10+7
[22:13] <TolBot> [Ryu's 2d10+7]: 21
[22:13] <Zahira> <lol...wonder if it would last longer if we did more than one in a round>
[22:13] <@DM_Tol> Dee's eye's return to normal as Ryu hits him with half of a Dimmensional Bond.
□15[22:14] <@Ryu> (Effect: Until the end of encounter, you can teleport 10 squares as a move action, and said teleportation must end adjacent to the target, so basically I can teleport 10 squares as long as I end adjacent to D)
[22:15] <@DM_Tol> (Shal)
□08[22:15] * @Shalanda glares angrily and brings her scythe to bear. (Free action Channel Divinity

+1 hit, Healing Strike (str vs ac), Action point: Avenging Flame str vs ac (dam on miss), Minor: Sustain Cons. Ground)

[22:15] <@Shalanda> 1d20+12

[22:15] <TolBot> [Shalanda's 1d20+12]: 17

[22:15] <@Shalanda> 1d20+11

[22:15] <TolBot> [Shalanda's 1d20+11]: 19

[22:16] <@DM_Tol> (please don't wait on me for your turn, folks... go ahead when One before is done)

[22:16] <@Shalanda> 2d4+4

[22:16] <TolBot> [Shalanda's 2d4+4]: 9

[22:16] <@DM_Tol> Shalanda is immobilized this round.

[22:16] <@Shalanda> (I never moved from my spot)

□08[22:16] * Athas swings again

[22:16] <Athas> 1d20+14

[22:16] <TolBot> [Athas's 1d20+14]: 27

[22:17] <@DM_Tol> (just reminding)

[22:18] <@DM_Tol> (Shalanda misses with multiple attacks.)

[22:18] <@Shalanda> (He does take 9 damage though)

[22:18] <@DM_Tol> Athas hits the un-deified Master Dee.

[22:18] <@DM_Tol> (noted)

[22:19] <Athas> 1d12+8

[22:19] <TolBot> [Athas's 1d12+8]: 13

[22:19] <@DM_Tol> (Zahira)

□08[22:19] * Zahira turns and draws her bow taught as she launches an arrow at him

[22:20] <Zahira> 1d20+13

[22:20] <TolBot> [Zahira's 1d20+13]: 28

[22:20] <@DM_Tol> (hit)

[22:20] <Zahira> <also activating daily power of quenchquiverbow: push back 2 and fall prone when hit>

[22:20] <Zahira> 1d10+7

[22:20] <TolBot> [Zahira's 1d10+7]: 10

[22:20] <Zahira> 1d6

[22:20] <TolBot> [Zahira's 1d6]: 2

[22:20] <@DM_Tol> (which direction?)

[22:20] <Zahira> <12>

□15[22:21] <@Ryu> (straight back into the source hopefully lol)

[22:21] <Zahira> <lol i would assume away from me>

[22:21] <@DM_Tol> (ok)

□08[22:22] * Berrian fires two more arrows from his semi-protected place behind the pillar

[22:22] <Berrian> 2#1d20+8

[22:22] <TolBot> [Berrian's 2#1d20+8]: 28, 25 (Sum:53)

[22:22] <@DM_Tol> Dee falls back 10 feet. (as Shalanda is unhappy)

[22:22] <@Shalanda> (yup)

[22:22] <@DM_Tol> Berrian hits the prone Dee with his combat advantage.

□08[22:22] * @Shalanda glares over her shoulder.

[22:22] <Berrian> 1d10+1 and

[22:22] <TolBot> [Berrian's 1d10+1 and]: 5

[22:22] <Zahira> <whistles innocently...hit him while he is down!>

[22:23] <Berrian> 1d8+11 (one was crit hit)

[22:23] <TolBot> [Berrian's 1d8+11 (one was crit hit)]: 13

[22:23] <Berrian> (18 hp)

[22:23] <@DM_Tol> (18 total from your attacks?)
[22:23] <Berrian> (yes, 5, 11 for crit, and +2 for quarry)
□08[22:24] * Blake` calls out to Shalanda "Stay strong!!" (minor action; Inspiring Word, healing surge + 1d6) then moves to attack with Warlord's Strike, then uses an action point and follows with Hammer and Anvil in attempts to even the odds.
[22:24] <@DM_Tol> (Blake)
[22:24] <@Shalanda> 1d6
[22:24] <TolBot> [Shalanda's 1d6]: 6
[22:25] <Blake` > 1d20+11 vs AC
[22:25] <TolBot> [Blake`s 1d20+11 vs AC]: 16
[22:25] <Blake` > 1d20+11 vs Ref
[22:25] <TolBot> [Blake`s 1d20+11 vs Ref]: 17
[22:25] <Blake` > (shees)
[22:25] <@DM_Tol> Blake misses with his attacks.
[22:25] <Blake` > (wish i could roll in the double digits once tonight)
[22:26] <@DM_Tol> Dee stands and fires.
[22:26] <@DM_Tol> 1d5
[22:26] <TolBot> [DM_Tol's 1d5]: 1
[22:27] <@Shalanda> (Doesn't he provoke for standing?)
[22:27] <@DM_Tol> (dunno)
[22:27] <@DM_Tol> 1d20+18 vs Shal Fortitude.
[22:27] <TolBot> [DM_Tol's 1d20+18 vs Shal Fortitude.]: 34
[22:28] <@DM_Tol> 1d6+13 Cold damage and Immobilized til save.
[22:28] <TolBot> [DM_Tol's 1d6+13 Cold damage and Immobilized til save.]: 16
[22:28] <@DM_Tol> The Core srouce flickers and burns blue once more, as do Dee's eyes. He laughs, his powerful voice returned.
[22:29] <@DM_Tol> (Ryu)
□15[22:30] * @Ryu throws another bottle (assuming I can still grab one from Zah), and teleports over to attack D (holding to make sure this is OK before I roll attack)
[22:30] <@DM_Tol> (sure)
□15[22:30] <@Ryu> 1d20+13
[22:30] <TolBot> [Ryu's 1d20+13]: 14 (Sorry.)
□15[22:30] <@Ryu> (lol, stepped on a rock)
[22:30] <Zahira> <flail>
[22:30] <Zahira> <fell into the source>
[22:31] <Zahira> <at least he had a vial with him when he went in...>
□15[22:31] <@Ryu> (the attack was after I teleported away from the source :-P)
[22:31] <@DM_Tol> 1d8
[22:31] <TolBot> [DM_Tol's 1d8]: 2
[22:32] <@DM_Tol> (Shalanda)
□08[22:32] * @Shalanda fey-steps (allowable while immobile), and attacks Dee with a Righteous Brand
[22:32] <Athas> (Levi?)
[22:32] <@Shalanda> 1d20+11
[22:32] <TolBot> [Shalanda's 1d20+11]: 24
[22:33] <@DM_Tol> (vs ?)
[22:33] <@Shalanda> (Ac)
[22:33] <@DM_Tol> Shalanda Misses.
□08[22:33] * Athas strikes again
[22:33] <Athas> 1d20+14
[22:33] <TolBot> [Athas's 1d20+14]: 19

[22:33] <@Shalanda> (Maintain C.Ground as minor)
[22:33] <Athas> (*sigh*)
[22:34] <Zahira> <tolbot hates us tonight...*humps it again*
[22:34] <@DM_Tol> Athas misses as Zahira acts.
□08[22:35] * Zahira draws and launches another shot at Dee
[22:35] <Zahira> 1d20+13
[22:35] <TolBot> [Zahira's 1d20+13]: 21
[22:35] <@DM_Tol> Zahira misses
[22:35] <@DM_Tol> (Dee's unmodified AC is 25)
[22:35] <@Shalanda> (Forgot my saving throw)
[22:35] <@Shalanda> 1d20
[22:35] <TolBot> [Shalanda's 1d20]: 10
[22:36] <@DM_Tol> (pass)
□08[22:37] * Berrian fires more arrows, hoping to damage the man even more
[22:37] <Berrian> 2#1d20+8
[22:37] <TolBot> [Berrian's 2#1d20+8]: 16, 25 (Sum:41)
[22:37] <Berrian> 1d10+1 and
[22:37] <TolBot> [Berrian's 1d10+1 and]: 11
[22:37] <Berrian> 1d8
[22:37] <TolBot> [Berrian's 1d8]: 6
[22:37] <Berrian> (17hp)
□08[22:37] * Blake` calls for for Athas's to swing again (Commander's Strike, +2 dmg if you hit)
[22:38] <Berrian> (sorry, I was zoning out for a second there...)
[22:38] <Athas> 1d20+14
[22:38] <TolBot> [Athas's 1d20+14]: 17
[22:38] <Athas> (*bleep*)
[22:38] <@DM_Tol> Athas misses after Berrian nails Dee.
[22:39] <@Shalanda> "How many more of those vials are left?"
[22:40] <Zahira> <2 i think>
[22:40] <Blake` > "Hopefully many!"
[22:40] <@DM_Tol> Master Dee disappears.
□08[22:41] * @Shalanda quickly looks around the room.
[22:41] <@DM_Tol> Several seconds pass by. You can not see him.
□15[22:41] * @Ryu does so as well
[22:42] <@DM_Tol> The Core Source turns blue once more.
□15[22:42] <@Ryu> "You know you cannot win this day, you pathetic excuse of a wizard, so run, and hide, we will find you, and we will kill you!"
[22:42] <@DM_Tol> 1d3
[22:42] <TolBot> [DM_Tol's 1d3]: 1
[22:42] <@Shalanda> (yay, me again)
[22:42] <Zahira> <lol...he likes you>
[22:43] <Athas> "COWARD! YOU WET-NURSED COWARD!"
[22:43] <@DM_Tol> (just not fair)
[22:43] <@Shalanda> (Well I should be his favorite by now. I've killed a number of his lackies, ruined several of his plans, and badgered him.)
[22:43] <@DM_Tol> MasterDee appears beside a column, and fires a blue lightning bolt at Shalanda.
[22:43] <Zahira> <still better than an arrow to the kneecap>
[22:43] <@DM_Tol> 1d20+23 vs Refl
[22:43] <TolBot> [DM_Tol's 1d20+23 vs Refl]: 25
[22:44] <@Shalanda> (hit)
[22:44] <@DM_Tol> 3d8+13 Force damage

