

[21:08](Aigiarn Kha) *Watch the airship fly over the Highlands, always excited to be in the air. She gives a cursory glance at her Reaper, taking up a portion of the deck. She can sense it's sensors scanning the airship and the other occupants, seemingly interested in a nearby dragoon. "Kwew." It beeped. *

[21:08](Aigiarn Kha) this can work))

[21:09](Anstarra Silverain) Back~

[21:09](Orrin Halgren) Orrin is fully geared from head to toe in his Dragonlancer gear, near the prow of the airship, looking ahead at the endless expanse of mountain and snow. His back was turned, distant from the others on the ship.

[21:09]R'shesha Otharn >> good lucks

[21:09](Lan Darklyn) Lan looks down at the ground wishing that he was there and not on this flying death trap. "You all do realize that this comes from Garlean technology...don't put too much faith in it."

[21:09]>> R'shesha Otharn: ^^

[21:11](Aigiarn Kha) Aigiarn hears Lan's statement. "Whhat? I have you know that Garlean airship technology, especially those children designed by Master Cid, are the safest in the realm!"

[21:11](Orrin Halgren) ((queue it crashing to earth))

[21:11](Zaphir Zurlac) Zaphir stands to one side on the deck, dressed head to toe in bulky mage's robes and a full face mask of some sort, probably preparing for the cold. He watches the landscape pass by silently.

[21:11](Lan Darklyn) "Yeah I don't trust that guy either."

[21:11](Aigiarn Kha) *something chatters ominously in the background* "Completely sad!"

[21:11](Aigiarn Kha) safe*

[21:13](Lan Darklyn) ((Afk for just a moment))

[21:13](Aigiarn Kha) "Be glad you have a great engineer as me on board!" Aigiarn puffs proudly, her tail swishing back and forth in excitement.

[21:13](Anstarra Silverain) The airship is a privately-owned one, the Glorieux, property of the esteemed and wealthy Lorieux family, old Gridanian nobility with an eye on new things. To wit, their daughter and scion, Frances Lorieux, who even now stands on deck huddled under heavy robes, with one hand on the leash of the golden firedrake that lays there as relaxed as if on the ground far below. Its eyes point unerringly north, and it is this heading the ship navigates upon.

[21:14](Jana Ridah) Jana is standing closer to Orrin than the rest of the group, taking a few steps closer. "What are the chances we'll actually put this matter to rest after so long?"

[21:15](Zaphir Zurlac) "Not quite as high as *I'd* like, I think," Zaphir's voice comes distortedly from behind his mask. "X'Zarann's got the wyrmtear. We get anywhere close to it, there's going to be a fight."

[21:15](Zaphir Zurlac) "Or, based on what I've seen, there's going to be seduction! And then kidnapping."

[21:16](Lan Darklyn) ((Back))

[21:16](Jana Ridah) "I'll happily skip right to the part where we kill the bugger and destroy the thing." Jana scoffs after her reply.

[21:16](Orrin Halgren) *He keeps his gaze in the same direction as the drake, though spoke loud enough for his voice to carry past the howling winds to Jana's ears "Dragoons don't deploy expecting to fail." he says simply.

[21:16](Aigiarn Kha) Aigiarn's perky voice comes through, "Oh you want to go higher?" Focusing on Zaphir's statement over everyone else's.

[21:17](Zaphir Zurlac) "Beg your pardon?"

[21:17](Anstarra Silverain) The group's discussions are interrupted by an outburst from the piloting station. Frances looks back to the captain, an Elezen named Noircient, who is frantically working levers and dials. "Captain?" "She's.. she's losing power, mistress!" "What?" "The aether it's.. too thin. We're going down..!"

[21:18](Aigiarn Kha) "!!!!"

[21:18](Zaphir Zurlac) Zaphir starts. "Are you *serious?*"

[21:18](Aigiarn Kha) Can I roll crafts to try to help? :3

[21:18](Anstarra Silverain) You may!))

[21:18](Jana Ridah) Jana grumbles as she grabs the nearest railing. Wouldn't be the first time she's been through a crash, from the look of it.

[21:19](Aigiarn Kha) 3!

[21:19](Lan Darklyn) Lan's ears fall and he moves to grip one of the rails. "And this time it's not Vael crashing one..."

[21:20](Orrin Halgren) He grabs a nearby rope, looking very captain like during the whole thing. He turns to those behind him "Brace yourselves!"

[21:21](Anstarra Silverain) You hurry to the Captain's side, and fiddle with mechanisms and valves; the engine sputters out a bit of extra life, but all you can do is slow your descent. Then, a valve bursts, directly to the Captain's right, and he flies back with a cry; the wheel is unmanned! The ship begins to list, and plunge...

[21:21](Aigiarn Kha) Can I run to the Wheel? And try to pilot?

[21:21](Anstarra Silverain) May roll Pilot, or Ride, anyone who wants to try~ Yus!))

[21:21](Aigiarn Kha) pssssh

[21:21](Aigiarn Kha) can I use a FP?

[21:21](Aigiarn Kha) reroll?

[21:21](Anstarra Silverain) Sure~

[21:22](Aigiarn Kha) Wooo! 5

[21:22](Anstarra Silverain) There ya go! +2 shifts instead of -1~

[21:22](Lan Darklyn) ((I'll roll for Lan to ride it out))

[21:22](Zaphir Zurlac) Zaphir mutters something foul under his breath and crouches the ship begins to lurch about, trying to keep his center of gravity close to the deck...

[21:22](Zaphir Zurlac) //ship begins

[21:23](Anstarra Silverain) "Everyone brace yourselves!" calls Frances, sounding frightened and frustrated. She does so herself, gripping a rail..

[21:23](Zaphir Zurlac) Zaphir does the same.

[21:23](Orrin Halgren) Orrin actually removes his spear and drives a pointed end into the deck for the sake of traction to latch onto something "Blasted contraption!"

[21:24](Anstarra Silverain) Everyone roll Athletics to roll with the impact, as the ship crashes down. TN 1.

[21:24](Aigiarn Kha) Wait, what did I do?

[21:24](Anstarra Silverain) It's still going down, but you helped steady it~))

[21:24](Aigiarn Kha) yay!))

[21:24](Jana Ridah) Jana does the opposite of Orrin, pulling herself onto the railing in preparation to jump!

[21:24](Zaphir Zurlac) 1

[21:24](Anstarra Silverain) There is a cumulative effort being tabulated as people make rolls that I call for =3))

[21:25](Lan Darklyn) 4

[21:26](Anstarra Silverain) Orrin, athletics too~

[21:26](Aigiarn Kha) Aigiarn struggle with the wheel, trying to ensure a survivable crash landing that won't scatter the ship all over the tundra. "Ah. Ah."

[21:26](Orrin Halgren) 3!

[21:27](Lan Darklyn) "See?! If we survive this someone needs to punch that Cid guy in the mouth!"

[21:27](Aigiarn Kha) She increases pressure on the bladder, trying to gain as much lift as possible. The engine spruts and makes noise, but Aigiarn ignores it as she tries to use the airship's supposed aerodynamic design to stay upright.

[21:27](Orrin Halgren) Orrin preps himself to dismount as soon as he reached a height low enough to do so, should be no different from hopping off a dragon plummeting to earth.

[21:28](Anstarra Silverain) You all manage to cling fast; it's a little close for Zaphir, who ends up kinda having to tangle himself in the ropes, but his dignity is assailed more than his body as the ship comes to a bumping, grinding halt, skidding for what feels like half a malm over the hilly tundra over which you were passing...

[21:28](Zaphir Zurlac) Zaphir rarely is ever high enough to plummet to earth.

[21:28](Anstarra Silverain) Y'all can probly come land now ;3))

[21:29](Aigiarn Kha) Aigiarn looks up from the wheel, her hair and horns covered with snow from the landing. "Is... is everyone alright?"

[21:30](Lan Darklyn) Lan picks himself up as he retrieves his spear. "I'm alive here, no injuries...somehow."

[21:30](Zaphir Zurlac) Zaphir sputters distortedly as he attempts to untangle himself from some rigging. "What kind of bloody airship pilot isn't aware of aether scarcity in this region? Gods above."

[21:30](Aigiarn Kha) "KWEW!" A pile of snow to the left of the downed airship explodes into a shower of snow as Ai's Reaper comes to life. It shakes the snow off of itself before prancing over to Aigiarn.

[21:31]Anstarra Silverain | The biting cold of the air is the first thing everyone notices after the shock of the sound of the ship's landing fades. People are shaking themselves off, checking their bodies, but everyone seems to be intact... Frances sighs in relief, before checking on the Captain. He's dazed, but alive.

[21:31](Orrin Halgren) Orrin dismounts with a leap just before it touches down, though the inertia carries him the halm malm before touching down with a small skid of his own, digging into the snow he looks back at the wreckage "Check for wounded! What about the drake?"

[21:32](Aigiarn Kha) "What do you mean aether scarcity, this place has often been flown over by many airships in the past. The aetherial currents should be active!"

[21:32]Anstarra Silverain | The drake climbs out of the netting it had entangled itself in, giving itself a shake.

[21:32](Anstarra Silverain) And no, no airships fly by here ;D

[21:32](Aigiarn Kha) Oh

[21:32](Anstarra Silverain) This is Xelphatol, not Coerthas

[21:32](Aigiarn Kha) Psssh.

[21:32](Lan Darklyn) "The drake seems to be okay, as does our charge."

[21:32](Aigiarn Kha) "Or was it more north...." Aigiarn tries to remember.

[21:33](Aigiarn Kha) can I roll to see how repairable/salvageable the airship is?

[21:33]Jana Ridah rolls off the railing as the ship touches down, turning into a fluffy snowball some distance away. It takes a little while for her to rejoin the group.

[21:33](Orrin Halgren) Orrin would also like roll lore to check how screwed they are if they want to double back to any vaguely civilized settlement, be it Ishgard or otherwise.

[21:34]Anstarra Silverain | The Captain seems too dazed to reply, though Frances does, taking out her glasses with a grimace and putting them on. One of the lenses is cracked. "This is a new frontier, for airships. They told me as much, only..." She sighs. "We are grounded, for the time being." "Mistress! The aetheryte is undamaged!" "Some good fortune.."

[21:34](Anstarra Silverain) The ship will be salvageable. It just can't fly right now. This much is pretty obvious. Sure Orrin, roll.

[21:34](Anstarra Silverain) TN 2

[21:35](Orrin Halgren) got a 0

[21:35](Aigiarn Kha) Can I roll Crafts to see if I can repair it somewhat, or at least scavenge stuff we can use later.

[21:35]Anstarra Silverain: "Look out, a giant snow spriggan!" "Idiot, that's miss Jana.."

[21:35](Orrin Halgren) ((-2 for the win, getting them out of the way!))

[21:36](Aigiarn Kha) Orrin's getting old))

[21:36](Anstarra Silverain) Sure, Ai, TN 2~)

[21:36](Orrin Halgren) ((Its lore! should be the one thing he could keep well, if not get better at!))

[21:36](Aigiarn Kha) awww

[21:37]>> Orrin Halgren: You are disoriented by the crash. In all the places you've traveled, you've never felt quite so /lost/...

[21:37]Orrin Halgren >> I failed by 2, not three, shouldn't get a debuff for it..

[21:37](Aigiarn Kha) I would use a FATE, but I already used one going down. Psssh.))

[21:37]>> Orrin Halgren: Oh! I misunderstood, I thought you SCORED -2 ;b

[21:37]>> Orrin Halgren: No crit fail then~

[21:37](Aigiarn Kha) At least I maintained Ai's pride as a pilot))

[21:38]>> Aigiarn Kha: This foreign, local make of airship has too many odd bells and whistles. Clearly not an efficient design! Or is it? Maybe that thing goes there.. ah you don't have time to unravel the whole schematic.

[21:38]Orrin Halgren looks about at the high mountains and the featureless snow "Hells...could be lost here for moons like this..." He moves towards the wreck to help those that cannot stand or have trouble doing so, keeping a very close eye on the golden drake.

[21:39]Zaphir Zurlac: "Do you suppose? We can't be *that* far off course..."

[21:39](Zaphir Zurlac) //I'd like to have Zaph try and figure out where they are now like Orrin was trying.

[21:40]Lan Darklyn looks around as well. "Well, at least we can burn the reaper for heat if need be and I'm sure we could hunt some food."

[21:40]Anstarra Silverain | Frances calls out to you all, asking you to join her for a moment. "I am sorry for this.. inauspicious start... ah, but it's not a total loss! We have covered many malms.. perhaps we can now use this site as a base camp, and establish the aetheryte, since thankfully it was not damaged..."

[21:40](Anstarra Silverain) Sure Zaph, Lore 2

[21:40](Jana Ridah) I'll roll it too.

[21:40](Anstarra Silverain) sure~

[21:40](Zaphir Zurlac) O!

[21:40](Jana Ridah) Only a 1, not gonna spend points on it. =w=

[21:41](Anstarra Silverain) wow

[21:41](Zaphir Zurlac) Where the *hell* are we

[21:41]Aigiarn Kha shifts through the airship, poking things here and there. "This airship... how far did they deviate from Master Cid's designs. Is that a actual spriggan bladder? And... why is there underwear in the ceruleum tank!"

[21:41](Anstarra Silverain) This place is clearly cursed, lost from all space, off the edge of the world..

[21:41]Zaphir Zurlac looks around.

[21:41]Zaphir Zurlac: "Damnation...the mountains all look the same..."

[21:41]Anstarra Silverain: "Sorry that's mine!" "Dammit Joe, what've we told you.."

[21:42](Zaphir Zurlac) It's just Xelphatol!

[21:42](Anstarra Silverain) Frances looks around, also trying to get her bearings.. cuz why not

[21:42](Aigiarn Kha) "Kwew!" Aigiarn's Reaper squawks as listens to Aigiarn's tirade.

[21:42](Anstarra Silverain) CURSED I SAY

[21:42]Lan Darklyn nods. "Establishing a base camp is a good idea, at least if we are set upon by worse weather than we currently have to endure we will have a plase to hunker down."

[21:43](Aigiarn Kha) Can I deploy a turret as a sentry?

[21:43](Anstarra Silverain) If you want, it'll Cost you~

[21:43]Orrin Halgren nods "Aye well, no use until the sun clears and I can get a better look at the mountain line without all these clouds... Let's set up the aetheryte because we sure as hells lack the chocobos to sled it across the terrain." he'd make his way to untethering the crystal, grabbing any ropes necessary "Well no dallying! Xelphatol is less forgiving than Coerthas! We need this up fast!"

[21:44](Aigiarn Kha) Hmm. Can I prep an advantage that'll let me try to deploy it?

[21:44]Anstarra Silverain | The crewmen begin working on the aetheryte. It will be a little while. Frances herself gets ready to settle in and try to find the ley lines.. but first, she addresses you all again.

[21:44](Aigiarn Kha) Injecting it with aether so I can deploy it later.

[21:44](Anstarra Silverain) Don't worry about it right now~

[21:45](Aigiarn Kha) kaaay.

[21:45](Aigiarn Kha) *climbs up onto her Reaper for a better view of the surroundings. Her Reaper "Warks" in glee as it's owner takes her seat,*

[21:45]Orrin Halgren would be helping the crewmen, seems he's not a stranger to aggressive aetheryte setup deep in enemy territory, but he'd be listening all the same while barking orders.

[21:46]Zaphir Zurlac seems eager to assist in picking out the leys.

[21:46]Lan Darklyn Lan sets to assisting with the set-up of the makeshift camp, but he keeps a watchful eye out for any trouble heading their way.

[21:47]Anstarra Silverain: "Mm, Adventurers, I fear I must impose upon you already. We are in hostile terrain. I need to help prepare our camp.. but we don't know what awaits us out there. I would have you scout the lay of the land, cautiously, and seek what may be found. Additionally any resources that you may have brought, will certainly come in handy for setting up a more efficacious camp..."

[21:47](Anstarra Silverain) Now translating into game terms~

[21:47]Aigiarn Kha fiddles with her Reaper's internal controls, preparing it for winter and potential battles.

[21:47](Anstarra Silverain) I require rolls of various flavours! People can help each other.

[21:48](Jana Ridah) :3!

[21:48](Zaphir Zurlac) // (brb)

[21:48](Aigiarn Kha) Can I roll to build up my Reaper's batteries. Or if it's to help the camp. I could set up Magitek Proximity Sensors with Crafts.

[21:49](Anstarra Silverain) Investigate and Stealth will be handy for mapping out the area. Lore and Crafts and Pilot have already been rolled. Resources and Contacts will also be useful, determining what you might have brought!

[21:49](Aigiarn Kha) Aww.

[21:49](Aigiarn Kha) Kayy.

[21:49](Anstarra Silverain) Attempts at these add shifts, which is to say, +1 if you succeed, +2 if you crit, -1 if you crit fail.

[21:49](Anstarra Silverain) The overall score will determine the state of the camp...

[21:50](Aigiarn Kha) Oh! That's what you meant by shifts when I was saving the airship :3))

[21:50](Anstarra Silverain) Yus~

[21:50](Aigiarn Kha) Well, I did my job. :D))

[21:50](Anstarra Silverain) So! Let's run down the list. Who has Investigate, and can help?

[21:50]Orrin Halgren undoes a tether and walks towards the others "Orrin De Halgren, Dragoon, to those who have not met me yet" he gives a curt bow "Our sort is not a stranger to being a forward scout but I'll need aid.

[21:50]Lan Darklyn nods. "I'll scout around to check the area. I'd rather avoid more surprises if at all possible."

[21:51](Orrin Halgren) ((That's orrin with his 1 investigation!))

[21:51](Lan Darklyn) ((Lan will investigate))

[21:51](Aigiarn Kha) Ai doesn't have any. She's a very on the spot thinker))

[21:51](Anstarra Silverain) Lan has 2, Zaphir has 3)

[21:51](Anstarra Silverain) Jana has 2)

[21:51](Anstarra Silverain) You can either all pile onto one roll or try to be separately cool)
[21:52](Orrin Halgren) I have a 1 so I prefer to aid someone else's roll
[21:52](Orrin Halgren) so everyone roll, and I'll boost someone if it causes a crit or a success
[21:52](Anstarra Silverain) You gotta decide who you're helping beforehand~
[21:53](Jana Ridah) I think pileon will work better.
[21:53](Aigiarn Kha) Zap got the highest))
[21:53](Zaphir Zurlac) // back
[21:53](Orrin Halgren) the +3 has a chance of success on his own, we should pile onto 1 on of the +2's
[21:54](Aigiarn Kha) up to you. I already saved the airship. :D))
[21:54](Orrin Halgren) Zaphir roll on his own, Orrin will aid Jana's roll unless Jana is aiding Lan
[21:54](Lan Darklyn) ((I hit a 3 on investigate))

[21:55](Jana Ridah) The three can stand on its own and we'll pile on?
[21:55](Orrin Halgren) Zaphir is being very quiet
[21:55](Anstarra Silverain) He was afk, think he's reading back now
[21:55](Zaphir Zurlac) I dunno what you want me to do.
[21:56](Orrin Halgren) you have +3 investigate
[21:56](Zaphir Zurlac) I do.
[21:56](Anstarra Silverain) So, who else is rolling investigate?
[21:56](Zaphir Zurlac) I *can*
[21:56](Lan Darklyn) ((I did))
[21:56](Zaphir Zurlac) But I mean, Lan just did. You want me to roll Well there, see.
[21:56](Orrin Halgren) well its not about singular successes its about adding "points"
[21:57](Orrin Halgren) so the more successes means more points
[21:57](Zaphir Zurlac) Well then I can roll Investigate.
[21:57](Zaphir Zurlac) Is anyone opposed?
[21:57](Anstarra Silverain) Does anyone want to help his roll, before he rolls? Or no?
[21:57](Jana Ridah) Orrin and I can just add to his, then.
[21:58](Orrin Halgren) yeah
[21:58](Jana Ridah) Id idn't realize the person who'd already rolled wasn't the same person who had a 3.
[21:58](Anstarra Silverain) Okay! So roll at normal with 2 more, Zaphir.
[21:58](Zaphir Zurlac) Well, I'm going to roll, then.
[21:58](Zaphir Zurlac) 4
[21:58](Anstarra Silverain) Did you not read above?
[21:58](Zaphir Zurlac) So, 6.
[21:59](Zaphir Zurlac) I did, but it wasn't registering. I see it now.
[21:59](Anstarra Silverain) You succeed, with a crit, gaining 2 shifts. You are currently scouting the terrain. This effort, along with others, will add to the security and strength of the camp.
[21:59](Anstarra Silverain) NOW I require Stealth!
[21:59](Orrin Halgren) wait, did Lan succeed on his own?
[22:00](Orrin Halgren) he got a 3

[22:00](Zaphir Zurlac) He did.
[22:00](Anstarra Silverain) He did also. He gained 1 shift.
[22:00](Orrin Halgren) so we have a total of 3 shifts then.
[22:00](Orrin Halgren) just keeping count
[22:00](Anstarra Silverain) 3 from Investigate, yes.
[22:00](Aigiarn Kha) there;s also the 2 from me saving the airship
[22:00](Jana Ridah) Jana has no Stealth skill.
[22:00](Anstarra Silverain) 2 from Pilot, 1 from Crafts, 0 from Lore.
[22:00](Orrin Halgren) Orrin has no stealth

[22:00](Lan Darklyn) Do I get to roll for stealth as well, or sit it out since I did investigation?
[22:00](Zaphir Zurlac) Neither has Zaph.
[22:00](Aigiarn Kha) Ai can have stealth, as a rogue. >_> But for a cost.
[22:01](Anstarra Silverain) You do also get to roll, Lan
[22:01](Orrin Halgren) we risk losing points on a failed stealth roll if I understand it correctly.
So Orrin is not going to even try to roll
[22:01](Anstarra Silverain) I'm letting each of these be tried by everyone if desired; yes, if you get a crit fail you'll lose shifts.
[22:02](Anstarra Silverain) Statistically someone with +0 is more likely to get the -1 for a crit fail than the +2 for a normal success, so it's a good idea to sit it out if you have no Stealth.. but you can do what you want =D
[22:02](Lan Darklyn) I'll roll it
[22:02](Anstarra Silverain) Do it~ Your Stunt applies! This is wilderness.
[22:03](Anstarra Silverain) The next rolls people can attempt, will be Resources, and Contacts!
[22:03](Anstarra Silverain) If anyone has any of those and wants to roll, say so~
[22:04](Anstarra Silverain) Essentially representing aide you might have secured before leaving.
[22:04](Jana Ridah) Jana has neither!
[22:04](Aigiarn Kha) I could have contacted the Ironworks for extra parts before setting off?
[22:04](Aigiarn Kha) because airship and reaper into unknown land
[22:04]Jana Ridah sits around waiting to be told to do muscle-work.
[22:05](Orrin Halgren) Orrin has one in resources to aid anyone
[22:05](Lan Darklyn) ((2 on stealth))
[22:05](Anstarra Silverain) You succeed, and gain a shift!
[22:05](Aigiarn Kha) I still got the money bag.
[22:05](Aigiarn Kha) I should use it.
[22:05](Orrin Halgren) ok, want me to roll resources and you chuck me the moneybag?
[22:05](Anstarra Silverain) Ai ALSO has Resources 1
[22:05](Aigiarn Kha) anyone else has resources?
[22:06](Aigiarn Kha) what about my contact proposal, An?
[22:06](Anstarra Silverain) So you could simply aid her, and she can moneybag it if she wants after seeing the result. Contacts is a separate roll, which as I said you can also roll.
[22:06](Orrin Halgren) ok, I'll just aid Ai then. I guess he could have helped secured trade with an Ishgardian supplier.

[22:06](Anstarra Silverain) Let's do Resources first then

[22:06](Aigiarn Kha) I'll use one invoke of the Money Bag, and roll Resources. Plus Orrin's aid?

[22:07](Orrin Halgren) yep!

[22:07](Anstarra Silverain) You don't have to use the moneybag invoke until after you roll

[22:07](Aigiarn Kha) kay

[22:07](Anstarra Silverain) It's an Advantage, it applies when you want

[22:07](Aigiarn Kha) but I can add Orrin's on.

[22:07](Anstarra Silverain) yes

[22:08](Anstarra Silverain) Roll it at +2

[22:08](Aigiarn Kha) rolling

[22:08](Anstarra Silverain) Welp.

[22:08](Aigiarn Kha) Booo.

[22:08](Aigiarn Kha) MONEY BAG

[22:08](Aigiarn Kha) ALL OF IT

[22:08](Anstarra Silverain) Moneybag will buy a shift! Er.

[22:08](Orrin Halgren) god so poor Ai!

[22:08](Orrin Halgren) low rolls tonight

[22:08](Aigiarn Kha) I'LL UNLEASH ALL TWO INVOKES!

[22:09](Zaphir Zurlac) we are truly damned

[22:09](Anstarra Silverain) Uh.

[22:09](Zaphir Zurlac) :C

[22:09](Anstarra Silverain) A second invoke won't do you any good!

[22:09](Aigiarn Kha) Oh.

[22:09](Anstarra Silverain) TN 2 gets one success

[22:09](Aigiarn Kha) Fine.

[22:09](Anstarra Silverain) TN 5 for a second~

[22:09](Aigiarn Kha) 1 money bag.

[22:09](Anstarra Silverain) Done. 1 shift!

[22:09](Anstarra Silverain) And now Contacts! Who has?

[22:10](Anstarra Silverain) Also, feel free to emote your action/inaction if you're not busy rolling or whatnot~

[22:10](Aigiarn Kha) I has one. With my Ironworks perk. + 2 to euqal 3

[22:10](Anstarra Silverain) Yus, that Stunt could apply, since you knew you were going on an airship

[22:10](Anstarra Silverain) I think only Ai has Contacts SO

[22:10](Anstarra Silverain) Roll it~

[22:11]Aigiarn Kha looks at her reduced sack of money, given to her earlier. In a sense, she feels sorry for not using it for it's purpose, but still. With the help of the orrey dragoon, she managed to procure resources for the expedition.

[22:11](Aigiarn Kha) Woo! 4.

[22:11](Anstarra Silverain) 1 shift~

[22:12]Zaphir Zurlac is a bit of a duskwright popsicle at the moment from investigating the cold region, but the important thing is that the job was done. And it was done gud.

[22:12]Zaphir Zurlac uses a bit of thaumaturgy to try and keep his hands warm, or at least functional in the downtime...

[22:12]Aigiarn Kha pulls out a large sack of parts and materials, useful for base construction, as well as a set of proximity sensors and replacement parts.

[22:12]Orrin Halgren returned with the Duskwight and Jana, helping them with his military and tactical knowledge in order to determine where to look.

[22:13]Jana Ridah 's old Wilderness knowledge turned out to be at least a little useful here.

[22:13](Anstarra Silverain) This brings you to a total of 9 shifts! With this, all the crew survive the landing, the shock of cold, and random wildlife while you're scouting. Additionally the ship is fully intact, just grounded, and is being set up with relative ease toward becoming a modestly fortified base camp. Additionally, the aetheryte is intact, and connection being made, slowly but surely.

[22:14]Zaphir Zurlac has introduced himself to Orrin by now, surely, because otherwise the scouting session would have been a little awkward.

[22:14](Anstarra Silverain) And, while you are scouting. Remaining in regular contact with Frances and the crew.. some distance out.

[22:15](Anstarra Silverain) Over here~)

[22:15]Orrin Halgren had introduced himself again after crash but agrees with the other 2 statements

[22:16]Lan Darklyn returning to the group at the camp Lan nods solemnly. "Looks like we are in the clear for now as far as potential threats."

[22:17]Anstarra Silverain | While exploring, the weather has grown less cold, but more snowy, obscuring vision beyond a few dozen yalms. Not the most impenetrable, but still an obstacle. Undeterred, heroic adventurers that you are, you continue.. and suddenly, strangely, the curtain of snow parts, as you come upon a small lake.

[22:17](Anstarra Silverain) Also, thank you game weather, +1

[22:19]Zaphir Zurlac glances around past the frost flowers forming on the surface of the lake and peers in a bit. "...you think anyone can fish some meals out of here...?"

[22:19](Anstarra Silverain) The lake is of a startling blue; the colour is all the more incongruous for the greyness of the sky.. but also in that this whole land seems one of whites, and greys, and blacks. There is a silence here, a gentleness, the surface of the water shimmering. And then parting, as a woman rises from it, surfacing perhaps from a dive.

[22:20]Zaphir Zurlac makes a straight face.

[22:20]Aigiarn Kha: "MONSTER!"

[22:20](Lan Darklyn) ((If we get a sword from this.....))