[22:44] <TolBot> [DM_Tol's 3d8+13 Force damage]: 26
[22:44] <@DM_Tol> (Ryu)
□08[22:44] * @Shalanda reels from the blow, her wounds looking nearly mortal.
□15[22:45] * @Ryu teleports behind D and thrusts slashes
□15[22:45] <@Ryu> 1d20+13
[22:45] <TolBot> [Ryu's 1d20+13]: 28
[22:45] <@DM_Tol> (Ryu, what's your tele range?)
□15[22:46] <@Ryu> (since the source is blue I think its going to bounce off so do I still need to roll damage, 10 squares with Dimensional Bond in play)
[22:46] <@DM_Tol> Ryu attacks Dee as his blow glances off.
□08[22:46] * @Shalanda cures serious wounds on herself and closes to melee range. (maintain C.G. minor)
[22:46] <@DM_Tol> (Athas)
□15[22:46] <@Ryu> (I wish the bottles would last until the end of whomevers turn threw them in, so 1 full round)
□08[22:47] * Athas sprints to Dee...
[22:47] <@DM_Tol> (You can all hold your actions until after whomever you like)
[22:47] <Athas> 1d20+14
[22:47] <TolBot> [Athas's 1d20+14]: 34 (You da man.)
[22:48] <Athas> 1d12+8
[22:48] <TolBot> [Athas's 1d12+8]: 11
[22:48] <@DM_Tol> (But, remember... turns in a round are the order of who acts... they are the order of how the effects are realized by each of you and reactions made within the round, even though they are somewhat simultaneous.)
[22:48] <@DM_Tol> Athas swings and misses Dee.
[22:48] <@DM_Tol> (no, hits)
[22:49] <@DM_Tol> (sorry, didn't see the critical)
[22:49] <@DM_Tol> Dee looks bloodied.
[22:49] <@DM_Tol> (Zahira)
[22:49] <@Shalanda> (But does the crit actually do damage with a blue field?)
[22:49] <Zahira> <holds action till after Dee so i can drop another vial to help in the chain of events>
[22:49] <@DM_Tol> (It seems to have.)
[22:50] <@DM_Tol> (Berrian, Blake?)
□08[22:50] * Berrian looks for D, doesn't see him, but runs towards where the others are heading. (double move)
□08[22:50] * Blake` moves and calls out a Commander's Strike again to Athas
[22:50] <Athas> 1d20+14
[22:50] <TolBot> [Athas's 1d20+14]: 22
[22:51] <@DM_Tol> 1d3
[22:51] <TolBot> [DM_Tol's 1d3]: 3
[22:51] <@Shalanda> (Gasp, not me. 😞)
[22:51] <@DM_Tol> Dee laughs maniacally and shoots lighting at Athas.
[22:51] <@DM_Tol> 1d20+23 vs Refl
[22:51] <TolBot> [DM_Tol's 1d20+23 vs Refl]: 36
[22:52] <@DM_Tol> 3d8+13
[22:52] <TolBot> [DM_Tol's 3d8+13]: 25
[22:52] <@DM_Tol> Athas, you feel a powerful force blow through you.
[22:52] <Athas> (I smell delicious!)
□08[22:52] * Athas staggers a step back and fall to his knees.

[22:53] <@DM_Tol> (Next round... Zahira, you want first action?)
[22:53] <Zahira> <yea, dee is at the end of the line now correct?
[22:53] <@DM_Tol> (yes)
[22:53] <Zahira> <then yes plz>
□08[22:54] * Zahira dumps the 2nd to last vial into the source and then turns to take a carefully aimed shot at Dee
[22:54] <Zahira> 1d20+13
[22:54] <TolBot> [Zahira's 1d20+13]: 31
[22:54] <Zahira> 1d10+7
[22:54] <TolBot> [Zahira's 1d10+7]: 10
[22:54] <@DM_Tol> (hit)
[22:54] <Zahira> 1d6
[22:54] <TolBot> [Zahira's 1d6]: 1
[22:54] <Zahira> <11>
[22:54] <@DM_Tol> (Ryu)
□15[22:55] * @Ryu musters all the force he can into his attacks against D (Normal Attack, Action Point: Normal Attack)
□15[22:55] <@Ryu> 1d20+13
[22:55] <TolBot> [Ryu's 1d20+13]: 18
□15[22:55] <@Ryu> 1d20+13
[22:55] <TolBot> [Ryu's 1d20+13]: 16
□15[22:55] <@Ryu> (miss miss it looks like)
□08[22:55] * @Shalanda calls forth the power of the Raven Queen and channels a strike she's never used before. (Strengthen the Faithful, Str vs AC). "Raven Queen, guide my strike as I focus your divine power into this blow!"
[22:55] <@DM_Tol> Ryu misses as Shalanda retaliates.
[22:55] <@Shalanda> 1d20+11
[22:55] <TolBot> [Shalanda's 1d20+11]: 22
[22:55] <@Shalanda> (Damn it!)
[22:56] <@DM_Tol> (Athas, action?)
[22:56] <Athas> 1d20+14
[22:56] <TolBot> [Athas's 1d20+14]: 32
[22:56] <@DM_Tol> (hit)
□15[22:57] <@Ryu> (swt, i still have 1 more ap lol)
[22:57] <Athas> (yes!)
[22:57] <Athas> 1d12+8
[22:57] <TolBot> [Athas's 1d12+8]: 17
[22:57] <@DM_Tol> Dee stumbles from the blow, and looks quite bad.
[22:57] <@DM_Tol> (Berrian)
□15[22:58] <@Ryu> (Can I go on and use my other AP forgot I had 2)
□08[22:58] * Berrian fires off two arrows, now that his target is in range (AP? fires 2 more)
[22:58] <@DM_Tol> (I don't think you can use two APs in one round)
□15[22:58] <@Ryu> (^^ alright I'll wait then)
[22:58] <Berrian> 4#1d20+8
[22:58] <TolBot> [Berrian's 4#1d20+8]: 16, 10, 17, 12 (Sum:55)
[22:58] <@Shalanda> (No you can't 😞)
[22:58] <Berrian> (gah!!!!)
[22:58] <@DM_Tol> Berrian fires wildly with multiple shots.
[22:58] <@DM_Tol> (Blake)
□08[22:58] * Blake` moves into attack range and calls out Inspiring words to Shalanda (surge +

1d6) and then attack Dee with Stand of the Fallen
□15[22:59] <@Ryu> (Hey, don't me and Shal get combat advantage?)
[22:59] <@Shalanda> (yes)
[22:59] <@Shalanda> 1d6
[22:59] <TolBot> [Shalanda's 1d6]: 6
[22:59] <Blake` > 1d20+9 vs AC
[22:59] <TolBot> [Blake`s 1d20+9 vs AC]: 27
[22:59] <@DM_Tol> Blake hits Dee
[22:59] <Blake` > 3d8+3
[22:59] <TolBot> [Blake`s 3d8+3]: 18
□08[22:59] * @Shalanda looks fully healed... now if only her clothes looked that way.
[22:59] <Blake` > (everyone within 10 squares can use a healing surge +3 hps)
[23:00] <Athas> (surging)
[23:00] <@DM_Tol> Once Dee it hit, he disappears once more.
[23:00] <@DM_Tol> Seconds pass.
[23:00] <@DM_Tol> The Core Source returns to its Bright Blue State.
[23:00] <@Shalanda> (Don't forget bless gives everybody +1 to hit)
[23:01] <@DM_Tol> You hear the maniacal voice echo through the chamber.
[23:02] <@DM_Tol> Dee: "It was a noble effort. But now you will die."
[23:02] <@DM_Tol> A second more passes.
□15[23:02] <@Ryu> "Show yourself and we will see coward"
[23:02] <@DM_Tol> Dee appears back in front of the Core Source, and lays a hand upon Zahira as blue lighting courses through him.
[23:03] <@DM_Tol> 1d20+23
[23:03] <TolBot> [DM_Tol's 1d20+23]: 35
[23:03] <@DM_Tol> 3d8+13
[23:03] <TolBot> [DM_Tol's 3d8+13]: 28
[23:03] <Zahira> <ouchies>
[23:04] <@DM_Tol> Zhaira, powerful force overcomes you as the no longer bloodied MasterDee shocks you, laughing insanely as the Bright Blue Eyes glow.
[23:04] <@DM_Tol> *** As this session of Können Land comes to a close ***

[21:05] <@DM_Tol> *** Game Recap ***

□03[21:05] * Kyles is now known as Bllake

[21:05] <@DM_Tol> The party made its way to the chamber of the Core Source, the immense and mysterious source of the arcanish powers of the gnome civilization in the Underdark.

[21:06] <@DM_Tol> Finding Master Dee at the end of absorbing or transforming or controlling the power of the Core Source, through some ritual that included vials and vials of Residuum, they attacked.

□12[21:07] * Bllake (kyles@282f3892.a61bf37.net.hmsk) Quit (Client Quit□)

□03[21:07] * Warbudgie (Warbudgie@282f3892.a61bf37.net.hmsk) has joined #grove

□03[21:07] * Warbudgie is now known as Blake` `

[21:08] <@DM_Tol> MasterDee at first seemingly impervious to all forms of attack, the group discovered that casting the magical force into the Core Source broke Dee's connection for a short time.

[21:08] <@DM_Tol> Dee sneaks close to the Core Source, landing a vicious blow on Zahira.

[21:08] <@DM_Tol> *** As this session of Können Land continues ***

[21:09] <@DM_Tol> A powerful force overcomes Zahira as the no longer bloodied MasterDee shocks her, laughing insanely as the Bright Blue Eyes glow.

[21:11] <@Shalanda> (Reminders: Bless still active - +1 power bonus to attack rolls, the Purple 3x3 spot on the map is the Consecrated Ground (healing to friendly bloodied / Damage to Dee)

[21:11] <@DM_Tol> Init: Zahira, Ryu, Shalanda, Athas, Berrian, Blake`

[21:11] <@DM_Tol> (Ryu)

□15[21:12] <@Ryu> (Sorry, was getting a drink)

□15[21:13] * @Ryu teleports over to Dee (Dimensional Vortex, is still active) and attacks although he doesn't expect it to hit

□15[21:13] <@Ryu> 1d20+13

[21:13] <TolBot> [Ryu's 1d20+13]: 17

[21:13] <@DM_Tol> (Shal)

□15[21:13] <@Ryu> (Sorry, Dimensional Bond, not Dim Vortex)

□08[21:14] * @Shalanda moves into position and attempts to grab Dee. (Str vs Ref)

[21:14] <@Shalanda> 1d20+7

[21:14] <TolBot> [Shalanda's 1d20+7]: 9

[21:14] <@DM_Tol> (Fail. Athas)

□08[21:15] * Athas swings his axe hand

[21:15] <Athas> 1d20+14

[21:15] <TolBot> [Athas's 1d20+14]: 31

[21:15] <Athas> 1d12+8

[21:15] <TolBot> [Athas's 1d12+8]: 12

[21:15] <@Shalanda> (Where is Athas on the map?)

[21:15] <@DM_Tol> (I was about to ask that)

[21:16] <@DM_Tol> Athas misses as his blow glances off.

[21:16] <@DM_Tol> (Berrian)

□08[21:17] * Berrian runs at Dee, then jumps and attempts a flying kick, to knock him into the Source,

[21:17] <Berrian> 1d20+13 acrobatics

[21:17] <TolBot> [Berrian's 1d20+13 acrobatics]: 33 (Way to go!)

[21:17] <Berrian> (*high-fives tolbot*)

[21:18] <Athas> (brb)

[21:18] <@DM_Tol> (we need to clean up map. Berrian, where is shall now? that's a bull rush,

then?)

[21:18] <@Shalanda> (Shal apparently got replaced by Athas.)

[21:19] <Athas> (ratings)

[21:19] <@DM_Tol> (that's a str attack, Berrian)

[21:19] <@Shalanda> (Damn macho get out of my way woman manuevers, I'm going to protect you crap.)

□15[21:19] <@Ryu> (can it atleast remain a crit lol)

[21:20] <@DM_Tol> (Sorry, you can keep an Acro roll crit... but that doesn't push him back)

[21:20] <@DM_Tol> (You can do a nice-looking flip, though)

[21:20] <@DM_Tol> (Berrian, what are you doing?)

[21:20] <Berrian> (sigh, I don't know...)

[21:20] <@DM_Tol> (go, Blake)

[21:20] <@Shalanda> (Ok Neo, now that you've done your Superman bit, pull another crit out of your butt and knock him in.)