[22:20](Zaphir Zurlac) //Sorry, no PLDs in the party

[22:21]Orrin Halgren was at the edge as there is movement, he is startled at first, ready to draw his weapon but is summarily stunned by the naked woman emerging from the waters..a woman of some indeterminate species

[22:21]Anstarra Silverain | She is bronze-skinned, and white-haired, and turns at the incongruous outburst. "Monster?" She grins. Her hair covers her, but not enough to conceal

a lush, mature beauty, curvaceous. In her thirties, perhaps to look at her, or her forties at most, yet quite interestingly fit...

[22:21]Lan Darklyn 's hand twitches but he doesn't reach for his weapon just yet. "Hold! There were no monster tracks in the area."

[22:22]Anstarra Silverain | And upon her head, a pair of horns. And a pair of feline ears.

[22:22](Jana Ridah) I feel like I missed something. I wonder if I was out of /say range for this.

[22:22](Anstarra Silverain)

https://docs.google.com/document/d/19l5X99CSBzh4quVMFQvOpDXutZk_JoSEUiCGLBh40ms/edit

[22:22](Anstarra Silverain) All I posted, look to the bottom~

[22:23](Jana Ridah) aw jeeze

[22:23]Zaphir Zurlac tilts his head a bit. Waits a beat. And calls out. "Miss? Are there any fish in this lake?"

[22:23]Jana Ridah covers her face when a naked woman appears out of seemingly-nowhere, as if she wasn't already wearing a mask.

[22:23]Zaphir Zurlac shrugs.

[22:23]Anstarra Silverain: "There are." She draws her hand through the water. "They sleep, right now.."

[22:24]Orrin Halgren recognized the silver hair and the miqo'te ears instantly. He returns to grabbing his weapon. He is about to say something when Zaphir asks something he thought to be utterly inane. "What care you about fish? Can't you recognize an X tribe when you see one?"

[22:24]Zaphir Zurlac: "What are we going to eat?"

[22:24]Aigiarn Kha: "A what tribe?"

[22:24]Zaphir Zurlac: "And yes, I can."

[22:24]Aigiarn Kha: "Oh. Yes. White-hair miqo'te. Is she a witch?"

[22:25](Orrin Halgren) orrin feels like he is taking crazy pills...

[22:25]Aigiarn Kha: "Those horns! VOIDSENT! Miqo'te VOIDSENT!"

[22:25]Jana Ridah is now facing away from the woman, but her ears perk up at Orrin's words. "T- Tell her to put some clothes on before combat, it's unseemly to fight unarmored..."

[22:25]Lan Darklyn taking in the appearance of the woman, his blue eyes studying her for a moment. "Miss, are you from this area?"

[22:25]Zaphir Zurlac: "What is with all the presumption...?"

[22:25]Anstarra Silverain | The woman laughs, a silvery sound as she pushes her hair back out of her face, and swims closer to the shore. "What harm can I bring, naked and unarmed that I am?"

[22:25](Jana Ridah) "This is like a setup from those romance novels I wasn't supposed to read!"

[22:26]Anstarra Silverain | She looks to Lan, at his question, and nods. "I am. Though I hail from farther north, I know this area quite well."

[22:26]Aigiarn Kha: "Voidsent don't need to be clothed or armed! They're dangerous by their very existence in this plane!"

[22:26]Aigiarn Kha seems pretty confident about all of this.

[22:26](Anstarra Silverain) Well, people can certainly roll Lore to judge if she's Voidsent!

[22:27](Aigiarn Kha) I will rollys!

[22:27](Aigiarn Kha) no wait

[22:27]Zaphir Zurlac doesn't think she's a voidkin of any sort. But he's going to give her a hard look anyway.

[22:27](Aigiarn Kha) I will roll to see if she is NOT a voidsent. :D

[22:27]Orrin Halgren mutters something to the effect of twelvesdamned adventurers "Keep your eyes about, they like their ambushes. Orrin is quite uncharacteristically uncharmed or enamored with the very attractive, naked miqo'te.

[22:27]Lan Darklyn turns to Ai. "Hush now, you ride a reaper yet I did not accuse you of being a Garlean." He looks back to the woman. "And forgive the question, but why are you here?"

[22:27](Orrin Halgren) put a " after ambushes

[22:28]Anstarra Silverain: "And I am assuredly not voidsent.." Her lips form a moue. She remains in the water, mostly, somewhat preserving decency.

[22:28](Zaphir Zurlac) 4

[22:28](Aigiarn Kha) I got a 0.

[22:28]Anstarra Silverain: "I am here because I am bathing. I like this place. It is gentle."

[22:28](Orrin Halgren) Orrin wants to roll notice to see if anyone else is nearby. because everyone else think its a great idea to chat like old friends.

[22:28]>> Aigiarn Kha: Inconclusive!

[22:28](Anstarra Silverain) Do it Orrin!

[22:28]Zaphir Zurlac: "Miss. Nobody in their right mind right now is considering you a voidsent."

[22:28]Zaphir Zurlac: "I just want to let you know that."

[22:28]>> Zaphir Zurlac: She's not voidsent. You'd lay money those are the horns of a Padjal.. impossible though that is.

[22:29]Anstarra Silverain: "I am very much pleased to hear this..."

[22:29]Zaphir Zurlac: "Miss?"

[22:29]Anstarra Silverain: "Yes, young man..?"

[22:29]Aigiarn Kha: "I am from Garle.... Well, anyways. I do not quite know if she is a voidsent or not."

[22:29]Orrin Halgren had his gaze darting about to and fro, perhaps at least they can serve a distraction.

[22:29]Lan Darklyn shrugs. "Sounds like something Anstarra would do...bath in cold water in the middle of a tundra."

[22:29]You beam with delight at Lan Darklyn.

[22:29](Orrin Halgren) holy hell these rolls?

[22:29]Anstarra Silverain: "The cold is refreshing.."

[22:29]Jana Ridah hisses at nothing.

[22:30]Zaphir Zurlac: "Might we inquire as to what someone with padjali horns is doing this far north of the Twelveswood?"

[22:30](Anstarra Silverain) Wow

[22:30](Jana Ridah) I can roll Notice too if it helps.

[22:30]Aigiarn Kha: "Anstarra? Is it that.... rude Maestrom woman in Ishgard that tried to have that inquisitor woman executed?"

[22:30]Orrin Halgren scoffs "You say voidsent is absurd and you think her to be a padjali?"

[22:31]Zaphir Zurlac: "Twelveswood-born, here."

[22:31](Jana Ridah) Jana is blind in the blizzard at night.

[22:31]Anstarra Silverain: "You might indeed, my dear, observant fellow." She smiles, and finally emerges from the water. The water falls away from her... sort of. It shimmers, and molds, becoming a light dress of white and gold...

[22:31](Orrin Halgren) GOD DAMN WATERY TARTS DISTRIBUTING SWORDS

[22:31](Aigiarn Kha) Ai really doesn't trust her now.

[22:31](Anstarra Silverain) ITS AN EFFICIENT BASIS FOR GOVERNMENT

[22:32]Lan Darklyn: "Well I don't know about all of that, but regardless, she likes the cold a lot."

[22:32](Aigiarn Kha) Can my reaper roll a Empathy? With it's chocoboness?

[22:32](Anstarra Silverain) No ;b

[22:32]Orrin Halgren: "And you know full well that Padjali never get so....mature..." He has his weapon level, ready to strike, "further more she's an x tribe, I don't trust her one bit."

[22:32]Zaphir Zurlac: "Some people have the right vascular system."

[22:32](Aigiarn Kha) so it can decide whether or not it would tell Ai to trust this woman?

[22:32](Aigiarn Kha) :3

[22:32]Lan Darklyn: "I am born of Lynx tribe as well..."

[22:33]Jana Ridah seems more flustered than anything, despite her words of bravado. "The enemy's tribe members should all be opponents or prisoners."

[22:33]Zaphir Zurlac: "I know full *well* that their aging is *slowed*. Maybe you're just used to thinking of the Elder Seedseer and her siblings."

[22:33]Anstarra Silverain | The woman just grins, watching the discussion ensue. She seems not particularly troubled by the weapons, and such.

[22:33]Aigiarn Kha: "If I recall, back in the desert, where I met similar individuals, the others talk about them being highly aetherically mutable."

[22:33]Zaphir Zurlac: "Now, that said, I don't know if she's actual a *padjali.*"

[22:33]Zaphir Zurlac: //"padjal

[22:34]Aigiarn Kha: "They also talked about something called the Radiance, where I think, Shesha was it, said that they absorbed materia or something."

[22:34]Lan Darklyn turns his attention back to the woman. "Miss, for the sake of our nerves, could you tell us your race? As you see, we are not familiar with folks like you."

[22:34]Zaphir Zurlac scoffs. "She's clearly a miqo'te..."

[22:35]Lan Darklyn shrugs at Zaphir Zurlac.

[22:35]Jana Ridah keeps her back turned to the woman as she tries to ege closer to Orrin. "I say we hit her and see if her tribesmates attack us for it."

[22:35]Aigiarn Kha: "Maybe the horns are decoration?"

[22:35]Anstarra Silverain: "Of course, dear boy." She smiles, tail swishing lightly, and nods in assent to Zaphir's reply. "He has the right of me. I was born miqo'te."

[22:35]Zaphir Zurlac: "The horns are indicative of being a powerful hearer."

[22:35]Orrin Halgren sighs "twelvesdamned adventurers not knowing what they are rushing into." he mutters, his weapon was still drawn and ready, though he gives a staying nudge to Jana.

[22:36]Aigiarn Kha: ""was" born"".

[22:36]Jana Ridah gives Orrin a half-shrug of apology.

[22:37]Lan Darklyn nods. "Forgive me ignorance in that field." He looks to the others. "Sooo, how about less weapons and a bit more conversation?"

[22:37]Anstarra Silverain smiles warmly. "Perhaps this will provide a measure of reassurance.. ah, to the one of you who has met me already." White light suffuses the air around her, soothing and relaxing, as if you were basking in your mother's arms. It could almost seem to form a cowled cloak about her, obscuring her features, the silhouette of a staff laying across her breast...

[22:38]Zaphir Zurlac: "It's easy to forgive. Plenty of people outside of the Twelveswood don't know this stuff..."

[22:38]Jana Ridah: Too many words, not enough actions. Hitting is a valid action.

[22:38]Aigiarn Kha glances at Lan. "What weapons, I don't have any weapons drawn." Her Reaper "Kwews" in response.

[22:38]Aigiarn Kha: "I... I think she's trying to seduce us!"

[22:39](Anstarra Silverain) By putting on more clothes. SNEAKY SEDUCTION

[22:39](Lan Darklyn) ((As a spinning turtle zooms by us in the background...friggin twilight zone))

[22:39]Orrin Halgren: "Any conversation should be held at weapon's length, if you knew anything about the quarry we were after." he says before blocking his eyes at the light.

[22:39]Zaphir Zurlac >> Is she talking to Zaph here?

[22:39]>> Zaphir Zurlac: Yes. He's seen this before. After the X'zam fight.

[22:39]Aigiarn Kha: "Is... is this?"

[22:40]Zaphir Zurlac: "Ah, it's...is it you? I don't recall the horns..."

[22:40](Aigiarn Kha) Can I roll lore and Eccentric Eorzean Technologist to see if this is White Magic?

[22:40]Zaphir Zurlac gazes upon you in deep reflection.

[22:40]Lan Darklyn pinches the bridge of his nose. "Sure, sure...act like a nervous recruit and not a professional..."

[22:40]Anstarra Silverain nods. "Last we met, my cowl concealed all of my features. It is how I prefer to travel, but alas, you came upon me in a moment of exposure..."

[22:41]Zaphir Zurlac: "Well, forgive me. If you're concerned, I can assure you that I wasn't *leering*...~"

[22:41](Anstarra Silverain) That's an Aspect of yours, so I mean, you could roll Lore and try to FP through it!

[22:41](Aigiarn Kha) I'll just lore it first.

[22:41]Anstarra Silverain beams. "It matters little to me. I have no shame in my body."

[22:42]Aigiarn Kha whispers to everyone. "I think she's an exhibitionist."

[22:42](Anstarra Silverain) Do it~ TN 4.

[22:42](Aigiarn Kha) awww

[22:42](Aigiarn Kha) failed

[22:42]Zaphir Zurlac turns to look up at the Reaper's pilot. "Stow it," he growls.

[22:42](Anstarra Silverain) What is White Magic even?

[22:42]You laugh.

[22:43]Aigiarn Kha gazes upon you in deep reflection.

[22:43]Zaphir Zurlac: "Anyroad...is this where you live, or do you wander...?"

[22:43]Aigiarn Kha is confused. "Stow it? Are we stowing something? Mmm...."

[22:44](Aigiarn Kha) Ai's foreignnesss. :3

[22:44]Anstarra Silverain: "I do wander. These lands are where I hail from, yet I could not call them a home. It has been a long time since I have had one place to remain, but such is my lot, and I regret not my path." She sweeps her gaze across the group. "To those who have not met me, I am called the Whiteseer, and I am no enemy of yours."

[22:44]Aigiarn Kha gazes upon you in deep reflection.

[22:45]Aigiarn Kha: "Why do you call yourself the Whiteseer? Did someone give you that name?"

[22:45]Anstarra Silverain simply smiles.

[22:45]Zaphir Zurlac: "I'll back that up. She was gracious enough to heal my wounds, even after fighting one of...your children? May I say that? That's the term you used..."

[22:46]Orrin Halgren remains entirely unconvinced for the duration of all of this "Be a recruit's error to let one's guard down in enemy territory." though zaphir's words did lend him to dipping the weapon to a less menacing posture.

[22:46]Anstarra Silverain: "Yes..." Sadness touches her features. "The children of the Falling Stars are mine, and so it sorrows me to see them come to harm.. yet moreso, when they bring harm, to others."

[22:47](Orrin Halgren) mayhaps my poor rolls are to make up for my absolutely AMAZING stat rolls for my new DnD character

[22:47]Jana Ridah lets out a small "tch," but stays otherwise silent.

[22:47](Anstarra Silverain) One can hope.

[22:47](Jana Ridah) Neat!

[22:47]Aigiarn Kha: "Mine? Like they belong to you or something? You sound like one of those Nunh-things."

[22:47]Zaphir Zurlac senses something amiss with Aigiarn Kha.

[22:47]Jana Ridah: If that were true, all we'd have to do is beat her in combat to seize the tribe...

[22:47]Anstarra Silverain: "No.. they belong only to the Nunh. And to the bonds which tie them together. Bonds of fear and magic..."

[22:48]Jana Ridah has only a very prejudiced view on what being Nunh entails.))

[22:48]Aigiarn Kha fails to understand you.

[22:48]Anstarra Silverain ironically she's kinda right, or would be if she was the Nunh))

[22:49](Aigiarn Kha) Ai has only off hand knowledge of what a Nunh is))

[22:49]Zaphir Zurlac: "Whiteseer...could you perhaps tell them what you told me when we met before, why you would help us?"

[22:49]Lan Darklyn ears perk up as he listens to the woman.

[22:49]Zaphir Zurlac: "It might go some way towards easing...whatever anxiety is occurring right now. Regardless of what I say."

[22:50]Jana Ridah will have to change her name to X'jana Nunh in the near future?))

[22:51](Lan Darklyn) ((Lan is already lynx tribe by blood....time to take over.))

[22:51]Anstarra Silverain nods, turning to look back at them. "I bring succor in hopes that a solution may be found. One that lies not soaked in blood. My children follow X'zarann Nunh unto conquest or oblivion; triumph or defeat, they go to their destruction. Perhaps it is better this way.. and yet I would not see them annihilated. Most bear only the fault of having been born to a world of cruelty, and know nothing else."

[22:52]Jana Ridah can't help but scoff, but she remains otherwise quiet.

[22:52]Aigiarn Kha gazes upon you in deep reflection.

[22:52]Anstarra Silverain: "I have witnessed the behaviour of some of your kind.. you.. Adventurers. Some seek little more than bloodshed, while others walk a gentler path. Already I have seen some of my children spared, by such..."

[22:52]Zaphir Zurlac squirms a bit.

[22:53]Aigiarn Kha: "Destruction, you make it sound like they're going to go off on a journey of world conquest or something. What's the worst a single sept can do?"

[22:53]Lan Darklyn: "Can you see a way forward for us that is not one of conflict? Though if what I have heard is true, the Nuhn likely will not allow peace while he remains in power."

[22:54]Zaphir Zurlac: "I concur with the fellow on my right. It seems like the only way this business is going to end is to remove X'zarann from power. Somehow."

[22:54]Anstarra Silverain smiles sadly to Aigiarn's question. "Already they have slaughtered many Outsiders.. if they did no worse than that, already it would be too much. But I fear that far more destruction is yet to come." She looks to Lan, and shakes her head, in sorrow. "I know not such a path. Heavily am I steeped in the ways of my children... but you may be right in that my son X'zarann would have to fall, ere the threat could be ended."

[22:55]Orrin Halgren steps forward, spear drawn but off to the side "It is ym belief that his most recent...aspirations to power are born of something that has come into his possession. We seek to remove it from hi, mayhaps this is the alternate path you seek."

[22:55]Orrin Halgren: p

[22:55]Zaphir Zurlac: "I will concur with the fellow on my *left* on that, now."

[22:55](Orrin Halgren) ech my keyboard is eating letters

[22:56]Lan Darklyn nods thoughtfully as he mulls over the woman's words.

[22:56]Zaphir Zurlac: "These spearmen seem to be uncannily on *point* all of a sudden..."

[22:56]Aigiarn Kha: "Is it really that easy? I don't know much about this 'tribe', but in Garl.... in other places, all removing a leader does it allow others to rise to power. Something made this Zarann what he is."

[22:57]Zaphir Zurlac: "That would be the tribal system itself, I reckon. Beating your way to the top."

[22:57]Anstarra Silverain: "You speak of the stone of sorrow. Yes, its call has stirred X'zarann Nunh's ambitions. I fear, however, that taking it from him would only leave him hungering for another source of power.. power, and the ability to protect his people, from Outsiders, and from themselves."

[22:57]Aigiarn Kha: "The tribal system? Mmm... oh! Like the Dotharl of the steppes."

[22:58]Zaphir Zurlac: "Why is he convinced that we're such a threat?"

[22:58]Jana Ridah finally pipes up. "The Nunh and his followers have two options: Surrender or die. We -are- getting that stone back and destroying it, any who stand in our way are within our right to kill off."

[22:58]Zaphir Zurlac: "I seem to...*recall*...in a way...that your tribe calls much of Eorzea the 'Cursed Lands'..."

[22:59]Zaphir Zurlac: "Or something of the sort."

[22:59]Lan Darklyn: "So if we leave him with it, he continues on this path, if we take it, he might become even more erratic..."

[22:59]Aigiarn Kha: "They murder their leaders to become leaders, then proceed to seek to murder other tribes that lash out in vengeance. They would have continued, er the Empire came to smash them. Maybe these tribals fear their ways will target them for 'civilizing' by the Eorzean city-states."

[22:59]Anstarra Silverain: "The origins of my children are steeped in pain and fear. Once, eras hence, a sept of warriors was taken captive, by powerful and inquisitive mages, who set out to change them, to make use of them, for their own purposes."

[22:59]Zaphir Zurlac: "How long ago was this...?"

[23:00]Anstarra Silverain considers. "The oldest tales speak of the Masters, the Makers, the Tormentors.. and every so often, bring forth a simple word." She spreads her fingers. "Nym."

[23:00]Aigiarn Kha looks at you in shock!

[23:01]Lan Darklyn at that information from the woman Lan's hand goes up to his neck, he knew what that was like, to be captured and used by another.

[23:01]Zaphir Zurlac: "No shite. That seems a bit out of character, but, war does weird things to people..."

[23:01]Zaphir Zurlac claps a hand over his mask where his mouth would be. "Ah, language..."

[23:02]Aigiarn Kha: "Nym, you can't mean the Nym of the War of the Magi? from the literature...."

[23:02]Aigiarn Kha looks at you and panics!

[23:02]Anstarra Silverain: "My people fled their bondage.. and from there, created the tale of Outsiders, making them monsters, beasts, animals. Who knows what truths lie buried? Perhaps the scholars of Nym meant only great things.. but whatever truth has been lost to time.. or yet remains buried."

[23:02]Aigiarn Kha gazes upon you in deep reflection.

[23:03]Anstarra Silverain: "But whatever else they did, in making their subjects strong and durable, worthwhile experiments.. another change was wrought, far more subtle, and enduring, and dangerous."

[23:03]Zaphir Zurlac: "Well, a certain king of dragons had a hand in turning a bunch of dirt over about seven or eight years back. Might be some of it's come up to surface again."

[23:03]Zaphir Zurlac: "The magic mutability."

[23:03]Anstarra Silverain: "This is to be hoped.. and yes. I speak of this. Tell me, young man, what do you know of.. Summoning?"

[23:04]Zaphir Zurlac: "I know from recent research that it was a practice originally devised by the mages of Allag...I know that it requires a massive surplus of aether to bring a summoned

being into our world...I know that such an act drains the land so long as that being remains..."

[23:05]Zaphir Zurlac: "Ah. It also requires a great deal of *faith* in that being."

[23:05]Anstarra Silverain lifts her hand. "Much like unto the aetherial weakness which forced your ship to land."

[23:05]Anstarra Silverain: "The Nunh is a God. Have you heard these words spoken..?"

[23:05]Zaphir Zurlac looks at you in shock!

[23:05]Aigiarn Kha: "Summoning? Mmm. Ah? No. They can't be that crazy."

[23:05]Zaphir Zurlac: "You can't mean that...he's a vessel?!"

[23:06]Orrin Halgren: "All too often. Its why I aim to make him bleed to prove them otherwise."

[23:06]Anstarra Silverain: "Thousands of years of faith, and belief. Bodies mutable to aether."

[23:06]Jana Ridah: "If it's another primal summoning, then we're even more obligated to nip this in the bud."

[23:06]Zaphir Zurlac: "Seven hells."

[23:06]Lan Darklyn frowns. "Okay I'm stupid when it comes to magic, but even I know this is bad news."

[23:06](Aigiarn Kha) "But there were many Nunhs? How did that faith suddenly come down to one person?"

[23:06]Zaphir Zurlac: "Do you know which being he might be attempting to *host?*"

[23:06]Aigiarn Kha: "But there were many Nunhs? How did that faith suddenly come down to one person?"

[23:07]Anstarra Silverain: "The fallacy of the Nunh's divinity may once have been only a myth, promoted by the rituals they use to empower themselves... but it has since become a truth. Reinforced by the rite of succession. Only a Nunh can slay a Nunh, it is said. And this has always been true. There remains and always has been but one Nunh at a time."

[23:08]Anstarra Silverain: "X'zarann is perhaps the first to understand the truth of this... and yet this only makes him more dangerous, as he wears his people's faith like armor, and yields it like weapons. The Radiance."

[23:08]Lan Darklyn: "Whiteseer, do you know of anyone that might be in a position to challenge him, someone that has equal power?"

[23:09]Zaphir Zurlac: "The power of a *primal?* Solo?"

[23:09]Aigiarn Kha: "But it doesn't change the fact that there were many Nunhs over the centuries. Even the Archbishop, according to the new Ishgardian government had a pre-existing example of the original Thordan."

[23:09]Anstarra Silverain shakes her head. "For this, as in so many things... I turn my hopes to you, Adventurers. To your kin, who have seen Gods fall, if the tales are true..."

[23:09]Lan Darklyn: "He is not yet a primal, right?"

[23:10]Orrin Halgren scoffs "I've dealt with a primal before, if it be the case then He'll be slain."

[23:10]Aigiarn Kha: "It shouldn't be possible for him to become a true primal."

[23:10]Aigiarn Kha disagrees.

[23:10]Anstarra Silverain: "He is.. and is not. Our mutable aether makes us natural vessels for change, and power. Yet it lacks the definition of a true Summoning."

[23:10]Zaphir Zurlac: "The state of this land may very well indicate *otherwise.* Are you familiar at all with what's being going on regarding the characters of Lady Iceheart and Archbishop Thordan...?"

[23:11]Aigiarn Kha: "They say they had original figures, specific figures. Shiv... Shiva! and Thordan I. The nunh is just the nunh, do they think of them all as one entity?"

[23:11]Anstarra Silverain looks back to Orrin, and smiles, if sadly. "It is my hope that you are correct.. though the thought of my son's death sorrows me. Perhaps only true defeat, at the hands of Outsiders, can break the cycle..."

[23:11]Jana Ridah takes a derisive tone. So what you mean is that he's weak for a primal?"

[23:11]Lan Darklyn shakes his head. "No, I deal in matters without the other three city-states, not magical issues."

[23:12]Zaphir Zurlac: "There are stories of kingdoms where divinity was passed through royal succession. Think of X'zarann's appearance to his people like that."

[23:12]Aigiarn Kha: "What makes you so confident that one of his subordinantes won't just take his place?"

[23:12]Anstarra Silverain: "I mean that he is not quite a primal. Yet it would be to your loss, to consider him weak..."

[23:12]Lan Darklyn: "But if he is beaten, what happens to the tribe?"

[23:12]Lan Darklyn nods to Zaphir Zurlac.

[23:12]Anstarra Silverain: "Only a Nunh can slay a Nunh. Outsiders cannot be Nunhs. If he is defeated by those without, then perhaps his power will be broken.. and the enforced faith, and fear, of all his people, as well..."

[23:13]Anstarra Silverain: "This is my hope."

[23:13]Aigiarn Kha: "Or they could consider it a sign and try to kill us to the last."

[23:14]Anstarra Silverain: "Or this. I cannot foresee."

[23:14]Zaphir Zurlac: "History says it could go either way. Recent history, in fact..."

[23:14]Zaphir Zurlac: "...but I suppose that might depend on how they come to think of Outsiders in the meantime..."

[23:14]Lan Darklyn nods. "I see, as long as you think them able to adapt to life without him, I will not worry over it too much. But I know first hand what it feels like to be an orphan of a people taken out by an outside force."

[23:15]Anstarra Silverain lifts her head. The snow picks up, and some of it now flitters in, brushing through this peaceful space.

[23:15]Aigiarn Kha: "Their internal culture as well, I suppose it is possible. I mean, it's not like they have their children murdering each other from birth."

[23:15]Anstarra Silverain: "Ahh.. my time here comes to an end.. a beast comes."

[23:15]Orrin Halgren: "Would have been my plan as well. Was looking to just get the tear and be done with this, but a Primal I cannot turn away from. " He looks to the white seer "What do you know of the sept to the north? anything that can help us, it behooves us to avoid as much conflict as possible...."

[23:15]Zaphir Zurlac: "Thank you, Whiteseer."

[23:15]Aigiarn Kha: "A beast."
[23:16]Anstarra Silverain | There is a vast, terrible growling roar.
[23:16]Aigiarn Kha: "Yep."
[23:16]Lan Darklyn: "Of course...." He immediatly starts looking around for the source of the noise. "Now we draw weapons."
[23:16]Zaphir Zurlac: "I would have you know that there seems to be a congregation of those who X'zarann has rejected in Thanalan. Perhaps you might pay them a visit or something, who knows..."
[23:16]Orrin Halgren growls and turns towards the source of the sound
[23:17]Aigiarn Kha 's Reaper lets out a battle kwew!
[23:17]Anstarra Silverain shakes her head. "Speak to my daughter Anista; of all of them, she has come furthest from the grasp of the sept." The snow picks up more, and there is a heavy THUD. And another.
[23:17]Zaphir Zurlac: "Be well."
[23:17]Aigiarn Kha: "Anista? Whose Anista?"
[23:17]Zaphir Zurlac turns and draws his staff.
[23:18]Anstarra Silverain: "I wish you luck..." The snow folds in, and whirls in a dervish... and where she stood, there is nothing. And an earthshaking ROAR is heard, as SOMETHING approaches.
[23:18]Zaphir Zurlac: "...uh, does anyone know about the wildlife up here...?"

[23:18]Orrin Halgren: "Bloody hells couldn't bring us with her? I'm not in the mood of proving my worth."
[23:18]Aigiarn Kha: "It's like she brought it here to test us or something."
[23:18]Zaphir Zurlac: "Speculation."
[23:19]Jana Ridah: Wouldn't be surprising if it was lured here by enemy magics.
[23:19]Lan Darklyn chuckles at Ai's comment. "Well, lets pass the test."
[23:19]Zaphir Zurlac: "It's not a test!"
[23:19]Aigiarn Kha: "You mean all that dramatic snowfall and blinding white light?"
[23:19]Jana Ridah seems a bit more peppy as she loosens her shoulders. "In any case, let's finally bloody our hands a little."
[23:19]Orrin Halgren: "Godsdamned kill-happy adventurers"
[23:19]Anstarra Silverain | Trial or coincidence, there is little to debate, other than perhaps fight or flight... as the snows lighten, and part, and suddenly from the white bursts the monstrous, horrendous form of a Behemoth.
[23:20]Zaphir Zurlac: "Oh shite."
[23:20](Orrin Halgren) calllled it
[23:20](Anstarra Silverain) Did not!
[23:20](Anstarra Silverain) Well, maybe in your head =D
[23:20]Aigiarn Kha: "Oh a behemoth! I've never seen one alive before! at least it isn't a void behemoth."
[23:20]Jana Ridah: Well, we are in the right area for one of these. Surely you've all killed one before, right...?
[23:20](Anstarra Silverain) RIGHT THEN
[23:20]Zaphir Zurlac: "Not recently? Or ever?!"