[21:21] <@DM_Tol> (You don't have access to Bull Rush, you're blocked)

□08[21:21] * Blake `` gives Athas another change to strike down Master Dee, "Swing again, you giant!" (Commander's Strike, +2 to Dmg)

[21:21] <@DM_Tol> (You can run through a space occupied by a friendly if the following space is unoccupied)

[21:21] <Blake `` > (sorry dog was being a nightmare)

[21:21] <Athas> 1d20+14

[21:21] <TolBot> [Athas's 1d20+14]: 21

[21:22] <Berrian> (alternative action, stand where I am, waiting for a chance to do damage of any kind)

[21:22] <@DM_Tol> Dee laughs.

[21:22] <@DM_Tol> 1d20+23 vs Refl

[21:22] <TolBot> [DM_Tol's 1d20+23 vs Refl]: 38

□15[21:22] <@Ryu> (What are the Ch on the map?)

[21:23] <@DM_Tol> He raises an arm as blue light shoots up and then crashes to the ground, with magical force knocking you back.

[21:23] <@Shalanda> (chairs)

[21:23] <@DM_Tol> (one square radius affected, knocked back one space and prone and damage.)

[21:23] <@DM_Tol> 3d8+13

[21:23] <TolBot> [DM_Tol's 3d8+13]: 23

[21:24] <@DM_Tol> Zahira falls down unconcious.

□15[21:25] <@Ryu> (You bastard! You killed Zahira!... Wait.. Thank you! You can throw her into the source now!)

[21:25] <@DM_Tol> (ryu)

□15[21:25] <@Ryu> (standing is a move action right?)

[21:25] <@Shalanda> (Yes)

□15[21:26] * @Ryu stands and holds his ground trying to decided his next course of action

□15[21:26] <@Ryu> "Blake, Berrian, check the boxes again for my Residium"

[21:26] <@Shalanda> "Surround him, I have an idea."

□15[21:27] <@Ryu> (Did we each take 23pts/dam?)

[21:27] <@DM_Tol> (There is one vial on Zahira's person)

[21:28] <@DM_Tol> (Yes, Ryu, you Shal Athas and Zahira)

[21:29] <@DM_Tol> (Shal)

□08[21:29] * @Shalanda stands and pulls her holy symbol from her neck and begins to pray. (end action)

[21:30] <@DM_Tol> (Athas)

[21:30] <@Shalanda> (Oh and sustain ground as minor, but that's a given)

[21:31] <@DM_Tol> (Berrian)
□08[21:31] * Athas stomps forward and swing shis axe, aiming for his knees (Knee breaker)
[21:31] <Athas> 1d20+14
[21:31] <TolBot> [Athas's 1d20+14]: 26
□08[21:31] * Berrian goes back to the boxes
[21:31] <@DM_Tol> (Athas, you can stand, and try and move forward, but not also attack)
[21:32] <@DM_Tol> (As you try and move forward, you find it difficult against a magical force.)
[21:32] <@DM_Tol> (Str check to move forward.)
[21:33] <@DM_Tol> Berrian searches the boxes.
□15[21:33] <@Ryu> (would that apply to my teleporting as well?)
[21:33] <@DM_Tol> (Blake)
□08[21:33] * Blake`` double moves towards where Z went down and pours a poton of healing down her throat (healing surge, but you gain 10 hps instead of what you would normally gain)
[21:33] <@DM_Tol> (Guess you'll find out)
[21:33] <Athas> 1d20+8
[21:33] <TolBot> [Athas's 1d20+8]: 11
[21:33] <@DM_Tol> Zahira seems to stabilize.
[21:33] <@DM_Tol> 1d3
[21:33] <TolBot> [DM_Tol's 1d3]: 1
[21:34] <@Shalanda> (Yay, Dee hate magnet!)
[21:34] <@Shalanda> (Do your worse)
[21:34] <@DM_Tol> 1d20+23 vs Shal's Fortitude
[21:34] <TolBot> [DM_Tol's 1d20+23 vs Shal's Fortitude]: 37
[21:34] <@DM_Tol> 3d8+13
[21:34] <TolBot> [DM_Tol's 3d8+13]: 25
[21:35] <@DM_Tol> Shalanda is filled with Blue lightning.
□08[21:35] * @Shalanda looks like crap once more.
[21:36] <@DM_Tol> (Ryu)
□15[21:36] <@Ryu> (Jynx decided it wanted the lighted garlin)
□15[21:36] <@Ryu> (I have a 3 part action, all one action though)
□15[21:36] * @Ryu tempts to teleport beside Dee
[21:36] <@DM_Tol> Ryu lands beside Dee.
[21:37] <@DM_Tol> (Roll Str check)
□15[21:37] <@Ryu> 1d20+2
[21:37] <TolBot> [Ryu's 1d20+2]: 8
[21:37] <@DM_Tol> Ryu slides back one space.
□15[21:37] <@Ryu> (ok)
□15[21:37] * @Ryu grabs the remaining vial from Zahira, and throws it into the source
[21:37] <@DM_Tol> (ok, standard?)
[21:38] <@DM_Tol> (that's a lot for one standard. 😊)
[21:38] <@DM_Tol> rye hurls the vial he sees on the ground and the Core Source turns Silver once more, and Dee's eyes stop glowing.
□15[21:38] <@Ryu> (Action point)
□15[21:38] * @Ryu tempts to pull rush Dee into the source
□15[21:39] <@Ryu> (more of a really hard shove but suspect I'll probably tumble in too if it works well)
[21:39] <@DM_Tol> (Can't bull rush)
□15[21:39] <@Ryu> (charge push thingy)
[21:39] <@DM_Tol> (You need a move action and standard I think... lemme see)
[21:39] <@Shalanda> (You're right Tol)

□15[21:39] <@Ryu> (not really attacking, jus' want to grab and drag him in with me lol)
[21:40] <@Shalanda> (Grab is a standard, and moving him in a grab is a standard... I was trying for that earlier)
[21:40] <@DM_Tol> (Actually, Bull rush is just a standard action, but you need to be adjacent)
[21:40] <@DM_Tol> (I'd save the AP then)
□15[21:40] <@Ryu> (yea, I'll hold it)
[21:41] <@DM_Tol> (Shal)
[21:41] <@DM_Tol> (afk a minute)
□08[21:41] * @Shalanda attempts to bull rush Dee. (Str vs Fort)
[21:41] <@Shalanda> 1d20+7
[21:41] <TolBot> [Shalanda's 1d20+7]: 12
□15[21:41] <@Ryu> (Hey Princess! Yes Princess! Take your rage at me out on him!)
[21:42] <Athas> (Swing Princess, Swing Princess Hey... Princess Princess Princess Heeeey Swing Princess!)
□15[21:42] <@Ryu> (Getting a hopefully epic soundtrack for this fight, jus' grabbed "the Witcher 2" on GoG for \$12 lol)
[21:42] <@Shalanda> (Don't make me switch targets mid-fight)
[21:42] <@Shalanda> (GoG is such a great site.)
□15[21:42] <@Ryu> (Yes, they get a large portion of my free cash)
[21:43] <Athas> (I agree. When I get paid again, I need to get a couple of other games -- pty they don't have MechWarrior 3 -- I miss that game.)
[21:44] <@DM_Tol> Shalanda fails to force Dee backward.
[21:44] <@Shalanda> (No resistance to moving forward?)
[21:44] <@DM_Tol> (Nope)
[21:44] <@DM_Tol> (Athsas)
[21:45] <@DM_Tol> (or whoever is closest to that name)
[21:45] <Athas> (moving forward to stunt his personal growth permantly)
[21:45] <Athas> 1d20+8
[21:45] <TolBot> [Athas's 1d20+8]: 19
[21:45] <Athas> (good?)
[21:46] <@DM_Tol> (No resistance moving forward)
[21:46] <Athas> (can I do a special attack?)
[21:46] <@DM_Tol> (you can do any attack you have)
□08[21:47] * Athas swings his axe for Dee's knees.
[21:47] <@DM_Tol> (You should've done Charge and bull Rush, Shal... gain a +1)
[21:47] <Athas> 1d20+14
[21:47] <TolBot> [Athas's 1d20+14]: 25
□15[21:47] <@Ryu> (<http://www.wg2140.com/junk/GOG.pdf> <- the games I have on GoG)
[21:47] <@DM_Tol> (Hit)
[21:47] <Athas> (hit?)
[21:48] <Athas> (KNee Breaker...)
[21:48] <@Shalanda> (I didn't move more than 2 squares, so I can't charge, Athas can't either.)
[21:48] <Athas> 2d12+10
[21:48] <TolBot> [Athas's 2d12+10]: 30
□15[21:48] <@Ryu> (Games I have on Steam: [http://www.steamcommunity.com/id/RyuBas ...](http://www.steamcommunity.com/id/RyuBas...)
[es?tab=all](http://www.steamcommunity.com/id/RyuBas...) lol)
[21:49] <@DM_Tol> (Berrian)
□08[21:49] * Berrian looks up from his search and fires two arrows at Dee
[21:49] <Berrian> 2#1d20+8 vs AC
[21:49] <TolBot> [Berrian's 2#1d20+8 vs AC]: 19, 14 (Sum:33)
[21:49] <@DM_Tol> Berrian misses with bolts.

[21:49] <@DM_Tol> (Blake)
□08[21:49] * Blake `` calls out a Commander's Strike on Shalanda "Swing again, keep the pressure up!" (+2 to dmg if you hit)
[21:50] <@Shalanda> 1d20+9
[21:50] <TolBot> [Shalanda's 1d20+9]: 22
[21:50] <@DM_Tol> Shalanda misses with a swing.
□15[21:50] <@Ryu> (Going to guess that that "w" in the bottom right corner is water)
[21:50] <@DM_Tol> 1d2
[21:50] <TolBot> [DM_Tol's 1d2]: 1
[21:51] <@DM_Tol> (It's a font of water.)
[21:51] <@Shalanda> (uh oh)
[21:51] <@DM_Tol> Dee growls at Shalandas additional strike and grasps at her with glowing blue lightning.
□15[21:51] <@Ryu> (is this a 'melee' attack?)
[21:52] <@DM_Tol> (the power is not a melee power)
□15[21:52] <@Ryu> (dammit!)
[21:52] <@DM_Tol> 1d20+18 vs Fort
[21:52] <TolBot> [DM_Tol's 1d20+18 vs Fort]: 26
[21:52] <@DM_Tol> (I'm just being colorful in my desc)
[21:52] <@DM_Tol> 1d6+11
[21:53] <TolBot> [DM_Tol's 1d6+11]: 17
[21:53] <@DM_Tol> Shalanda, you feel a cold force hit you, searing your flesh.
□08[21:53] * @Shalanda lets out a gasp as her holy symbol drops from one hand and her scythe the other. "I've... failed" escapes her lips as she falls to the ground, her eye lids closing.
[21:54] <@DM_Tol> (Ryu)
□15[21:54] * @Ryu teleports to Dee
□15[21:54] * @Ryu tempts to grab
□15[21:54] <@Ryu> 1d20+2
[21:54] <TolBot> [Ryu's 1d20+2]: 17
[21:54] <@DM_Tol> (You do know you can step forward one space? LOL)
□15[21:54] <@Ryu> (well I can teleport too, as its a move action with Dim Bond)
□15[21:55] <@Ryu> (if I grabbed him I want to us an AP and get him into the Source)
[21:55] <@DM_Tol> Ryu fails to grab the non-glowing Dee.
□15[21:55] <@Ryu> (OK AP anyways lol)
□15[21:56] <@Ryu> (no good powers to move him around with v.v)
□15[21:56] <@Ryu> (bullrush I guess)
□15[21:57] <@Ryu> (wait! he's bloodied?)
[21:57] <@DM_Tol> (yes)
□15[21:57] <@Ryu> (that changes things for my AP, one second)
[21:57] <@Shalanda> 1d20: DC10 Death saving throw
[21:57] <TolBot> Try [Number of rolls]#(Number of dice)d(Number of sides)±[Add/Subtract modifier]
[21:57] <@Shalanda> 1d20 DC10 Death saving throw
[21:57] <TolBot> [Shalanda's 1d20 DC10 Death saving throw]: 17 □12Success□
□15[21:58] <@Ryu> (normal attack used up all my good powers already)
□15[21:58] <@Ryu> 1d20+13
[21:58] <TolBot> [Ryu's 1d20+13]: 15
□15[21:58] <@Ryu> (Plus bless, forgot about that)
[21:59] <@DM_Tol> Ryu fails to push Dee backward. He grunts, resisting, beginning to see what your doing, looking behind him.
[21:59] <@DM_Tol> (Athas)