[23:21](Anstarra Silverain) First thing is, creating a grid for zones.

[23:21]Lan Darklyn: "Well, at least it is not...SHHHHH lets not jinx it and attracted a voidsent."

[23:21]Orrin Halgren looks up at it "Ah hells...we'll have to deal with it, or we'll risk fearing it traipsing over our encampment!"

[23:21](Anstarra Silverain) Those lines are the diagonals

[23:21](Anstarra Silverain) There are 9 zones

[23:21]Aigiarn Kha: "Now! I find voidsent very interesting you know! Living power sources!"

[23:22]Zaphir Zurlac: "Focus, please!"

[23:22](Anstarra Silverain) C is Southwest.

[23:22](Anstarra Silverain) A is Northeast.

[23:22](Anstarra Silverain) You're all at East or Center. The Behemoth arrives in West.

[23:22]Lan Darklyn places his visor on his face and readies for combat with the enemy.

[23:23](Anstarra Silverain) Also, I'm totally listening to
[http://listenonrepeat.com/watch/?v=QZGSY6fweUk#Thunderer_\(Ascian_s_Theme\)_Extended_%7C_FFXIV_OST_EX](http://listenonrepeat.com/watch/?v=QZGSY6fweUk#Thunderer_(Ascian_s_Theme)_Extended_%7C_FFXIV_OST_EX)

[23:23](Anstarra Silverain) Right now for simplicity I'll say you're all in Center.

[23:23](Anstarra Silverain) So stack on Orrin

[23:24](Anstarra Silverain) And now for Turn Order.

[23:24](Anstarra Silverain) Tell me your Notice - Athletics - Physique.

[23:24]Orrin Halgren: 2-4-3

[23:24](Orrin Halgren) 2-43*

[23:24](Aigiarn Kha) 3 13

[23:25](Lan Darklyn) 1-3-3

[23:25](Zaphir Zurlac) 1-0-2

[23:26](Anstarra Silverain) Order of combat: Jana-Aigiarn-Orrin-Behemoth's Might-Lan-Zaphir-Behemoth's Magic

[23:27](Jana Ridah) Oh right, I didn't give Jana's scores but I guess you have the sheets open :V

[23:27](Anstarra Silverain) Jana, go.

[23:28](Jana Ridah) Jana will move back and open with an ACN attack.

[23:28](Anstarra Silverain) Jana goes to EAST

[23:29](Anstarra Silverain) Fire it up!

[23:29](Jana Ridah) wowwww

[23:29](Anstarra Silverain) Or she goes to NORTH?

[23:29](Jana Ridah) Whichever is away from the Behmoth, it entered from West?

[23:29](Anstarra Silverain) Yep. So, go EAST.

[23:29](Orrin Halgren) holy hell a 2 fom a +5

[23:29](Anstarra Silverain) Which is opposite me.

[23:29](Jana Ridah) (Anyway, not gonna blow any FP on this roll. I've got no stunts up yet.)

[23:30](Anstarra Silverain) Jana, go EAST. You're at NORTH.

[23:30](Orrin Halgren) maybe it has shite evasion? XD

[23:30](Anstarra Silverain) ACN is opposed by Physique iirc

[23:31](Anstarra Silverain) Is she Costing to remove the -2 damage?

[23:31](Jana Ridah) Jana's doing nothing to improve this roll, nope.

[23:31](Anstarra Silverain) Okay~

[23:33](Anstarra Silverain) The attack fails miserably. It splashes against the Behemoth's hide, but this is no small, mewling cousin.. this is a true monster, a living incarnation of rage and power. The miasma is virtually metabolized, seeming to render it /flush/ with power...

[23:33](Aigiarn Kha) you made it stronger :D

[23:33](Orrin Halgren) thankfully that boost can only be used against jana though >_>

[23:33](Anstarra Silverain) Boosts are transferable~

[23:34](Anstarra Silverain) They differ from Advantages only in that they are gone once used.

[23:34](Anstarra Silverain) No FP to further invoke.

[23:34](Aigiarn Kha) DEFENSES UP!

[23:34](Anstarra Silverain) Jana, emote it. We'll emote in Party for range. Aigiarn, what do you do?

[23:34](Aigiarn Kha) Staying in B, charging Aetherotransformer, preparing for turret deployment.

[23:34](Orrin Halgren) well I mean I've had defensive boosts that can't be applied to a different person that's attacking him, so that was my assumption.

[23:34](Aigiarn Kha) I'll create an Advantage

[23:34](Aigiarn Kha) with gunner.

[23:34](Anstarra Silverain) Yeah, that was probly before we looked at the rules again Orrin)

[23:35](Aigiarn Kha) while staying here.

[23:35](Anstarra Silverain) I know what you mean, we used to think it was that way)

[23:35](Anstarra Silverain) SOME boosts can't be refocused)

[23:35](Anstarra Silverain) OKAY Ai roll it, TN 2)

[23:35](Aigiarn Kha) Woo!)

[23:35](Anstarra Silverain) You gain your invoke, remaining Center)

[23:35](Orrin Halgren) oh bloody hells , jana may want to burn an FP next time so you don't make it stronger

[23:35](Orrin Halgren)))

[23:35](Anstarra Silverain) Orrin

[23:36](Jana Ridah) Jana lets out a small wheeze as she scrambles back, flinging a simple Bio spell over her shoulder without care.

[23:36]Aigiarn Kha charges her aetherotransformer. The device whirls as it injects energy into her turrets. Her reaper kwews in approval!

[23:37](Orrin Halgren) He's moving into behemoth's zone and is going to roll for an advantage with lancer

[23:37](Anstarra Silverain) Do it. What kind of advantage.

[23:37](Orrin Halgren) I'd call it /thorn in his paw/ He's just gonna get in the way and just give time for the others to get into position

[23:38](Anstarra Silverain) okay, I'll let you roll lancer vs Athletics since it's so big

[23:38](Aigiarn Kha) jab his paw!

[23:38](Anstarra Silverain) Do it
[23:38](Orrin Halgren) oh bby
[23:38](Orrin Halgren) double invoke!
[23:38](Aigiarn Kha) CRIT!
[23:38](Anstarra Silverain) Well done; two invokes of /thorn in paw/
[23:39](Anstarra Silverain) The Behemoth.
[23:39]Orrin Halgren runs forward "Well, what are you doing! Get in formation and lay into him! I'll keep him busy." with a prompt leap forward he slides under a walking paw to give it a jab before rolling out of the way of the counter stomp "Hyah!"
[23:41](Anstarra Silverain) The beast lumbers forward, the very earth shaking beneath its paws. It dwarfs even Aigiarn's Reaper, could indeed fit the magitek construct in its mouth. Almost carelessly it puts a monstrous forelimb down on Orrin's spear, roaring in fury as it sticks in. The nightmare monster rears up on its hind legs... and SLAMS down, in a devastating shockwave. Hitting Orrin.. and everyone in CENTER.
[23:42](Orrin Halgren) is he still west or is he leaping to center? I'd like to oppose if possible :P
[23:42](Anstarra Silverain) Haha, these rolls. FPing, through King of Beasts. He's still in WEST. His attack hits two zones.
[23:42](Zaphir Zurlac) It's an AoE
[23:42](Orrin Halgren) just cheeeeeking
[23:43](Aigiarn Kha) defend with athletics?
[23:43](Anstarra Silverain) Everyone defend with melee abilities, or athletics.
[23:43](Aigiarn Kha) nuuuu
[23:43](Anstarra Silverain) It also uses its boost of /flush/, bringing that to 8.
[23:44](Aigiarn Kha) I use FP. >_>
[23:44](Aigiarn Kha) reroll
[23:44](Orrin Halgren) and double checking, since I did 6 against its 0, does that mean 3 invokes? because 3vs a 0 would be 2 invokes.
[23:44](Anstarra Silverain) You're right! Sorry I badmath. Yes, 3 invokes.
[23:44](Orrin Halgren) aight!
[23:44](Anstarra Silverain) Which will be quite handy right about now probably.
[23:45](Zaphir Zurlac) Can I spent a FP to reroll?
[23:45](Anstarra Silverain) So everyone defend against Attack 8. Not Jana, she's out of range.
[23:45](Anstarra Silverain) You likely can~
[23:45](Orrin Halgren) Orrin will take the 3 stress, I can hand out advantages as you guys please to mitigate
[23:45](Anstarra Silverain) There are 3 invokes floating of /thorn in paw/
[23:46](Aigiarn Kha) Can I haveone? I can put it in the new 0.4 I have I think.
[23:46](Lan Darklyn) Well I rolled a godamn 1 lol
[23:46](Orrin Halgren) well 3 of you need to dodge...so each of you get one XD
[23:46](Anstarra Silverain) You can reroll for an FP Lan, or boost your roll, and yes
[23:46]Zaphir Zurlac: Rerolled for 5.

[23:46](Anstarra Silverain) Zaphir busts out~

[23:46](Zaphir Zurlac) Rerolled for 5.

[23:47](Aigiarn Kha) I'll take it. I take a 0/4 stress.

[23:47](Anstarra Silverain) Gets 5, thus 7 with the Boost, unless you wanna save it?

[23:47](Zaphir Zurlac) I would like to avoid making him stronger.

[23:47](Lan Darklyn) Gonna reroll with a FP

[23:47](Anstarra Silverain) Aigiarn takes 4 stress

[23:47](Anstarra Silverain) You won't make him stronger if he just hurts you~

[23:47](Zaphir Zurlac) Did you not roll an 8 with his attack?

[23:47](Orrin Halgren) it only makes him stronger if behemoth chooses to reduce the damage inflicted by one...

[23:48](Orrin Halgren) if you succeed with style, you only cause a boost if you choose to reduce the damage inflicted by 1

[23:48](Anstarra Silverain) And that only works if he crits. So.

[23:48](Zaphir Zurlac) Well it's my 5 versus his 8

[23:48](Anstarra Silverain) Lan's defense becomes 5 with the advantage. He takes 3.

[23:49](Lan Darklyn) 3 stress, right?

[23:49](Anstarra Silverain) The Behemoth claims the crit off Lan; Lan, you only take 2.

[23:49](Anstarra Silverain) The Behemoth gains a Boost.

[23:49](Zaphir Zurlac) I'm taking the advantage and boosting my defense roll to 7

[23:49](Anstarra Silverain) Alright, you take 1 stress.

[23:50](Anstarra Silverain) so /Thorn in Paw/ is now down to 0 invokes, yet continues to exist, if people spend FP into it.

[23:50](Orrin Halgren) and orrin can still freely invoke it for offense until he takes stress again.

[23:51](Zaphir Zurlac) Is /Thorn in Paw/ an Aspect, or just an advantage?

[23:51](Orrin Halgren) mental/physical

[23:51](Orrin Halgren) its an advantage

[23:51](Orrin Halgren) advantages are aspects you make

[23:51](Zaphir Zurlac) Just making sure.

[23:51](Anstarra Silverain) You took stress though, Orrin?

[23:51](Orrin Halgren) yeah but he took stress before the advantage was used.

[23:51](Zaphir Zurlac) I need to know if it counts as an Aspect for a stunt

[23:52](Anstarra Silverain) You took it at the same time, technically.

[23:52](Anstarra Silverain) But we can debate wording another time; for now I'm ruling you have 1 free invoke left with it, only for yourself, per the stunt

[23:53](Orrin Halgren) alright. that's how I would have wanted it

[23:53](Anstarra Silverain) Lan's turn.

[23:53](Aigiarn Kha) It attacked me, so I presume Combat Engineer is active now.

[23:53]>> Lan Darklyn: One thing that might be worth doing is trying your new stunt, to find a weakness

[23:54]Zaphir Zurlac >> Sorry if my stunt turns out to not be clear enough. Maybe we can look at it after...?

[23:54](Aigiarn Kha) or wait, I need to fire at it

[23:54](Anstarra Silverain) No, cuz you're not in the same zone

[23:54](Anstarra Silverain) that too

[23:54](Aigiarn Kha) hmm

[23:54](Orrin Halgren) actually you are right Anstarra, it should go away, the free invoke is lost

[23:54]Zaphir Zurlac >> I just didn't think of this sort of thing at the time.

[23:54](Lan Darklyn) Baby kicks keyboard...

[23:54](Anstarra Silverain) Hee~

[23:54](Orrin Halgren) because I'm allowed to freely invoke it even when its not used up. So you are right Anstarra, its gone, no invokes left

[23:55]>> Zaphir Zurlac: Don't worry, I know how your stunt works

[23:55]Zaphir Zurlac >> \o/

[23:55]>> Zaphir Zurlac: The idea is that you create invokes on any aspects by discovering them with Lore or other rolls, then give those invokes to others so you also get free boosts

[23:55](Anstarra Silverain) Alrighty, so, Lan.

[23:56](Lan Darklyn) Gonna move to the south and use Art of War to look for a weakness that can be exploited.

[23:56]Zaphir Zurlac is thrown off of his feet by the shockwave and lands hard on his back, briefly knocking the wind from him. He quickly regains his footing.

[23:56](Anstarra Silverain) Alright. Do it. Notice, TN 2.

[23:57]Orrin Halgren was stuck beneath the beast, with no clear way to run he's tossed across the floor and barely recovers, hoping he atleast helped the others behind him

[23:57]Aigiarn Kha motions to herself.

[23:57](Zaphir Zurlac) I hate using /me instead of /em

[23:57](Lan Darklyn) 7

[23:58]Aigiarn Kha is caught off-balance as her Reaper warks in alert as it's legs nearly buckle from the shock.

[23:58](Aigiarn Kha) I know!)

[23:58](Anstarra Silverain) Excellent! Critical success. You learn of its Aspect, /Scarred Underbelly/, and gain 2 invokes on it.

[23:59]>> Zaphir Zurlac: Lan ALSO does the looking for Aspects thing, which is extra good for you, cuz now if anyone uses THOSE your stunt kicks in

[23:59]Zaphir Zurlac >> hooray helpers ; _ ;

[23:59](Anstarra Silverain) Zaphir.

[0:00](Zaphir Zurlac) Moving to southeast and wracking his brain to try and figure out what this thing's deal is.

[0:00](Orrin Halgren) I assume Lan has Alerted the group to the weakness?

[0:00](Anstarra Silverain) So, Lore. TN 2.

[0:01](Anstarra Silverain) And you move to Southeast.

[0:01]Lan Darklyn keeping a keen eye on the beast after recovering from being thrown to the ground Lna dashes to the side looking for any exploit they might use. "It looks like it's been wounded on the abdomen before!"

[0:01](Anstarra Silverain) Actually TN 3, sorry. The belly was easier cuz it's a Weakness.

[0:01](Zaphir Zurlac) 5

[0:01](Lan Darklyn) typing while on baby duty

[0:02](Anstarra Silverain) You succeed; you discover the aspect /King of Beasts/, and have a free invoke on it.

[0:03](Orrin Halgren) and here comes the beast magic.

[0:03](Anstarra Silverain) The Behemoth's Magic.

[0:04]Zaphir Zurlac performs a tactical retrograde away from the huge monster. "In the case that anyone gives a damn, this is actually a King Behemoth! So, ah...you might not want to hold back, if you are...!"

[0:04](Anstarra Silverain) Lightning crackles over the beast's form, and it lifts its head, rearing toward the skies. The winds are sucked in like unto a tornado, whipping around those horns.. and then OUT, forming an enormous cyclone that tears through the battlefield with scything winds, sparing only the eye of the storm in which it stands.

[0:04](Anstarra Silverain) Everyone EXCEPT Orrin defend with Athletics.

[0:05](Anstarra Silverain) pfffft

[0:05](Orrin Halgren) DONUT AOE'S

[0:05](Aigiarn Kha) meeeh

[0:05](Orrin Halgren) THIS IS RAID

[0:05](Aigiarn Kha) last FP, reroll

[0:05](Anstarra Silverain) Dat timely +4 roll for me...

[0:05](Aigiarn Kha) >_>, this would be a severe right?

[0:05](Anstarra Silverain) No, that'd be Taken Out.

[0:06](Aigiarn Kha) Oh. Fine. I can't stop it.

[0:06](Aigiarn Kha) haha. I'm out.

[0:06](Anstarra Silverain) There are Aspects that people can use.

[0:06](Aigiarn Kha) I already ran out of FP, so unless someone helps me.

[0:06](Anstarra Silverain) Lan found 2 invokes, Zaph found one

[0:06](Orrin Halgren) can't she do the spreading of damage across consequences?

[0:06](Anstarra Silverain) We've not yet implemented that, Orrin

[0:06](Aigiarn Kha) that system isn't up yet.

[0:06](Orrin Halgren) oh yeah, she's boned then, depending on how good/bad the other's rolls are

[0:06](Anstarra Silverain) But what the hell. Now might be a good time to start.

[0:07](Anstarra Silverain) ANNOUNCEMENT, FOLKS.

[0:07](Anstarra Silverain) You can now use Consequences to suck damage off a hit.

[0:07](Anstarra Silverain) They are worth 2, 4, 6, per normal

[0:07](Aigiarn Kha) well, it looks like I'm not the only one who would get taken out

[0:07](Aigiarn Kha) hah

[0:07](Orrin Halgren) now none of you can say lol goon

[0:07](Anstarra Silverain) So if you take 10, you can say, use a Severe to bring it down to 4 and stuff it in a 4-box.

[0:08](Anstarra Silverain) You can even apply multiple Consequences, like a Mild and Moderate at once

[0:08](Zaphir Zurlac) I'm going to use another FP to reroll.

[0:08](Anstarra Silverain) good idea

[0:08](Jana Ridah) I was doing dishes but Jana rolled a 2 on Athletics.

[0:08](Aigiarn Kha) I'm out of FPs.

[0:08](Orrin Halgren) Jesus

[0:08](Aigiarn Kha) How long does a Moderate take to heal?

[0:09](Anstarra Silverain) until after NEXT session

[0:09](Orrin Halgren) Severes take to the end of a campaign

[0:09](Orrin Halgren) or a month or 2 of RP time.

[0:10](Orrin Halgren) extremes don't heal...because that'd be like losing an arm

[0:10](Anstarra Silverain) Yeah, this is a long campaign so, I tend to go with like 4 sessions.

[0:10](Anstarra Silverain) Yeah.

[0:10](Anstarra Silverain) SO running down the list.

[0:10](Anstarra Silverain) Ai is taking 7 stress. Peel it off with Consequences or Taken Out?

[0:10](Anstarra Silverain) Also do not forget there are 3 aspect invokes on Behemoth floating around that people can share

[0:10](Anstarra Silverain) These are basically advantages

[0:11](Aigiarn Kha) What happens if I use a Minor?

[0:11](Anstarra Silverain) Then you take 2 damage off it.

[0:11](Aigiarn Kha) that's still a taken out

[0:11](Aigiarn Kha) mmm.

[0:11](Zaphir Zurlac) Right now Zaph is taking 7 damage, unaltered.

[0:11](Anstarra Silverain) Well, no, you'd take 5 and then need to fit it into a Severe.

[0:11](Aigiarn Kha) I'll do Minor and Moderate.

[0:11](Anstarra Silverain) So you take 6 off, and fit the 1 stress into a box.

[0:11](Aigiarn Kha) yep.

[0:12](Aigiarn Kha) at least I didn't get a arrow in my gut.

[0:12](Aigiarn Kha) :D

[0:12](Orrin Halgren) just so you guys know, Behemoth can invoke your consequences as if its an advantage

[0:12](Aigiarn Kha) true, but 'll just get taken out next time

[0:12](Anstarra Silverain) Zaphir. Taken out or?

[0:12](Aigiarn Kha) it's either that or get taken out now.

[0:12](Zaphir Zurlac) Can I fill in the rest of my stress boxes and take a Minor?

[0:13](Orrin Halgren) you have to one shot it with a stress box, so its consequences first, THEN stress

[0:13](Anstarra Silverain) Yeah. The stress is the last spot you fill, and only one box can be filled.

[0:14](Anstarra Silverain) You could take a Moderate, then fit it in your 3-box

[0:14](Anstarra Silverain) Or be taken out.. OR use an invoke, and take a Minor instead

[0:15](Anstarra Silverain) Oh yeah.. Ai your reaper is eating these hits too.

[0:15](Zaphir Zurlac) I'll have to take a moderate and fill the 3-box. Let someone else use the invoke if they need it, Zaph might not be able to take another hit.

[0:15](Aigiarn Kha) Aren't we like one entity?

[0:15](Aigiarn Kha) >_>

[0:15](Aigiarn Kha) Isn't that what you said earlier?

[0:15](Anstarra Silverain) Hmm, we'll run it like that for now, and look at it later.

[0:15](Anstarra Silverain) If it needs to be addressed.
[0:16](Aigiarn Kha) Especially since I was using my own mental stress slots to power it's defenses.
[0:16](Anstarra Silverain) So Zaph, you take a Mod, and a 3-box. Done.
[0:16](Anstarra Silverain) Lan, you're also getting hit by 7.
[0:17](Anstarra Silverain) And Jana, by 6.
[0:17](Jana Ridah) Jana fills her 1 2 and 3
[0:17](Lan Darklyn) But an invoke from me can take that to a minor, right?
[0:18](Orrin Halgren) Jana, you can't fill multiple boxes unless you have that stunt

[0:18](Anstarra Silverain) Consequences first
[0:18](Anstarra Silverain) Then one stress box.
[0:18](Jana Ridah) what
[0:18](Jana Ridah) this is weird. OK uh
[0:18](Anstarra Silverain) You're taking 7 Lan, so. If you use that invoke it becomes 6.
[0:19](Anstarra Silverain) er 5
[0:19](Anstarra Silverain) Then you would be taking a Severe.
[0:19](Aigiarn Kha) MASSACRE!
[0:19](Jana Ridah) I didn't want to this early but I guess I'll burn an FP to reduce it to 4, then fill the 4 box.
[0:19](Anstarra Silverain) Or you can syphon it off
[0:19](Anstarra Silverain) Alright
[0:20](Anstarra Silverain) So Lan you can say use an invoke, bringing it to 5, then take a Minor Consequence, bringing it to 3, then put that in a stress box.
[0:21](Lan Darklyn) Yeah I'll do that
[0:21](Anstarra Silverain) So you take a Minor Consequence. If treated, it'll be gone by the START of next Event.
[0:21](Anstarra Silverain) and 3 stresss.
[0:22]>> Zaphir Zurlac: Also a reminder
[0:22]>> Zaphir Zurlac: You have /harsh lessons/ 2 invokes
[0:22](Orrin Halgren) ok if any attack invokes are left...save one for me, or make more for my turn...I got's an idea.
[0:22](Anstarra Silverain) Jana's turn.
[0:22]Zaphir Zurlac >> It's true. We'll see what happens.
[0:23](Jana Ridah) I had to roll Athletics last turn cuz I'm gonna use ACN to summon an Egi this turn.
[0:23](Aigiarn Kha) Oh, what kind of minor and moderates did we get?
[0:23](Aigiarn Kha) Windburn?
[0:23](Jana Ridah) Got a 5, Jana summons Ifrit-Egi
[0:24](Anstarra Silverain) Minor /windburn/ Moderate /Windshear/
[0:24](Anstarra Silverain) Good! Do you move or stay?
[0:24](Anstarra Silverain) also you pay a Cost from Mstress I assume?
[0:24](Jana Ridah) I think I can move 1 forward still, right?
[0:25](Anstarra Silverain) oh wait, it doesn't require a cost? weird. And yes, one space.
[0:25](Jana Ridah) Jana summons for free, she has to beat the 4 for it.

[0:25](Anstarra Silverain) Cool, Ifrit-Egi arrives.
[0:25](Anstarra Silverain) What stunt does it have?
[0:27](Jana Ridah) Oh right, Inferno.
[0:27](Jana Ridah) I don't foresee it getting any crit success defenses... Ever, really...
[0:28](Anstarra Silverain) Done. Ifrit-egi will act.. actually, do people normally make it act right away or at end of turn?
[0:28](Anstarra Silverain) I've yet to run stuff with independant pets ;b
[0:28](Orrin Halgren) usuauully reppu does it right after her turn
[0:28](Jana Ridah) Usually it acts after Jana.
[0:28](Anstarra Silverain) Go for it then~

[0:28](Jana Ridah) All it does is move with Jana.
[0:28](Anstarra Silverain) right, well, it DOES have an action. You could make it build an invoke.
[0:28](Zaphir Zurlac) Are we emoting any of this out or not?
[0:28](Aigiarn Kha) I presume calling the manifestation of fire into the scene would elicit a degree of POWER.
[0:29](Anstarra Silverain) Oh yes, feel free to emote your actions, and reactions
[0:29](Anstarra Silverain) I'm like, busy managing all the rolls so do it when you wish~
[0:29](Anstarra Silverain) Aigiarn!
[0:29](Jana Ridah) It could move up to be with Orrin but moving two spaces wouldn't let it act anyway.
[0:29](Anstarra Silverain) DO you make it move up? You can.
[0:29](Aigiarn Kha) Advanced to C, FIRE AT ITPOINT BLANK
[0:30](Jana Ridah) Nope, it stays with Jana for her PGL stunt to be used soon.
[0:30](Anstarra Silverain) Point blank requires you be in its zone smartypants ;b
[0:30](Aigiarn Kha) I mean advancing into the zone!
[0:30](Anstarra Silverain) WEST then.
[0:30](Aigiarn Kha) Oh wait
[0:30](Aigiarn Kha) wrong
[0:30](Aigiarn Kha) one
[0:30](Aigiarn Kha) haha
[0:30](Anstarra Silverain) Very well, do it!
[0:31](Aigiarn Kha) 5
[0:31](Aigiarn Kha) psssh.
[0:31](Anstarra Silverain) It gains 5, you get a Boost on it.
[0:31](Anstarra Silverain) Which really, might be the best thing to hope for.
[0:32](Anstarra Silverain) Since that boost can be passed on.
[0:32](Aigiarn Kha) Yay!
[0:32](Orrin Halgren) because I can use it!
[0:32](Anstarra Silverain) Its powerful body twists into the fire! Emote it! Next is..
[0:32](Anstarra Silverain) Orrin!
[0:32](Anstarra Silverain) boost is /shellshocked/!
[0:32](Orrin Halgren) Ok
[0:32](Lan Darklyn) I think at least 1 invoke remains

[0:32]Zaphir Zurlac gets only a moment's notice before the beast's magic manifests. Wind like knives tears through the snow, and through Zaphir, slicing through his robes, mask, and flesh and knocking him down once again. He cries out in pain, but if anyone has enough presence of mind to notice, it doesn't sound like a man's voice.

[0:33]Aigiarn Kha advances onto the behemoth and fires at it point-blank, the magitek shot smearing concessive energy through it.

[0:33](Orrin Halgren) so what happens if I go for the weakpoint?

[0:33](Orrin Halgren) is it just using an invoke ?

[0:33](Anstarra Silverain) Okay so. Since its weak point has been discovered.

[0:33](Anstarra Silverain) It's the Minor Weakness of its Ablative Scales Stunt.

[0:33]Aigiarn Kha is hit by the windstorm, she cries out in pain as her body is sheared by elemental air. Her Reaper warks in alert as it's joints crackle and bend.

[0:33](Anstarra Silverain) Which means unless I spend an FP, the Stunt will not apply.

[0:33](Orrin Halgren) ok

[0:34](Orrin Halgren) well then, gonna do what I was gonna do anyway

[0:34](Jana Ridah) (I'm gonna go back to washing dishes, I'll keep an eye on things so I can roll anything I need to defend against.)

[0:34](Anstarra Silverain) Also I mean, it's an invoke

[0:34](Anstarra Silverain) so you get +2

[0:34](Anstarra Silverain) using it

[0:34](Orrin Halgren) Gonna roll will to activate blood of the dragon

[0:34](Anstarra Silverain) Do it.

[0:34](Orrin Halgren) 3, so 3 turns

[0:35](Anstarra Silverain) Yes

[0:35](Orrin Halgren) ok, now 2 stress for hammerfall. and pretty much leaping up into the Behemoth's belly

[0:35](Orrin Halgren) I'll use invokes POSSIBLY I'll check the roll first

[0:35](Anstarra Silverain) Haha, okay

[0:35](Anstarra Silverain) Do it!