□15[21:59] <@Ryu> "Let the old man drink Athas! KILL HIM!"
□08[21:59] * Athas roars and swings his axe
[21:59] <Athas> (Cleave)
[21:59] <Athas> (Brash Strike, sorry)
[22:00] <Athas> 1d20+16
[22:00] <TolBot> [Athas's 1d20+16]: 21
[22:00] <Athas> (dang it...)
[22:00] <@DM_Tol> Athas misses with his attack.
[22:00] <@DM_Tol> (Berrian)
□08[22:00] * Berrian fires two more arrows
[22:00] <Berrian> 2#1d20+8
[22:00] <TolBot> [Berrian's 2#1d20+8]: 28, 10 (Sum:38)
[22:00] <@DM_Tol> (one hit)
□15[22:00] <@Ryu> (the hit is a crit)
[22:01] <Berrian> 1d8+11 crit hit
[22:01] <TolBot> [Berrian's 1d8+11 crit hit]: 12
[22:01] <Berrian> (both parts is 12 hp total)
[22:01] <@DM_Tol> Dee takes the arrow and looks wounded.
□08[22:02] * Blake`` moves into melee range and attack attempting to bring some of the fury onto him...
[22:02] <@DM_Tol> (Blake)
[22:02] <Blake``> 1d20+8
[22:02] <TolBot> [Blake``'s 1d20+8]: 15
[22:02] <@DM_Tol> Blake misses with his fury.
[22:03] <@DM_Tol> 1d4
[22:03] <TolBot> [DM_Tol's 1d4]: 2
[22:03] <Blake``> (that was for him to attack me)
[22:03] <@DM_Tol> 1d20+18 vs Athas' Fort
[22:03] <TolBot> [DM_Tol's 1d20+18 vs Athas' Fort]: 19 (Ouch!)
[22:04] <@DM_Tol> Dee misses Athas.
[22:04] <@DM_Tol> (Ryu)
[22:04] <@Shalanda> (Lucky)
[22:04] <Athas> (brb)
□15[22:04] * @Ryu attacks Dee, letting his rage flow into his blade, wanting to return the pain Dee has caused to Shalanda, and maybe, perhaps, Zahira too
□15[22:04] <@Ryu> 1d20+13
[22:04] <TolBot> [Ryu's 1d20+13]: 18
□15[22:04] <@Ryu> (Tolbot, we know you don't want Zah unfing you, but look... its not here right now, so please, PLEASE let me hurt him bad)
[22:05] <@DM_Tol> (no bull rush?)
□15[22:05] <@Ryu> (if you want to give me another go, sure :-P)
[22:05] <@DM_Tol> (ok, blade attack, I see)
[22:05] <@DM_Tol> (was jus surprised, that all. no prob)
□15[22:05] <@Ryu> (by my possitioning, it'd be hard for me to bullrush him in)
[22:06] <@DM_Tol> (You can bull rush from any adjacent)
□15[22:06] <@Ryu> (but could I still push him into the source being off toh is side?)
[22:06] <@DM_Tol> (yes, diagonal back one space. I'll allow a reroll, Str roll)
□15[22:06] <@Ryu> (Ah, OK, thanks)
□15[22:06] <@Ryu> 1d20+2
[22:06] <TolBot> [Ryu's 1d20+2]: 9
□15[22:07] <@Ryu> (not any better lol)

[22:07] <@DM_Tol> Ryu attempts to manhandle Dee, who seems vulnerable to being pushed back.
[22:07] <@DM_Tol> (Athas)
□08[22:07] * Athas swings again
[22:07] <Athas> 1d20+16
[22:08] <TolBot> [Athas's 1d20+16]: 33
[22:08] <Athas> 1d12+10
[22:08] <TolBot> [Athas's 1d12+10]: 14
[22:09] <@DM_Tol> (one hit)
[22:09] <@Shalanda> (That 2nd roll was damage)
[22:09] <@DM_Tol> (doh)
[22:09] <@DM_Tol> Dee is wounded further.
[22:09] <@DM_Tol> (Berrian)
□08[22:10] * Berrian fires again
[22:10] <Berrian> 2#1d20+8
[22:10] <TolBot> [Berrian's 2#1d20+8]: 17, 12 (Sum:29)
[22:10] <@DM_Tol> Berrian misses with some arrows.
□08[22:10] * Blake`` attacks again
[22:10] <Blake``> 1d20+9
[22:10] <TolBot> [Blake``'s 1d20+9]: 10 (Nooooo!)
[22:11] <@DM_Tol> (What attack? Was that a Str?)
[22:11] <Blake``> (vs AC)
[22:11] <@DM_Tol> (What was the attack though? A weapon attack or attempt to push him back like the others are trying?)
[22:12] <Blake``> (sword attack(
[22:12] <@DM_Tol> Blake swings and misses outright.
□03[22:12] * Berrian_ (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) has joined #grove
[22:12] <@DM_Tol> Dee, fear now on his face as he looks at the proximity of the Core Source behind him, tries to move away, but stumbles with buckling knees.
□15[22:12] <@Ryu> (Does Dee look fatally wounded yet?)
[22:12] <@DM_Tol> 1d4
[22:12] <TolBot> [DM_Tol's 1d4]: 4
[22:13] <@DM_Tol> 1d20+18 vs Berrian Fort
[22:13] <TolBot> [DM_Tol's 1d20+18 vs Berrian Fort]: 26
[22:13] <@DM_Tol> Berrian, Dee shoots out a blast of Cold force, which hits you.
[22:13] <@DM_Tol> 1d6+11
[22:13] <TolBot> [DM_Tol's 1d6+11]: 16
[22:13] <Athas> "You move like an old woman... time to rot like one, too!"
[22:13] <@DM_Tol> (Ryu)
□15[22:14] <@Ryu> (is he prone now?)
[22:14] <@DM_Tol> (no)
[22:14] <@Shalanda> (Question: Why isn't Zahira up? The healing Zah took would have put her at least 1 hp?)
□08[22:14] * Berrian_ grunts from the hit but remains standing and ready to fire back
□12[22:14] * Berrian (mkm@6ca5f0dd.subnet-69-85-96.bf48f449.com.hmsk) Quit (Ping timeout: 240 seconds)
[22:14] <@DM_Tol> (Cause he's AFK)
□15[22:14] * @Ryu tries one more time to throw Dee into the source
[22:14] <@Shalanda> (ok)
□15[22:14] <@Ryu> 1d20+2
[22:14] <TolBot> [Ryu's 1d20+2]: 7
□15[22:14] <@Ryu> (*unfs Tolbot to try to get the bot to be nice* lol)

[22:14] <@DM_Tol> Ryu nearly pushes Dee back but fails.

[22:15] <@DM_Tol> (Athas)

[22:15] <@Shalanda> (Your roll should have had a higher plus than that. Str + 1/2 your level + 1 bless)

□08[22:15] * Athas swings agin, putting his broad back into it

[22:15] <Athas> 1d20+16

[22:15] <ToIBot> [Athas's 1d20+16]: 24

[22:15] <@DM_Tol> Athas misses with his swing.

[22:15] <@DM_Tol> (Berrian)

□15[22:15] <@Ryu> (in that case it should have been +6, so 11)

[22:16] <@DM_Tol> (LOL)

□15[22:16] <@Ryu> (it was still a pathetic roll)

[22:16] <@DM_Tol> (Blake)

□08[22:16] * Blake `` gives Athas another chance to strike down Master Dee, "Swing again" (Commander's Strike, +2 to Dmg)

[22:17] <Athas> 1d20+14

[22:17] <ToIBot> [Athas's 1d20+14]: 24

[22:17] <@DM_Tol> Athas misses. (Berrian)

[22:17] <Berrian_> 2#1d20+8

[22:17] <ToIBot> [Berrian_'s 2#1d20+8]: 15, 15 (Sum:30)

[22:17] <@DM_Tol> Berrian misses with two bolts.

[22:17] <@DM_Tol> Dee fires back.

[22:17] <@DM_Tol> 1d4

[22:17] <ToIBot> [DM_Tol's 1d4]: 4

[22:18] <@DM_Tol> 1d20+18 vs Berrian's Fort

[22:18] <ToIBot> [DM_Tol's 1d20+18 vs Berrian's Fort]: 28

[22:18] <@DM_Tol> 1d6+11 Cold damage

[22:18] <ToIBot> [DM_Tol's 1d6+11 Cold damage]: 17

[22:18] <@DM_Tol> (Ryu)

□15[22:18] <@Ryu> 1d20+6 Bullrush

[22:18] <ToIBot> [Ryu's 1d20+6 Bullrush]: 21

□08[22:19] * Berrian_ looks bloodied and almost to the point of worry

[22:19] <@DM_Tol> Ryu nearly pushes Dee into the fatal powerful flow behind him.

[22:19] <@DM_Tol> (Athas)

□08[22:21] * Athas charges forward to knock him to teh ground (Bullrish)

[22:22] <Athas> (is it my stragnth + mod vs fort?)

[22:22] <@Shalanda> (Yes)

[22:22] <@DM_Tol> (yes)

□15[22:22] <@Ryu> (*flips on "The Witcher 2: Assassin of Kings - Violence"*)

[22:23] <Athas> (strength of 20, mod +8 = 28?)

□15[22:24] <@Ryu> (I was doing STR Mod (+2) then + 1/2 Level, then +1 bless)

[22:24] <@Shalanda> (It's 1d20+9 then (accounting for bless))

[22:24] <@DM_Tol> (you roll a d20 with the Str mod)

[22:24] <Athas> (ok)

[22:24] <Athas> 1d20+9

[22:24] <ToIBot> [Athas's 1d20+9]: 10 (Not good.)

[22:24] <Athas> (really? [censored] really?)

[22:24] <@DM_Tol> Athas attempts to grip Dee, but his grip slips.

[22:24] <@DM_Tol> (Berrian)

[22:24] <Berrian_> 2#1d20+8

[22:24] <ToIBot> [Berrian_'s 2#1d20+8]: 11, 11 (Sum:22)

[22:25] <@DM_Tol> (but you got the right idea)
[22:25] <@DM_Tol> Berrian misses with more inane arrows.
[22:25] <@DM_Tol> (Blake)
□08[22:25] * Blake`` swings with his sword (Furious Smash) attempting to make Dee look weak (vs Fort)
[22:25] <Blake`` > 1d20+9 vs Fort
[22:25] <TolBot> [Blake``'s 1d20+9 vs Fort]: 16
[22:25] <@DM_Tol> Blake misses with an attack.
[22:25] <@DM_Tol> Dee fires out.
[22:25] <@DM_Tol> 1d3
[22:25] <TolBot> [DM_Tol's 1d3]: 1
[22:26] <@DM_Tol> 1d20+18 vs Ryu's Fort
[22:26] <TolBot> [DM_Tol's 1d20+18 vs Ryu's Fort]: 21
□15[22:26] <@Ryu> (hit)
[22:26] <@DM_Tol> 1d6+11 Cold damage
[22:26] <TolBot> [DM_Tol's 1d6+11 Cold damage]: 17
[22:26] <@DM_Tol> (Ryu)
□15[22:26] <@Ryu> 1d20+6
[22:26] <TolBot> [Ryu's 1d20+6]: 7 (Uh oh.)
□15[22:26] <@Ryu> (grr! evil ass tolbot)
[22:26] <@DM_Tol> (Athas)
□15[22:26] <@Ryu> (I'm bloodied btw)
□15[22:28] <@Ryu> (I can down a potion still right?)
[22:28] <Athas> (bullrush)
[22:28] <@DM_Tol> (yes)
[22:28] <Athas> 1d20+9
[22:28] <TolBot> [Athas's 1d20+9]: 12
□15[22:28] <@Ryu> (ok using up my potion)
□15[22:28] <@Ryu> (Pot of Healing)
[22:28] <@DM_Tol> Athas attempts to push the vulnerable Dee back into the Core Source. The power of the magical flow makes your hair stand on end.
[22:28] <@DM_Tol> (Berrian)
[22:28] <Athas> (ok if this doesn't work, I'm just going to bash him to death with my axe, the way God intended.)
[22:29] <Berrian_> 2#1d20+8
[22:29] <TolBot> [Berrian_'s 2#1d20+8]: 17, 24 (Sum:41)
[22:29] <Berrian_> 1d10+1 and
[22:29] <TolBot> [Berrian_'s 1d10+1 and]: 3
[22:29] <Berrian_> 1d8
[22:29] <TolBot> [Berrian_'s 1d8]: 3
[22:29] <Berrian_> (6 hp)
[22:29] <@DM_Tol> (Berrian continues to miss with bolts.)
□08[22:29] * Blake`` swings with his sword (Furious Smash) attempting to find a weakness in Dee and bring out the Fury in a companion (vs Fort)
[22:29] <Blake`` > 1d20+9 vs Fort
[22:29] <TolBot> [Blake``'s 1d20+9 vs Fort]: 13
[22:30] <Berrian_> (the 24 didn't hit?)
[22:30] <@DM_Tol> Blake misses.
[22:30] <@DM_Tol> (AC is 25)
[22:30] <Berrian_> (bah. k. I continue to miss)
[22:30] <@DM_Tol> Dee fires back.)

[22:30] <@DM_Tol> 1d3
[22:30] <TolBot> [DM_Tol's 1d3]: 1
[22:30] <@DM_Tol> Dee attacks Ryu again.
[22:30] <@DM_Tol> 1d20+18 vs Fort
[22:30] <TolBot> [DM_Tol's 1d20+18 vs Fort]: 31
[22:30] <@DM_Tol> 1d6+11
[22:30] <TolBot> [DM_Tol's 1d6+11]: 13
[22:31] <@DM_Tol> (Ryu)
□15[22:31] * @Ryu growls and bullrushes once again
□15[22:31] <@Ryu> 1d20+6
[22:31] <TolBot> [Ryu's 1d20+6]: 22
[22:31] <@DM_Tol> Ryu rushes Dee who falls backward into the magical flow of the Core Source.
[22:31] <@DM_Tol> Dee: "You piddling nothings... you *unf*"
□15[22:31] <@Ryu> "Die you pitiful bastard!"
[22:31] <@DM_Tol> Dee falls back into the glowing light.
[22:32] <@DM_Tol> His skin begins to fly off of his flesh.
[22:32] <@DM_Tol> All at once, the flow goes complete dark... as you see nothing but blackness.
[22:32] <Athas> "DARCE... DRINKS... DEEP!!!"
□08[22:32] * Blake`` sighs
□15[22:33] * @Ryu pulls out a sunrod and ignites it
[22:33] <@DM_Tol> And in another instance, a loud *CRACK* booms through the hall, an explosion from where Dee entered the flow. A ring of force flies outward.
[22:33] <@DM_Tol> 3d6+6
[22:33] <TolBot> [DM_Tol's 3d6+6]: 20
[22:33] <@DM_Tol> (20 HPs damage to everyone standing within 4 spaces)
□15[22:33] <@Ryu> I'm unconscious in that case
□15[22:34] <@Ryu> (at -7)
□08[22:34] * Berrian_ wavers, but does not take damage, from the blast.
[22:34] <Athas> (I've had better days...)
□08[22:35] * Berrian_ pulls his everburning torch out and stumbles over to the others.
□08[22:35] * Blake`` absorbs the blow
[22:35] <@DM_Tol> As the crack booms and the ring of force emanates out, the flowing magical waterfall flies through its circling motion once more, not a pure Silver, untainted by the effects of the former enchantments.
[22:36] <@DM_Tol> Athas, as you come to your senses, you see that you have friends down.
□08[22:36] * Blake`` gets up in turn and starts to check on anyone near him who is down...
□08[22:37] * @Shalanda stops breathing, her blood sufficiently pooled around her charred and frosted body.
□08[22:37] * Athas looks at the others, pulling anyone to safety if needed.
□08[22:37] * Athas moves to Shal and tries to pull her to something warm.
□15[22:37] <@Ryu> (Now Mr. Magical Source, we saved you from enslavement, now return the favor! lol)
[22:37] <@DM_Tol> (You have two companions in need of a Stabilize... health check DC 15)
[22:38] <Athas> "Your Raven Queen will have to wait until much later to claim you."
[22:38] <@Shalanda> (Technically 1, I just failed my last death saving throw.)
[22:38] <Berrian_> 1d20+6 heal check
[22:38] <TolBot> [Berrian_'s 1d20+6 heal check]: 14
[22:38] <Athas> 1d20+8
[22:38] <TolBot> [Athas's 1d20+8]: 21
[22:38] <Blake``> 1d20+3 Heal
[22:38] <TolBot> [Blake``'s 1d20+3 Heal]: 17

[22:38] <Athas> (stabilizing Shal)
[22:38] <Blake``> (whoever else needs it)
□15[22:38] <@Ryu> (Me, I'm at -7 lol)
□08[22:39] * Athas runs to Ryu and tries to staunch the bleeding
[22:39] <Athas> 1d20+8
[22:39] <TolBot> [Athas's 1d20+8]: 23
[22:39] <@DM_Tol> (Since one of them made their first Health roll, you're good, Shal)
[22:39] <@Shalanda> (If you insist.)
□15[22:40] <@Ryu> (Athas would be sad if his future wife died)
[22:40] <@DM_Tol> Everyone out character is stabilized.
[22:40] <@Shalanda> (He'd just have to battle for her heart in the after-life.)
[22:40] <Athas> (especially before the honeymoon)
[22:40] <@DM_Tol> You can not use a DC 10 Heal on them to france a Second Wind
□15[22:41] <@Ryu> (I hope you ment, "You can now" and not "you can not" lol)
[22:41] <@DM_Tol> now
[22:41] <Berrian_> 1d20+6
[22:41] <TolBot> [Berrian_'s 1d20+6]: 9
[22:41] <@Shalanda> (Force instead of France?)
[22:41] <@DM_Tol> lol
[22:41] <@DM_Tol> I botched that
[22:41] <Berrian_> (okay, tolbot. I'm tired.)
[22:42] <@DM_Tol> grant actually
[22:42] <@Shalanda> (/me spiritually kicks TolBot)
[22:42] <@DM_Tol> As you tend to your companions, the room is quiet still.
□15[22:43] <@Ryu> (anybody else going to try to get me or shal granted a second wind lol)
[22:43] <Blake``> "Its hard to believe we won that fight"
[22:44] <@DM_Tol> (Other immediate actions after a 5 minute short rest?)
[22:44] <@Shalanda> (No, shut up and enjoy the moment)
[22:44] <Berrian_> (I tried and failed)
[22:44] <Athas> (Nope)
□08[22:44] * Blake`` uses heal on Ryu again if needed
[22:44] <Blake``> 1d20+3
[22:44] <TolBot> [Blake``'s 1d20+3]: 6
[22:44] <Blake``> (i give up, i can't roll at all)
[22:44] <Athas> "Old Man Iron drinks deep and will hand the cup to Darce."
□08[22:45] * Berrian_ pulls a few wineskins out of his cloak and passes them out. "Ale"
□08[22:45] * Athas grins
□15[22:46] <@Ryu> (after the short rest Shal and myself can chow down on Healing Surges right?)
[22:46] <@DM_Tol> (yes)
□15[22:46] * @Ryu lays on the floor, and wonders what the hell hit him
□08[22:47] * Berrian_ spends 3 surges on himself while drinking deep from his ale reserves
□08[22:47] * @Shalanda has yet to awaken, though her breathing has improved slightly.
□08[22:48] * Athas sits down and looks at the remnants of the battle.
[22:49] <@DM_Tol> The room, oddly, looks rather sterile and clean. With the exception of the crates scattered about, the room is clean. It's difficult to see even the remnants of blood from the battle.
□15[22:50] * @Ryu slowly starts to move around and continues to try to determine what happened
[22:50] <Blake``> "I hope the Gnomes will let us rest up a while before the long trek out of here"
□15[22:51] <@Ryu> "Maybe they'll find it in our hearts to give us a heroes return, and shower us with gold, and an easy way out..."
□15[22:51] <@Ryu> "
□15[22:51] <@Ryu> (our = their)

[22:51] <@DM_Tol> As you ponder the gnomes, and as Blake mentions the trek 'out of here', you glance at the large stone door which remains shut.

[22:52] <@DM_Tol> You wonder then, just how will you get 'out of here'...

□08[22:52] * @Shalanda gasps for breath and opens one of her pupiless purple eyes, the other sealed shut by a cake of dried blood. She looks around confused and highly disoriented.

□08[22:52] * Athas casually looks over at her.

□15[22:52] * @Ryu looks at the Magic Source "So, thats what you really look like my friend. The stories you could probably tell us"

[22:55:25] * @Shalanda whispers in a croaked tone: "This isn't Letherna... the Shadowfell. Where is my brother? Arannis where are you?"

[22:55:32] * @Shalanda passes out again.

[22:55:38] <@Shalanda> (there)

[22:55:43] <@Tolman> *** as this session of Können Land Comes to a close. ***

12-23-2012: THE END OF A JOURNEY... OR IS IT?

[20:09] <@DM_Tol> *** Game Recap ***

□03[20:10] * Warbudgie is now known as Blake`

[20:11] <@DM_Tol> The group defeated the undefeatable Master Dee in the Chamber of the Core Source, having discovered that dousing the transferred Core with magical essence temporarily robbed Dee of his heightened powers.