[0:35](Aigiarn Kha) Go Orrin, drive your spear into the future!

[0:36](Orrin Halgren) its a 9 currently

[0:36](Anstarra Silverain) It dodges for 6.

[0:36](Aigiarn Kha) I give you mah invoke, if you want.

[0:36](Orrin Halgren) gonna see what anstarra does first

[0:36](Anstarra Silverain) I'm fine with taking 3.

[0:36](Orrin Halgren) ok, adding Ai's boost

[0:36](Anstarra Silverain) So 5.

[0:36](Orrin Halgren) and invoking the belly scar if I'm allowed

[0:36](Anstarra Silverain) Lan's call.

[0:36](Aigiarn Kha) DRIVE IT INTO THE BEELLYL

[0:37](Orrin Halgren) Lan's decision

[0:37](Lan Darklyn) Do it!

[0:37](Orrin Halgren) cool

[0:37](Anstarra Silverain) It takes 7.

[0:37](Orrin Halgren) so 7 stress
[0:37](Anstarra Silverain) Final decision?
[0:37](Orrin Halgren) if you do nothing else, yes
[0:37](Anstarra Silverain) Indeed. It takes it. To its 0/7 stress box.
[0:38](Aigiarn Kha) we dead

[0:38](Anstarra Silverain) Behemoth's turn.
[0:38](Orrin Halgren) stop staring at it and kill it!
[0:38](Orrin Halgren) I'll post an emot
[0:38](Anstarra Silverain) Do so~
[0:39](Anstarra Silverain) The mighty Behemoth is struck FIRMLY in its underbelly, snarling a bellow of fury that shakes the snow from the hillsides. It rears up... and then drops down to attempt to [Trounce] Orrin into the ground.
[0:39]Orrin Halgren hear's the winds whip around him, knowing full well the damage being incurred, he grits his teeth, kneeling down for a moment, suddenly a dragon's war cries out, he is enveloped in Azure Aether, a small flash of light could be seen from afar that nearly lifts the Behemoth from its feet sa if socked in the belly with an uppercut.
[0:39](Orrin Halgren) ok, what does trounce do?
[0:40](Anstarra Silverain) It's single-target, so no collateral this time
[0:40](Anstarra Silverain) It adds to hit and damage
[0:40](Orrin Halgren) ok,we'll roll away
[0:41](Orrin Halgren) what does bloodrage do?
[0:41](Anstarra Silverain) That's just its boost from earlier.
[0:41](Orrin Halgren) oh dear
[0:41](Aigiarn Kha) We soooo dead.
[0:41](Orrin Halgren) Where's our healer??? XD
[0:42](Anstarra Silverain) Healer's AFK
[0:42](Anstarra Silverain) Solid defense ;D
[0:42](Orrin Halgren) oh not bad...are there still invokes on him?
[0:42](Anstarra Silverain) There are. 1 /Scarred Underbelly/ and 1 /King of Monsters/
[0:43](Orrin Halgren) am I allowed to do so team? To avoid giving him ANOTHER boost?
[0:43]>> Zaphir Zurlac: Also you gained a Boost cuz one was used
[0:43]Zaphir Zurlac >> yarp
[0:43](Orrin Halgren) your calls
[0:43](Aigiarn Kha) I already gave you my boost :(
[0:43]Zaphir Zurlac >> might as well
[0:43]Zaphir Zurlac >> mt
[0:43](Zaphir Zurlac) Might as well...
[0:43](Orrin Halgren) Alright, I'll use Zaphir's to make it a breezy 1 stress.
[0:43](Anstarra Silverain) Zaphir gives you his boost of /scarred underbelly/ and gains himself another boost for his own stunt.
[0:44](Orrin Halgren) I like his stunt
[0:44](Orrin Halgren) whatever it is
[0:44](Anstarra Silverain) oh wait, never mind he only has one
[0:44](Anstarra Silverain) one per opponent

[0:44](Anstarra Silverain) still has it though

[0:44](Orrin Halgren) oh

[0:44](Orrin Halgren) uh

[0:44](Anstarra Silverain) When an opponent's Aspect is invoked by an ally, Zaphir gains a boost against that opponent, to a maximum of one boost gained in this way per opponent.

[0:44](Orrin Halgren) can I not use Zaphir's and use the other one?

[0:44](Orrin Halgren) that way his stunt isn't wasted

[0:44](Anstarra Silverain) What do you mean?

[0:45](Anstarra Silverain) It doesn't make a difference

[0:45](Anstarra Silverain) he can only gain it once per opponent

[0:45](Anstarra Silverain) he already did

[0:45](Zaphir Zurlac) What?

[0:45](Anstarra Silverain) The boost

[0:45](Anstarra Silverain) Just continue, Orrin

[0:45](Zaphir Zurlac) No, he gains a *maximum* of one per opponent. That means he can't get more than *one* boost, not that he can only get *one* boost...

[0:45](Anstarra Silverain) Well, yes. Per opponent.

[0:46](Orrin Halgren) right, but invoking the weakness and not the aspect means that someone else can invoke the aspect LATER so he can get 2 boosts out of it, assuming he boosts this turn

[0:46](Orrin Halgren) was my idea

[0:46](Orrin Halgren) but ok I'll use zaphir's and take 1 stress

[0:46](Anstarra Silverain) The stunt says one boost per opponent, not one boost per ACTIVATION

[0:46](Zaphir Zurlac) It means I only one have one boost at a time, but I regain it...

[0:46](Zaphir Zurlac) *I can regain it

[0:46](Zaphir Zurlac) Okay, then, sigh.

[0:46](Anstarra Silverain) Okay, how about this

[0:46](Anstarra Silverain) We'll call it one boost per ASPECT

[0:47](Anstarra Silverain) So since someone invoked Underbelly, he got a boost.

[0:47](Anstarra Silverain) Now if you invoke King of Monsters, he gets another one.

[0:47](Orrin Halgren) oh no, that's not the idea

[0:47](Orrin Halgren) not the one I had but we don't have time for this

[0:47](Anstarra Silverain) Look, I'm offering a compromise because my initial reading of it was that he'd only get one boost, per opponent, period.

[0:48](Zaphir Zurlac) 's me not knowing what my own stunts do, I'm not mad

[0:48](Anstarra Silverain) That said, this is slowing down play. I'll let it roll like you thought, we can discuss it later.

[0:48](Anstarra Silverain) So sure. Orrin use the boost instead, Zaphir regains it with your invoke.

[0:48](Anstarra Silverain) Boost remains.

[0:49](Anstarra Silverain) Er, rather, you didn't use the invoke, so

[0:49](Orrin Halgren) so orrin takes 1 stress, next turn!

[0:50](Anstarra Silverain) He didn't regain the boost then, if you used it instead of an invoke.

[0:50](Orrin Halgren) I'm using king of behemoths, not underbelly.

[0:51](Anstarra Silverain) Right, but it doesn't matter

[0:51](Anstarra Silverain) Underbelly is from Lan, King is from Zaph and his /observer/ boost is on Zaph.

[0:51](Anstarra Silverain) If you use either invoke he still HAS the boost, he can't double up.

[0:52](Orrin Halgren) right that's the point

[0:52](Anstarra Silverain) Okay then. He has the boost, an invoke is spent. His stunt does not give another.

[0:52](Orrin Halgren) yeah

[0:52](Anstarra Silverain) Next.

[0:52](Anstarra Silverain) LAN

[0:53](Anstarra Silverain) Oh, sorry.

[0:53](Anstarra Silverain) Orrin you take 3 not 1

[0:53](Orrin Halgren) ?

[0:53](Anstarra Silverain) Because the other part of Trounce is +2 to damage

[0:53](Lan Darklyn) Okay forgive me for asking this, but all the discussion has sorta confused me. Quick recap on the status of the enemy himself?

[0:53](Orrin Halgren) son of a...

[0:54](Orrin Halgren) I use an FP as well then, New Age Dragoon, he's just good at keeping himself alive. no damage

[0:54](Anstarra Silverain) The enemy is giant and scary. It's 0/7 stress box has been filled, which SEEMS to be the limit of its stress.

[0:54](Anstarra Silverain) Okay!

[0:55](Lan Darklyn) Thank you

[0:55](Anstarra Silverain) The enemy's scales are also weakened permanently thanks to your observation

[0:55](Lan Darklyn) And we still have one invoke left from me, right?

[0:55](Anstarra Silverain) and its 0/1-0/6 boxes are empty

[0:55](Anstarra Silverain) Yes, one more invoke of /Scarred Underbelly/

[0:56](Lan Darklyn) I can use Inner void on him, yes?

[0:56](Orrin Halgren) sorry for the derailing there

[0:57](Anstarra Silverain) You cannot use Inner Void, it's for 1v1 fights, which this definitely isn't

[0:57](Lan Darklyn) No it's fine, I'm still getting used to all the rules that are in place since I had last done Fate stuff.

[0:57](Lan Darklyn) Alrighty.

[0:57](Anstarra Silverain) I know, it's fine~

[0:58](Anstarra Silverain) It clearly has powerful physical defense, you might consider trying to find more aspects OR create other advantages

[0:58](Lan Darklyn) I did not know I could do that more than once

[0:58](Anstarra Silverain) As long as it has Aspects, you can try to find them

[0:59](Orrin Halgren) also remember, you can do 1 stress attack and have it fill a 6 stress box if it has nothing left to fill

[0:59](Orrin Halgren) also, its athletics is shit, its like +3, so powerful ranged attacks can work

[0:59](Anstarra Silverain) Well, yes, but, it's far from being filled on stress.

[0:59](Anstarra Silverain) ONLY its 0/7 is filled.

[1:00](Anstarra Silverain) Though yes, plinking away at it can work.. if you hit. It's still got +6 Fight skill. Ranged has better chances.

[1:01](Anstarra Silverain) SO. Lan!

[1:01](Lan Darklyn) I'm just going to say fuck it and attack with Lancer

[1:01](Anstarra Silverain) Alright, you go to WEST

[1:01](Anstarra Silverain) And attack!

[1:01](Anstarra Silverain) (here)

[1:01]You hurl a snowball at Lan Darklyn.

[1:02](Anstarra Silverain) Roll it!

[1:02](Anstarra Silverain) It gets 5, deflecting the blow.

[1:02](Lan Darklyn) Fucking 3s and 1s love me tonight

[1:02](Anstarra Silverain) I rolled -1 too, so I feel your pain

[1:02](Anstarra Silverain) Rolls have been a bit whacky

[1:02](Orrin Halgren) going for a tie will give you a boost or anyone else a boost for that matter

[1:02](Orrin Halgren) and one +4 for the GM

[1:03](Orrin Halgren) which will occur again

[1:03](Anstarra Silverain) using a boost to gain a boost is not so awesome

[1:03](Orrin Halgren) oh right

[1:03](Orrin Halgren) silly me

[1:03](Orrin Halgren) ignore me, that would be something I

[1:03](Anstarra Silverain) ;D

[1:03](Orrin Halgren) I'd do due to Fang and claw

[1:03](Anstarra Silverain) So, that's pretty much it. Next then.

[1:03](Anstarra Silverain) Zaphir!

[1:04](Zaphir Zurlac) Are there any free invokes left?

[1:04](Lan Darklyn) WAiting on meteor to wipe us out lol

[1:04](Anstarra Silverain) There is in fact an invoke of Underbelly

[1:04](Lan Darklyn) Yep

[1:04](Zaphir Zurlac) I'm going to cast Flare.

[1:05](Orrin Halgren) I feel like an did equivalent of tossing a mindflayer/beholder at us

[1:05](Anstarra Silverain) Oh fun~

[1:05](Zaphir Zurlac) Remind me, do I use boosts/invokes before or *after* i roll

[1:05](Anstarra Silverain) Alright, so.

[1:05](Aigiarn Kha) *I gonna sing the doom song now!*

[1:06](Anstarra Silverain) You use those after

[1:06](Anstarra Silverain) Only Cost Declaration before

[1:06](Anstarra Silverain) INCLUDING Flare's own cost-up

[1:06](Anstarra Silverain) I advise, mechanically, using your first MStress for the normal +2 damage, THEN filling the rest for Flare
[1:07](Zaphir Zurlac) Flare doesn't have an activation cost. It just fills up the boxes.
[1:08](Anstarra Silverain) Yeah, what I mean is
[1:08](Anstarra Silverain) Use the THM ability too.
[1:08](Anstarra Silverain) To get one more damage.
[1:08](Zaphir Zurlac) Oh, I can use a job skill and a class skill at the same time?
[1:08](Anstarra Silverain) I don't see why not
[1:08](Orrin Halgren) yeeep
[1:08](Zaphir Zurlac) okay
[1:08](Zaphir Zurlac) Then I'm gonna roll
[1:08](Anstarra Silverain) One thing though. Unfettered Focus is not active
[1:08](Zaphir Zurlac) I know.
[1:08](Anstarra Silverain) Okies!
[1:08](Orrin Halgren) TOAST THAT MOTHER!
[1:09](Anstarra Silverain) Go forth~
[1:09](Zaphir Zurlac) There's a reason I'm Flaring
[1:09](Anstarra Silverain) 's'all good
[1:10](Anstarra Silverain) You've got, your boost, Underbelly, your own /hard lessons/.. plus FP.. and Flare
[1:10](Anstarra Silverain) So unmodified, it'll dodge by 1
[1:11](Orrin Halgren) modified, you can do 3+, which you can even reduce by one to get another boost out of it.
[1:12](Anstarra Silverain) actually he can get 5 over, with the 3 I mentioned
[1:12](Orrin Halgren) thus 3+ and thus being able to reduce by one for future boosts
[1:12](Anstarra Silverain) oh right, terminology
[1:13](Anstarra Silverain) So Zaphir, what do?
[1:13](Zaphir Zurlac) How many of my other temporary aspects can I invoke?

[1:13](Anstarra Silverain) Temporary aspects? Such as?
[1:14](Anstarra Silverain) oh those
[1:14](Anstarra Silverain) uh, only Hard Lessons really applies
[1:14](Zaphir Zurlac) /Hard Lessons/, /A Reputation for Badassery/, etc
[1:14](Anstarra Silverain) Yeah
[1:14](Anstarra Silverain) only /Hard Lessons/
[1:14](Anstarra Silverain) Quickly please
[1:14](Zaphir Zurlac) Can I use my last FP to boost the roll some more?
[1:15](Anstarra Silverain) Yes
[1:15](Zaphir Zurlac) So I'll invoke /Underbelly/, /Hard Lessons/, use the boost I got from Orrin's Invoke, and use my last FP to add +8
[1:16](Anstarra Silverain) Which brings you over by 7. The Behemoth will spend an FP to receive use of its Ablative Scales for this attack, reducing damage by 3
[1:16](Anstarra Silverain) And it will also use another FP through its INSTINCT aspect /King of Beasts/, giving it another 3
[1:17](Anstarra Silverain) So, you edge it out by 2.