[20:12] <@DM_Tol> With just strands of life left among some of the party, Dee fell and after time, each member began to recuperate.

[20:12] <@DM_Tol> The Core Source flows Bright silver once more, illuminating the chamber, whose door still remains closed.

[20:13] <@DM_Tol> *** As this session of Können Land Campaign begins ***

□15[20:13] * @Ryu stands up slowly and brushes himself off

[20:13] <@DM_Tol> You continue to treat your wounds and ponder the door for another half hour.

□08[20:14] * Berrian finishes spending healing surges to feel better, but still exhausted.

[20:14] <Blake` > "I hope that is the end of him"

□08[20:14] * @Shalanda groans and opens an eye again.

□08[20:14] * Athas looks to the elf.

□08[20:14] * Blake` continues to recover his breath and energy

[20:15] <Athas> "Your Queen apparently thinks you will do more good here."

□15[20:15] <@Ryu> (I threw out a sunrod didn't I? before the Source decided to try to kill me)

[20:16] <Athas> (You did.)

[20:16] <@Shalanda> (I'm not an elf)

□08[20:16] * @Shalanda spits up blood.

[20:17] <@Shalanda> "But my spirit was at peace... why am I here."

□08[20:17] * Zahira blinks and pants heavily trying to recover

□15[20:17] <@Ryu> "Because, We have yet to make it from this place. You can die after we once again see the light of day."

[20:17] <Athas> "You can do more good here, apparently."

□08[20:18] * Athas stands up slowly

[20:18] <Berrian> "We have been given a slight chance to see the trees once again."

□08[20:18] * Berrian glances at the door

[20:18] <Berrian> "If we can manage to reach the surface."

□15[20:19] <@Ryu> "Perhaps our new friends, if they like us still, will show us a quick way."

□08[20:19] * @Shalanda coughs some more, her face contorting in the pain that's causing.

[20:20] <Athas> "If they don't like -- then they'll show us the fastest way."

[20:20] <@Shalanda> "They will come eventually, they will want access to this place again."

□15[20:20] * @Ryu turns his attention back to the source

[20:21] <@DM_Tol> The Core Source flows with frantic speed, flowing over and over like a waterfall.

□08[20:22] * Athas watches the Source with a small bit of curiosity, then looks to his axe.

□08[20:23] * @Shalanda mutters a small prayer of healing and touches the singed and bubbled flesh where the last blast of Dee's magic hit.

[20:23] <@Shalanda> 2d6+3

[20:23] <TolBot> [Shalanda's 2d6+3]: 9

□08[20:24] * @Shalanda feels more comfortable as some of the wounds close, and she can muster the strength to get up and keep the rest of her blood in her blood where it belongs.

[20:24] <@Shalanda> "I don't suppose any of you bothered to try to open that door yet?"

□15[20:25] <@Ryu> "Not yet, but i wonder, if this is so magical, I wonder if its sentient..."

[20:25] <Blake` > "We've been resting"

[20:25] <@Shalanda> "Or look for a hole that our gnome lord hand goes into?"

[20:25] <Berrian> "we were occupied with healing. I do not believe we have done a proper search of the room, either."

[20:26] <Zahira> "Um...the source is kinda creepy looking like that...i think we should try to move here soon..."

□08[20:27] * @Shalanda looks over at the core source.

□15[20:27] <@Ryu> "Friend, I appologize, if he tasted bad, but I feel you got your revenge in doing so."

□08[20:27] * @Shalanda then looks over at Ryu trying to figure out who he is talking to.

[20:28] <Berrian> (gah, brb...)

□08[20:28] * Berrian spends some time searching the room.

□15[20:28] <@Ryu> (Arcana, to see if I can identify what the source actually is?)

□08[20:28] * Blake` joins Berrian while others recover still

[20:28] <@DM_Tol> (you say you should search the room, and say you should try the door, but no one is doing it)

[20:28] <@DM_Tol> 1d20

[20:28] <TolBot> [DM_Tol's 1d20]: 2

[20:29] <@DM_Tol> (Anyone searching the room roll Percept)

[20:29] <@Shalanda> (I'd like to determine how stable / unstable the Core Source appears.)

□15[20:29] * @Ryu observes the source for a moment more then searches the room for the exit

□15[20:29] <@Ryu> 1d20+3

[20:30] <TolBot> [Ryu's 1d20+3]: 15

[20:30] <Blake` > 1d20+3

[20:30] <TolBot> [Blake`s 1d20+3]: 4 (Better luck next time.)

[20:30] <@DM_Tol> Ryu and Blake find nothing of note.

□15[20:30] <@Ryu> (Blake fails to see the wall in front of his face and runs straight into it)

[20:30] <Athas> 1d20+3

[20:30] <TolBot> [Athas's 1d20+3]: 4 (Sorry.)

□15[20:31] <@Ryu> (and Athas runs into Blake)

[20:31] <Berrian> 1d20+11

[20:31] <TolBot> [Berrian's 1d20+11]: 22

[20:31] <Zahira> 1d20+12 for a way out

[20:31] <TolBot> [Zahira's 1d20+12 for a way out]: 25

[20:31] <Blake` > (lol)

[20:31] <Athas> (*snicker*_

[20:31] <Berrian> (I've had 2 cups of tea already...)

[20:32] <@DM_Tol> Zahira, you search the walls and find nothing other than the one large stone door, which remains closed. You see a place of a gnomish hand, as was seen on the outside previously.

□08[20:32] * @Shalanda reaches over and picks up her holy symbol and scythe, dropped when she fell, then uses her scythe to help herself up the rest of the way.

[20:34] <Berrian> (did my 22 perc work or?)

□08[20:34] * @Shalanda hobbles over to the edge of the Core Source and studies the eddies and currents, trying to figure out how stable it is, and if Dee performed the ceremony the gnomes wanted him to do to renew the source.

[20:34] <Zahira> Who has the hand? I think i found a place to try to put it

[20:35] <@Shalanda> (I think I had it?)

[20:35] <@DM_Tol> Berrian, as you search, in the corner beside one of the crates of empty vials, you see a steel vial that still contains some of the silvery powder.

□08[20:35] * Berrian places it safely within his cloak for the time being.

□15[20:36] * @Ryu goes searching around the room for anything of value

[20:36] <@Shalanda> "I still have the arm."

□08[20:36] * @Shalanda calls out.
□08[20:37] * Zahira stumbles back towards shal. "Mind if i give it a try to make sure we have a way out?"
□15[20:37] <@Ryu> 1d20+3 searching the room for valuables (if needed)
[20:37] <TolBot> [Ryu's 1d20+3 searching the room for valuables (if needed)]: 23 (That's awesome.)
[20:37] <@DM_Tol> Ryu, you see Berrian pick up a vial of Risiduum in the corner and put it in a pocket.
□08[20:37] * @Shalanda hands Zahira the arm.
[20:38] <@DM_Tol> but nothing else valuable.
□15[20:38] * @Ryu walks over to Berrian, "Hope you plan on splitting whatever that brings in with the rest of us."
□08[20:38] * @Shalanda goes back to staring at the Core Source.
□08[20:39] * Berrian looks at Ryu. "Of course. I just felt my cloak would be a safe place to store it. I doubt I'll be jumping inside the Source today."
[20:39] <@DM_Tol> Shalanda, the Core Source continues to flow. You have no sense of its stability, and no indication it is unstable.
[20:40] <Athas> "I wonder if I should dip mt axe blade in it..."
□08[20:40] * Zahira takes the arm and takes it back to the slot and tries placing the hand into it
□15[20:40] * @Ryu walks back over to Shalanda, "You know Lady Shalanda, this is a curocity to me, if this is here, I wonder 'what' it is, and 'where' it leads..."
[20:40] <@DM_Tol> Zahira places the cold and bloody gnome hand in the nook and watches the door as nothing happens.
□08[20:40] * @Shalanda doesn't take her eyes from it as she responds to Athas then Ryu.
[20:40] <@Shalanda> "I would ill-advise you putting your axe in there, unless you want to lose it."
[20:41] <Zahira> "Eer....Well...the hand isnt doing anything..."
[20:41] <@Shalanda> "As for what this is, I would make an educated guess it is a magical leyline."
[20:41] <Athas> "a what?"
□08[20:42] * @Shalanda pauses a moment to figure out how to dumb that down...
□08[20:42] * Berrian nods slightly at the info
[20:42] <Athas> (Good luck)
[20:42] <@Shalanda> "A magical river that She Who Steals doesn't live in."
[20:42] <@Shalanda> "Or I should say a river of magic power."
[20:43] <Athas> "The blood Old Man Iron?"
□15[20:43] <@Ryu> "Well, theres two options here... We can throw in the remaining vial and hope it opens the door, or we can find another way out... If there is one..."
[20:43] <@Shalanda> "I don't know Athas, but I doubt it."
[20:43] <@Shalanda> "What vial?"
□08[20:43] * Berrian walks to the door and tries knocking.
□15[20:43] <@Ryu> "The one Berrian jus' picked up and stuck in his pocket..."
[20:44] <@DM_Tol> The stone door makes little sound.
□08[20:44] * @Shalanda gets an excited look and quickly looks around for where Berrian is.
□08[20:44] * Berrian pulls the vial out and hands it to Shal, then pounds a bit louder on the door.
[20:44] <@Shalanda> "Don't you dare throw that vial away!"
□15[20:44] * @Ryu glances at Athas, "Well we now know what excites her...Gold..."
□08[20:45] * @Shalanda smacks Ryu upside the head.
[20:45] <Athas> "Typical."
□15[20:45] * @Ryu grins "Typical woman, its holds true among all the races"
[20:45] <@Shalanda> "Do you know how many rituals I can perform with this!"
[20:45] <@Shalanda> "Including weapon enchantments?"
□15[20:45] <@Ryu> "None, if we can't get out of this place."

[20:45] <@DM_Tol> An hour passes.
□08[20:46] * @Shalanda looks around the room.
□08[20:46] * Berrian looks for a less muffled area to knock against.
□08[20:46] * Blake` continues to investigate around
[20:46] <Berrian> 1d20+6 dungeoneering
[20:46] <TolBot> [Berrian's 1d20+6 dungeoneering]: 26 (Yes!)
[20:46] <Blake` > "Well, this is crazy"
□08[20:47] * @Shalanda checks out the water font.
[20:47] <@DM_Tol> Berrian, you make the most sound you can.
[20:47] <@DM_Tol> Shalanda, a small stone basin of water juts out halfway from the wall.
[20:48] <@DM_Tol> Half of the basin is inset into the wall.
[20:48] <Berrian> "There must be a way to communicate with people out there."
□15[20:48] * @Ryu searches again for another way out
□15[20:48] <@Ryu> 1d20+3
[20:48] <TolBot> [Ryu's 1d20+3]: 19
[20:48] <Athas> "Shouting?"
[20:48] <@DM_Tol> Ryu's search turns up nothing more.
□15[20:49] * @Ryu gives up and walks back to the source, and sits in front of it, meditating on what to do next.
□08[20:49] * @Shalanda peers into the water.
[20:49] <@DM_Tol> More time passes.
[20:49] <@DM_Tol> Shalanda, you see the bottom of the basin through the shallow water.
[20:49] <Blake` > "I only see one possible way out,and its that river of magic"
[20:49] <Blake` > "or whatever it is"
□08[20:49] * @Shalanda scoops a little into her cracked hands and drinks from the basin.
[20:51] <@DM_Tol> The Core Source is a vertical flow of silvery force that flies by at an extremely fast speed. When you get near, the sense of power makes the hair stand up on your neck. The amount of the source exposed is about 8 feet wide and 12 feet high.
[20:51] <@DM_Tol> You see no space that it flows "into". It gives the sense that it is a circular flow, replenishing itself somewhere behind what you see.
[20:52] <@DM_Tol> The water tastes stale.
□08[20:52] * @Shalanda drinks it anyway, then fills up her waterskin.
□08[20:52] * Berrian continues to hope for external help.
[20:52] <@Shalanda> "There is something I doubt you all have tried yet."
[20:53] <Athas> "Hacking our way through?"
[20:53] <@Shalanda> "There are six chairs in this room and six of us. While it's doubtful it controls the door, it's worth a try."
□15[20:53] * @Ryu stands and walks over to a chair and sits down thinking its worth a shot
□08[20:54] * @Shalanda takes the center chair on the right side.
□08[20:54] * Athas shrugs his shoulders and takes a seat.
□08[20:54] * Berrian sits down as well.
□08[20:55] * Zahira takes a seat in an open one
[20:55] <Berrian> "At least it is a comfortable way to think of other escape plans."
[20:55] <@DM_Tol> You feel comfy as you sit in the chairs. Nothing surprising happens.
[20:55] <Athas> (everyone take 1d10 points of electrical damage)
[20:55] <@DM_Tol> More time passes.
[20:56] <Berrian> (my mind just came up with something Berr would never think to try. grr...)
[20:56] <@DM_Tol> You hear a grinding sound as the stone door opens up.
□08[20:56] * Berrian glances up
□15[20:56] * @Ryu glances over at the door
[20:56] <@DM_Tol> A female dwarf in flowing robes is standing in the threshold of the newly opened

gate.

□15[20:57] <@Ryu> "Hello friend"

□08[20:57] * @Shalanda looks surprised to see a female dwarf of all things down here.

□08[20:57] * Athas jumps up.

□08[20:57] * Blake` seems relieved

[20:57] <@DM_Tol> She steps forward. You see a half-dozen armed Gnomes who remain behind her, standing just outside the door.

[20:57] <@DM_Tol> (Gnome, not dwarf, sorry)

□15[20:57] <@Ryu> "The traitor is dead, his corpse was consumed by what you call the source."

[20:57] <@DM_Tol> (Just saw the Hobbit... got dwarves on the brain)

[20:57] <@Shalanda> (Precious approves)

[20:58] <Berrian> "I would like to go back to the surface, if possible."

[20:58] <@DM_Tol> She looks at Ryu and then to the Core Source.

□08[20:59] * @Shalanda studies the facial expressions of the gnome.

□15[20:59] <@Ryu> (dwarf, gnomes are still outside the room)

□15[20:59] <@Ryu> "Thanks for opening the door, we where wondering how we where going to get out of here."

[20:59] <@Shalanda> (It's a gnome, dwarf was a Hobbit typo)

□08[21:00] * @Shalanda looks at Ryu and shakes her head.

□08[21:00] * Athas lowers himself into a combat pose

[21:00] <@DM_Tol> GnomeWoman: "I am Brennlyn, Warlord of the Funwey clan, and council head."

[21:01] <@DM_Tol> Brennlyn: "You are the Overlanders."

□15[21:01] <@Ryu> "Yes. That we are."

[21:01] <@DM_Tol> Brennlyn: "Master Dee was absorbed into the Core Source?"

[21:01] <@Shalanda> "I am Shalanda of the house Meriele, priestess of the Raven Queen."

□15[21:01] <@Ryu> "With a little assistance... "

[21:01] <@DM_Tol> She nods.

[21:02] <@DM_Tol> Brennlyn: "For your assistance, you have my thanks."

□15[21:02] <@Ryu> "I am Ryu Xenos, of no one place."

□15[21:03] * @Ryu looks at Brennlyn, then back at the guards... "You are going to let us, walk out of here, I hope..."

[21:03] <Blake` > "We could use some rest also"

[21:03] <@DM_Tol> She moves towards the Core Source and stares for a moment. You see a brighter glow for a brief time."

[21:04] <Berrian> "Yes, rest and something to eat, maybe a few other items for our trip back to the surface and beyond?"

□08[21:05] * @Shalanda studies Brennlyn and her interaction with the Core, and tries to tune out the pleading of her party to go to the surface.

□08[21:05] * Blake` turns his attention to her actions also

□08[21:06] * Berrian falls quiet.

[21:07] <@DM_Tol> She looks at Berrian, "Dee was certain to make his move while I was away. I've told Budóck for months that Fowray was against the community. And with this Dee arriving, worse to come."

□15[21:07] * @Ryu sees no point in hiding it, "Dee had made a connection with the source and was unable to be harmed, only by throwing in Residuum that he had brought where we able to disrupt it, and his connection so we could bring him to his end. I hope it brought no harm to it through our actions."

□08[21:07] * @Shalanda lets out a very quiet sigh.

□15[21:07] * @Ryu glances at Shalanda

[21:08] <@DM_Tol> Brennlyn: "You could not harm the Source. So it was with Residuum that he worked his conniving. So many vials.."

□08[21:08] * @Shalanda gives Ryu a 'What you heard that' look.
□08[21:08] * Athas waits patiently for talking to stop and the awarding to begin.
□08[21:09] * Blake` waits for her to expand on Residuum
[21:09] <@DM_Tol> Brennlyn: "The Core Source eats all that lives, and can not be damaged... it blessings the gnomes and our implements."
□15[21:09] <@Ryu> "Indeed, it was too bad too, they would have brought a good amount of financing for our travels, but in the end their destruction perhaps saved not only us, but many of you as well."
[21:10] <@DM_Tol> Brennlyn: "I know not the magic ritual he was using to absorb its power."
□15[21:11] <@Ryu> "Nor I, I am just glad he has met his end."
[21:13] <@DM_Tol> Some of you intuit logical interest as you parse Brennlyn's words about how the Core Source blesses their implements.
[21:13] <@DM_Tol> Brennlyn: "But, you can not stay here. The Chamber is not for Overlanders."
□15[21:14] <@Ryu> "If I may ask... You say the source blesses your implements... Could it perhaps, bless ours as well?"
[21:14] <Blake` > "I won't argue with those words"
[21:14] <@DM_Tol> She turns back to Ryu...
□08[21:15] * @Shalanda smirks
[21:15] <@DM_Tol> Brennlyn: "I will permit it."
□08[21:15] * Berrian continues to listen to the conversation.
[21:15] <@DM_Tol> Brennlyn: "Be it any weapon, tip it into the flow. Careful not to touch it yourself."
[21:16] <@DM_Tol> Brennlyn: "Quickly, though."
□15[21:16] * @Ryu slowly draws his blade, and does as Brennlyn instructs
[21:16] <Blake` > "What if our blades are already enchanted?"
[21:16] <@DM_Tol> Ryu, as you tip your blade into the flow of the Core Source, it glows briefly, and you then feel complused to pull it out.
□08[21:16] * Berrian draws his longsword, bow and a dagger from his cloak.
□08[21:16] * Zahira listends and watches curiously
[21:16] <@DM_Tol> Brennlyn: "it shall enhance it still"
[21:17] <@DM_Tol> (Someone keeps typing something that giving Tolbot and error)
□15[21:17] * @Ryu pulls it out slowly
□08[21:17] * Berrian stands and walks towards the Source
□08[21:17] * Athas takes his axe and holds teh blade under the Source and takes it out when it feels right.
[21:17] <Berrian> (was it me?)
[21:18] <@DM_Tol> (Any weapon that touches the Core Source increases by +1)
[21:18] <Athas> (Whoo-hoo!)
□08[21:18] * Blake` follows suit and touches his Frost Blade to the source core
□08[21:18] * Zahira fondles her bow gingerly before reaching it into the source brriefly
[21:18] <@DM_Tol> (Any Shield or helm or armor also increases by +1)
□08[21:18] * Athas dunks his chain into the Source as well.
[21:18] <Zahira> <oh shnit...*strips nude*>
□08[21:19] * Berrian quickly follows along with his weapons and then touches his leather armor to the Source as well.
□08[21:19] * @Shalanda steps forward examining the core source before starting to enchant her items.
[21:19] <@DM_Tol> Shalanda, the Core Source looks the same as the other times you examined it.
□08[21:20] * Zahira carefully applies with her armor and scimitar as well while she is at it.
[21:20] <Blake` > (i enchant my armor, sword)
[21:20] <Athas> (brb)

□15[21:20] <@Ryu> (Yea I'll do my armor too if thats aight lol)
[21:20] <Zahira> <until a green thing jumps out and bounces off her nose then ricochettres across the room like flubber>
[21:20] <@DM_Tol> Brennlyn walks you through doing some of the pieces, and then ushers you to the door.
[21:21] <@DM_Tol> Brennlyn: "Come now."
[21:21] <@Shalanda> (Dip my scythe, holy symbol, armor, and daggers if time permits.)
[21:21] <@DM_Tol> (time permits)
□08[21:21] * Zahira smiles softly and nods following. "Thank you kindly for your bestowment."
□08[21:22] * Blake` also thanks the gnome
□08[21:22] * Berrian quickly does the same with three spears, then returns them to his cloak.
[21:22] <@DM_Tol> She leads you out the door and into the Sanctuary of Pilgrims, the large chamber riddled with death.
[21:22] <@Shalanda> (Insert evil cackle here)
[21:22] <Athas> ("My axe! Given the Blesings of Old Man Iron and Old Woman Wood! My axe! The Axe of Kings!")
[21:23] <Zahira> <watches as athas' axe melts>
□15[21:23] <@Ryu> (also did my short sword and repeating crossbow, although I never use them, might as well do them while its free lol)
[21:23] <@DM_Tol> You see gnomes busy stacking corpses. off to your right, you also see some gnomes levitating rocks off of the pile of the collapse platform.
[21:24] <@DM_Tol> Budóck emerges from the stone pile, stumbling over the stones, holding his stubby arm.
□15[21:24] * @Ryu glances at Budock
□08[21:24] * @Shalanda looks to Zahira.
[21:25] <@Shalanda> "You might want to give back his arm."
□15[21:25] <@Ryu> (Here, need a hand?)
[21:25] <@DM_Tol> Budóck exits the sanctuary before you catch up to him.
[21:26] <@DM_Tol> Brennlyn: "He lost his hand... and worse, he had to watch as Fowray got free of the stone and fled."
□08[21:26] * Berrian feels tired but accomplished.
[21:27] <@Shalanda> "I had a feeling that bastard survived."
[21:28] <Blake` > "he won't have any power now"
[21:28] <Athas> "We know him now. If we find him, we know how to deal with him."
□08[21:28] * Zahira pulls the hand back out. "Well...we still have it if you want it?"
[21:29] <@DM_Tol> Budóck walks up, "Rather, he's some power now he never had."
[21:30] <@DM_Tol> Budóck: "He never could duel me, but as he got free from the stone, my essence had returned..."
□15[21:30] <@Ryu> "Think he'll make a run for the surface?"
[21:30] <@DM_Tol> Budóck: "but he put me down like I wasn't even a factor. Something from what that Dee had him absorb must've stuck with him."
[21:31] <Blake` > "You did well"
[21:31] <@DM_Tol> Budóck: "And watch yourselves. Before he put me down and disappeared, he said those Overlanders would die with pain for their interference."
□15[21:32] <@Ryu> "You know, Dee said something like that too us too, and he's no more."
[21:32] <@DM_Tol> Budóck turns and walks away, "so, you got that to look forward to."
[21:32] <@DM_Tol> Brenlyn walks on, "Come."
□08[21:32] * Berrian follows along.
[21:32] <Athas> "He's a liar as well as a coward. His blood will stain no gods' lips."
[21:33] <@DM_Tol> She leads you through the sanctuary, and into the city. You look around and see a mass of gnomes working to restore buildings and carrying the dead.

□15[21:33] * @Ryu follows after Brenlyn.
□08[21:34] * @Shalanda looks around with some interest.
[21:35] <@DM_Tol> You are led through streets, and see signs of Brenlyn's crew having defeated the last group of Bowlaree gnomes as you fought Dee in the Chamber.
□08[21:35] * Zahira drops the hand and follows along
□04[21:35] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Quit: Leaving□)
□12[21:35] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) has joined #grove
[21:36] <@DM_Tol> Brenlyn shows you to an empty house, with several small rooms, "Rest here for a time. And in a quarter-day, we shall show you off."
[21:36] <@Shalanda> "Thank you."
□08[21:36] * Berrian thanks the nice gnome and enters
□15[21:36] <@Ryu> "It took us some time to make it here, I do hope they way out is quicker, I'm eager to see the light of day."
[21:37] <@DM_Tol> You see cots, but none of them are big enough for you to use. You spend an extended rest in the chambers, sleeping and meditating where you can.
[21:39] <@DM_Tol> After about 8 hours, you are woken by Budóck, he tells you to be ready to set out in half an hour.
□08[21:40] * Blake` feeling rested begins to prepare to depart
□15[21:40] <@Ryu> "Budock, I have to ask. Should we ever find ourselves back here... Would we all once again be as enemies?"
□08[21:40] * Berrian prepares to leave, making sure his weapons are cleaned.
□08[21:40] * Athas gets ready to leave, making sure to leave nothing behind.
□08[21:41] * Athas actually looks for a gnomish priest
[21:41] <@DM_Tol> In half an hour, Budóck returns and invites you to follow him.
□15[21:41] * @Ryu double checks his gear while he waits
[21:41] <@Shalanda> (Athas may get a beating)
[21:41] <@DM_Tol> Budóck responds to Ryu's question.
[21:42] <@DM_Tol> Budóck: "I am what you ... call grateful. But... not welcome here again. You are an Overlander."
[21:43] <@Shalanda> "Then for both our sakes, let's hope our paths don't cross again under unfriendly terms."
[21:43] <@DM_Tol> You are led through a part of the city floor you had not seen.
□15[21:43] <@Ryu> "Very well, I mean no offense, but I pray hope I am never here again, unless its to put foway to his end."
[21:43] <Blake` > "Plus we would have to get past the dwarves again anyway"
[21:43] <@DM_Tol> Brenlyn stands atop a large Bema (a platform).
[21:44] <@DM_Tol> Budóck walks up steps to the bema, as you follow.
□08[21:44] * Athas follows, not finding the priest.
[21:45] <@DM_Tol> Brenlyn is there, along with two other lordly gnomes whom you do not recognize.
[21:46] <@DM_Tol> Budóck speaks, "The clan leaders ... confer thanks. And for that, we stay ... death you deserve ... invading our city."
[21:46] <@DM_Tol> Budóck winks at you.
□15[21:47] <@Ryu> "Ah well, Its a good day to die I s'pose, depending on the weather up there..."
[21:47] <@DM_Tol> Budóck: "We make no friends above the surface, for none above the surface make friends of us. But, today ... call you non-enemy."
□08[21:47] * Berrian whispers. "Non-enemy is good, right?"
[21:47] <@DM_Tol> Budóck: "A justice you did for our city, and you were permitted to gaze in the presence of the Core Source... a just reward."
□08[21:48] * @Shalanda would roll her eyes if she had pupils to roll.
[21:48] <@DM_Tol> Brenlyn speaks up, "But know, if you share your knowledge of the Core Source

of another, we shall bring the force of all the Underdark to silence you."

[21:49] <@DM_Tol> Budóck nods.

□08[21:49] * Berrian looks to Shalanda to speak.

□15[21:49] <@Ryu> "I agree, but I would like to add, for a friend found below the ground is not one I often seek, but this day I have found not one, but perhaps a race of people, that although we may never once gaze upon eachother, we share a common bond in battle and a common enemy that will meet a swift end should we ever meet him again."

[21:50] <@DM_Tol> Budóck nods.

[21:51] <@DM_Tol> Budóck: "And now you must go. We ... return you to the surface above. Move around the icon and join hands."

□15[21:51] * @Ryu does as he's told

□08[21:51] * Berrian does so.

□08[21:51] * Blake` moves into place

□08[21:51] * @Shalanda takes Berrian and Blake's hands.

[21:51] <@DM_Tol> Budóck points to an insignia in the center of the Bema.

□08[21:51] * Athas takes someone's hand

□15[21:51] <@Ryu> "Should we end him, how can we get word to you, as its only right that you should know as well."

[21:51] <@DM_Tol> You see carved into he stone something like a hammer and a spear.

[21:52] <@DM_Tol> Brennlyn: "We do not fear Fowray's return, even though some strange new power he possesses.."

[21:53] <@DM_Tol> Budóck: "Spill his blood upon your ground, if you can. And we shall catch the scent."

[21:53] <@DM_Tol> Budóck: "We will not meet again. Join hands, now."

□15[21:53] <@Ryu> "Blood on the ground, we can do that."

□08[21:53] * Athas frowns at the notion.

□15[21:53] * @Ryu joins hands

[21:53] <@Shalanda> (Until I come to invade your realm at level 20+ to steal the Core Source for my own... muhahahahaha)

□08[21:53] * Athas takes hands

[21:54] <@DM_Tol> Brennlyn and two other gnomes form a triangle around you and stretch out their arms.

□15[21:54] <@Ryu> (<Lv20 Shal> "My back... I can't take this... Damn you, you wippersnapper, give me back my cane-scythe...)

[21:54] <@DM_Tol> Once the last of you joins hands, the Gnomes bark out a word, and your feet kick the top of your head.

[21:55] <@Shalanda> (This Ryu spine cane sucks.)

[21:55] <@DM_Tol> In an instant, you feel shot out of a canon and through the top of the cavern.

[21:56] <@DM_Tol> All goes dark and then bright as a daylight sky smacks you hard in the head. You fall slightly as if from 3 or 4 feet and you feel grass beneath your feet.

[21:56] <@DM_Tol> Your eyes tear up from a bright sky, a sight you've not see in weeks.

□15[21:56] * @Ryu closes his eyes until they can adjust

[21:56] <@DM_Tol> (Constintution check DC 13 to avoid vomitting.)

□15[21:56] <@Ryu> 1d20

[21:56] <TolBot> [Ryu's 1d20]: 8

□15[21:56] * @Ryu upchucks

[21:56] <@Shalanda> 1d20+3 DC 13

[21:56] <TolBot> [Shalanda's 1d20+3 DC 13]: 10

[21:57] <Blake` > 1d20+2

[21:57] <TolBot> [Blake`s 1d20+2]: 10

[21:57] <Berrian> 1d20+5

[21:57] <TolBot> [Berrian's 1d20+5]: 12
[21:57] <Blake` > (gonna be a mess)
[21:57] <@Shalanda> (Can I use endurance instead 😊)
[21:57] <@DM_Tol> Nearly all of you vomit upon the ground, soiling your boots.
□15[21:57] <@Ryu> (If I was to do Endurance, mine would have been a 16 lol)
[21:57] <Athas> 1d20+5
[21:57] <TolBot> [Athas's 1d20+5]: 8
[21:58] <@DM_Tol> The smell around you is pungent.
[21:58] <@DM_Tol> (wow... 0 for 6)
[21:58] <@DM_Tol> (that's one seriously puking party)
□08[21:58] * Blake` moves away quit to avoid more vomits
[21:58] <@DM_Tol> As your eyes adjust you look around.
□15[21:58] * @Ryu gets up wind and looks for something to clean his boots off with
□08[21:58] * Berrian takes a waterskin and swishes his mouth out, then passes it around.
[21:58] <@DM_Tol> You are on a hilltop, with small, old and warm stones standing on end.
[21:59] <@DM_Tol> In one stone on the ground, you see a worn version of the same insignia.
□15[21:59] * @Ryu follows Berrian's suite and does the same, only washing his boots off some as well
□08[21:59] * Athas tries to swear, but whatever he says comes out as a garbled rush of breakfast.
□15[22:00] <@Ryu> "Well my friends, Dee is dead, where should we go next on our travels?"
□08[22:00] * @Shalanda looks thankful for the waterskin and cleans her mouth out of leftover Everlasting Basket breakfast.
[22:00] <@DM_Tol> As you look around further, you see a familiar sight across a couple hill tops to the south.
[22:00] <@Shalanda> "I may return to Medigo."
[22:01] <Berrian> "Tasso needs me. Then we may choose another path."
[22:02] <@DM_Tol> The city of Jalem in the distance has a discernible traffic of travelers on the road.
[22:02] <Blake` > "I'll be heading there for now I suppose if people have their own business to attend to"
□15[22:03] <@Ryu> (Jalem was the one having weather issues wasn't it, due to their light house thingy not working?)
□04[22:03] * Zahira (Zionia@2132f35e.rcmdva.fios.36f5c1fe.net.hmsk) Quit (Quit: Leaving□)
[22:03] <@DM_Tol> (Jalem is the large, capital city of the region of Können.)
[22:04] <Berrian> (Jalem = Medigo?)
[22:04] <@DM_Tol> (where the campaign began)
[22:04] <@DM_Tol> (no)
[22:04] <@DM_Tol> (much further back)
[22:05] <Berrian> (ick. bye Tasso. I shall miss you always)
[22:05] <@Shalanda> "If I leave Medigo, I may return home across the desert sands where my journey began. It has been a long time since I have seen my parents since that day."
□08[22:05] * @Shalanda touches an object under her left sleeve.
□15[22:06] <@Ryu> "Well," he shrugs, "I guess I will be going back to wandering around in search of cheap thrills and easy gold... but first we should sell that Residuum or whatever we're going to do with it, for the journey."
[22:06] <@Shalanda> "You are welcome to sell your portion, I'll keep mine."
[22:06] <@DM_Tol> You take steps in the direction of the capital city, with an abundance of magical equipment, and a vial of residuum that will fetch 5000 GP once sold in the city.
□08[22:06] * Berrian points to the city. "Do we take a respite at the city first? Decide on our plans?"
[22:07] <@Shalanda> "That's as good of a plan as any."

□15[22:07] <@Ryu> (Or 833.333333gp per 1/6th share)
[22:07] <@DM_Tol> A crow flies overhead towards the city.
[22:07] <@DM_Tol> 1d6
[22:07] <TolBot> [DM_Tol's 1d6]: 3
□08[22:07] * @Shalanda looks up at the crow.
[22:07] <@Shalanda> (Who likely just pooped on Berrian)
□15[22:07] <@Ryu> (the city vanishes in a nuclear blast...)
[22:07] <@DM_Tol> Bird poop falls on Ryu's head.
[22:08] <@DM_Tol> *** As this Können Land Campaign comes to a close ***

-GAME BREAK-