[1:17](Orrin Halgren) this isn't a bad thing, we just force 2 FP out of the GM

[1:17](Anstarra Silverain) Indeed, and now he adds the Flare damage.

[1:17](Zaphir Zurlac) and the class damage

[1:17](Anstarra Silverain) Indeed.

[1:17](Anstarra Silverain) For a total of.. 5 more, yes?

[1:17](Orrin Halgren) basically she just did what she could to avoid a oneshot.

[1:17](Zaphir Zurlac) Yes

[1:18](Anstarra Silverain) 5 more, bringing it to 7.. forcing it to take a MINOR CONSEQUENCE to fill its 0/5!

[1:18](Orrin Halgren) you can invoke minor consequences!

[1:18](Anstarra Silverain) Indeed!

[1:18](Anstarra Silverain) Spend all your shit, and emote it up!

[1:20](Anstarra Silverain) It gains /Burnt Scales/ unless you want to name it something else.. and now it's the Magic's turn.

[1:22]Zaphir Zurlac shakes and chatters as the wind blows through his torn robes. Slowly standing to his feet, he gazes outward with a brief look of uncertainty before his face hardens with one last bit of resolve. The scant aether of the area sucks towards him; his form seems to darken while his eyes blaze with golden light. The aether balls up around his staff, and with an angry screech, he flings it with his will towards the belly of the beast.

[1:22](Anstarra Silverain) The terrible Behemoth snarls in rage as it feels pain, true pain, for the first time in an age. It rears to the sky. A point of light appears between its huge, scything horns. It grows, and grows, and pulses... and then bursts apart, into harmless-seeming motes of light. There is a moment of silence. And then, darkness grows... as a comet falls from the sky, streaking toward Zaphir in brutal retribution.

[1:22]Zaphir Zurlac | The aether convulses darkly, sparks, and then erupts into a massive fireball.

[1:22](Aigiarn Kha) meteor

[1:23](Anstarra Silverain) Just a little single-target one~

[1:23](Anstarra Silverain) Defend with Athletics

[1:23](Orrin Halgren) you got a 6 on a +8

[1:24](Orrin Halgren) lucky! you can invoke its consequence to help you!

[1:24](Zaphir Zurlac) Well, what the hell

[1:24](Anstarra Silverain) Hey, bad luck is not only you guys'~

[1:24](Anstarra Silverain) missile incoming

[1:25](Orrin Halgren) No FP to save you though...

[1:25](Zaphir Zurlac) Okay, uh, I'll invoke /Hard Lessons/ again, and its consequence...

[1:25](Anstarra Silverain) It invokes your Moderate Consequence in return.

[1:25](Anstarra Silverain) So that becomes 4 damage.

[1:25](Anstarra Silverain) Which, you can take a Minor, and stuff it into your 2-stress.

[1:26](Zaphir Zurlac) o-okay

[1:26](Anstarra Silverain) It does The Dick Move.

[1:26](Anstarra Silverain) Gives you 3 stress, gaining a Boost

[1:26](Anstarra Silverain) which you still have to split up as above since your 1-stress is full

[1:27](Anstarra Silverain) You gain the Minor Consequence, /Concussed/

[1:28]Orrin Halgren gives out a warcry of encouragement as he hears the beast recoiling in pain, still stuck beneath its belly He couldn't see much else.

[1:28](Zaphir Zurlac) Hold on, I don't understand what you did

[1:28](Anstarra Silverain) it gains the Boost /bloodscent/ again

[1:28](Zaphir Zurlac) am I taking 2 or 3 stress?

[1:28](Anstarra Silverain) Basically your 1 and 3 were already filled

[1:28](Zaphir Zurlac) Besides the Minor

[1:28](Anstarra Silverain) So just now, you take 1 beside the Minor.. which fills your 2-box

[1:29](Zaphir Zurlac) Okay

[1:29](Anstarra Silverain) JANA

[1:29]>> Jana Ridah: Your turn~

[1:30](Anstarra Silverain) Well, Jana's turn will delay until she comes back. Aigiarn!

[1:31](Aigiarn Kha) Oh.

[1:31](Aigiarn Kha) I DEPLOY TURRETS!

[1:31](Aigiarn Kha) ROOk!

[1:31](Orrin Halgren) <se.6> to get jana's attention

[1:32](Aigiarn Kha) 4

[1:32](Anstarra Silverain) Where do you deploy Rook?

[1:32]Zaphir Zurlac 's face quickly turns upwards as the field rumbles with a sound familiar to his ears. He knows what's coming, and makes a desperate attempt to run and jump out of the way. He does, but it isn't enough; the blast wave from the meteor's strike smashes into him, rattling his skull and flinging him through the air. He lands hard in the snow and rolls to a stop.

[1:32](Aigiarn Kha) Using up my previous advantage as cost, I deploy it in B.

[1:32](Anstarra Silverain) You succeed the deployment!

[1:33](Anstarra Silverain) So, it's in CENTER

[1:33](Aigiarn Kha) yep

[1:33](Aigiarn Kha) Do I get to attack too?

[1:33](Orrin Halgren) can turrets provoke? lol

[1:33](Aigiarn Kha) No, but if they hit, they get a advantage /Physical Vuln/

[1:33](Anstarra Silverain) Yep, it attacks now

[1:34](Aigiarn Kha) it has a 2 Gunner right?

[1:34](Anstarra Silverain) yup

[1:34](Anstarra Silverain) Its strength is in the automatic advantages if it hits

[1:34](Aigiarn Kha) 2

[1:34](Orrin Halgren) please a bad roll from an *crosses fingers*

[1:35](Orrin Halgren) whoo a boost!

[1:35](Orrin Halgren) is it a boost and an advantage? XD

[1:35](Anstarra Silverain) No, just the boost ;3

[1:35](Anstarra Silverain) I have to consider Successful Attack means beating the defense

[1:35](Anstarra Silverain) Still, a Boost is a Boost~

[1:35]Aigiarn Kha throws her turret from ontop her Reaper. It deploys into a Mark I turret and fires a blast at the Behemoth.

[1:36](Orrin Halgren) Jana might be back

[1:36](Lan Darklyn) I gotta afk real fast to take the dog out
[1:36](Orrin Halgren) she's back
[1:36](Orrin Halgren) Jana its your turn
[1:36](Anstarra Silverain) The beast /turns its flank/ to absorb the magitek blast...
[1:37](Jana Ridah) Sorry, it's just gettign kinda late so I need to make everything is done.
Plan was for Jana and Egi to both get in to melee it.
[1:37](Anstarra Silverain) Alright, go forth.
[1:38](Anstarra Silverain) It currently has no exploitable weaknesses
[1:39](Anstarra Silverain) oh, cept that Turned Flank
[1:39](Jana Ridah) Egi's attack was a poopy one but Jana rolled a 9 on her own.
[1:39](Lan Darklyn) back
[1:39](Anstarra Silverain) What order do they resolve in?
[1:39](Orrin Halgren) Jana should be first
[1:40](Anstarra Silverain) Yeah. So how does her stunt resolve.. I guess it depends on intent.
[1:40](Anstarra Silverain) Okay so!
[1:40](Anstarra Silverain) You hit by 4!
[1:41](Orrin Halgren) oh no
[1:41](Anstarra Silverain) It parries by 7! And gains 2 boosts after.
[1:41](Orrin Halgren) oh dear.
[1:41](Orrin Halgren) if you got any FP to turn it into one boost instead of 2...

[1:41](Zaphir Zurlac) the worst bacon dog
[1:41](Aigiarn Kha) should we concede and run?
[1:41](Anstarra Silverain) Do you simply deal 4? or 3+gain a boost?
[1:42](Jana Ridah) I should probably drop an FP into the Egi's attack?
[1:42]>> Orrin Halgren: I know Jana really wanted to use her stunt, but meleeing it was not a great call X3
[1:42](Jana Ridah) Nah, it wouldn't be enough
[1:42](Anstarra Silverain) Or use that /turned flank/ boost actually
[1:42](Anstarra Silverain) but yeah uh
[1:43]Orrin Halgren >> I don't know which stunt that would be the swapping from acn to pgl?
[1:43](Orrin Halgren) Jana, gotta mitigate that mistake or we are boned.
[1:43](Orrin Halgren) since boosts are now transferrable
[1:43](Jana Ridah) Oh it's an attack thing. I can use it and burn 1 FP to make it a 3 difference
[1:43](Anstarra Silverain) Also Jana, quick question, how'd you get +6 on your punch?
[1:44](Jana Ridah) 4 skill + 2 stunt
[1:44](Anstarra Silverain) Oh hey she does have 4 pugilist, hahaa
[1:44](Anstarra Silverain) Very well~ So.
[1:45](Anstarra Silverain) First of all, your own hit. Do you do 4 or 3+boost?
[1:46]>> Orrin Halgren: WHY DO PEOPLE TAKE SO LONG TO ANSWER SIMPLE QUESTIONS
[1:46](Anstarra Silverain) Hurry up please
[1:46](Jana Ridah) I can do the 3+boost, if the party thinks it's more beneficial. We have a lot of stress boxes to fill
[1:46](Anstarra Silverain) okay so, you do. 3 stress

[1:46](Orrin Halgren) if you do 3+ boost you can pile that boost on the egi along with the other boost to stop it from getting one
[1:46](Jana Ridah) Ahh
[1:46](Jana Ridah) Cool, that would work then.
[1:46](Orrin Halgren) cause then its 6 to 8
[1:47](Anstarra Silverain) np
[1:47](Anstarra Silverain) no
[1:47](Orrin Halgren) so no bonus, just a miss and we stop us from getting #rekt
[1:47](Anstarra Silverain) then it's 5 to 8
[1:47](Anstarra Silverain) Egi only got 1
[1:47](Jana Ridah) I'm super sleepy plus the rules aren't what I remember them being so thanks for the help
[1:47](Anstarra Silverain) There's no way to avoid it getting ONE boost unless she also FPs.
[1:48](Jana Ridah) I was gonna us an FP, yeah :P
[1:48](Jana Ridah) *use
[1:48](Orrin Halgren) 7 to 8 then yaaay
[1:48](Anstarra Silverain) Okay so. You use your new boost. And the /turned flank/ if Ai lets you. And an FP.
[1:48](Jana Ridah) So it should be 1+2+2+2
[1:48](Aigiarn Kha) sure
[1:48](Anstarra Silverain) And yes, no crit.

[1:48](Aigiarn Kha) you better help Ai recover later :p
[1:49](Jana Ridah) Recover what?
[1:49](Anstarra Silverain) ORRIN
[1:49](Aigiarn Kha) We got Moderates and Minors!
[1:49](Aigiarn Kha) :(
[1:49](Orrin Halgren) Ok, so orrin's gonna do that paw thing again if you don't mind. Lancer vs Athletics? We need all the help we can get
[1:49](Anstarra Silverain) Haha
[1:50](Aigiarn Kha) An'll just use the magic to nuke us.
[1:50](Anstarra Silverain) Sounds good. Since it has another front paw. It's a bit more careful and not lunging forward but I'll let you get away with it once more.
[1:50](Anstarra Silverain) After this stabbing its paw's gonna be Fight vs Fight
[1:50](Orrin Halgren) I'm rolling at +7 so I can probably double crit, meaning 3 invokes for you guys to survive.
[1:50](Anstarra Silverain) roll it
[1:51](Anstarra Silverain) And that happens
[1:51](Orrin Halgren) and pride comes before the fall...
[1:51](Anstarra Silverain) *pet pet*
[1:51](Anstarra Silverain) You still gain one invoke
[1:52](Anstarra Silverain) And now its turn.
[1:53](Orrin Halgren) No one tried to will it so far.
[1:53]Orrin Halgren rolls from the underbelly to strike at its other forepaw in hopes of keeping it busy "C'mon toast it some more while I got it distracted!

[1:54](Anstarra Silverain) The Behemoth rolls its head from one side to the other, monstrous body rippling with muscle and raw magical energy.. and eyes gleaming with the cunning of a thousand battles. It lumbers forward, moving its massive bulk to CENTER.. before cutting loose with a terrible [Tail Swipe], lashing everyone behind it.

[1:54](Anstarra Silverain) (i.e. everyone in WEST)

[1:54](Aigiarn Kha) really.

[1:54](Aigiarn Kha) :(

[1:54](Aigiarn Kha) athletics?

[1:54](Orrin Halgren) it has aoe attacks...should really not stand in the same zone...

[1:55](Orrin Halgren) aigarn aren't you with us?

[1:55](Aigiarn Kha) yes

[1:55](Anstarra Silverain) The attack is defensible with Melee or Athletics as you wish

[1:55](Orrin Halgren) wait

[1:55](Orrin Halgren) waaaaait

[1:55](Orrin Halgren) waaaaait

[1:55](Orrin Halgren) I OPPOSE

[1:55](Anstarra Silverain) Oh, sure, try to oppose ;D

[1:55](Orrin Halgren) I OPPOSE ITS FUCING MOVEMENT

[1:55](Anstarra Silverain) It resists with Physique.

[1:56](Anstarra Silverain) Cuz it weighs roughly the same as three Magitek Colossi

[1:56](Lan Darklyn) Sadly with the exception of Zaphir it seems we have only short range fighters.

[1:56](Zaphir Zurlac) Someone here is also ACN

[1:56](Anstarra Silverain) Alright, so~

[1:56](Orrin Halgren) is it athletics vs physique or lancer vs?

[1:56](Aigiarn Kha) I'm a gunner, but I have to be short ranged to use my defensive buffs. :(

[1:57](Anstarra Silverain) Um. Pretty sure it's athletics vs.

[1:57](Anstarra Silverain) And you can get your +2 from Class.

[1:58](Anstarra Silverain) Yeah, it's athletics for opposing movement.

[1:58](Anstarra Silverain) Costing for the +2?

[1:58](Orrin Halgren) if I cost for the +2

[1:58](Orrin Halgren) I lose fang and claw

[1:58](Orrin Halgren) and undo what I was trying to do

[1:58](Anstarra Silverain) True

[1:58](Anstarra Silverain) So no cost?

[1:58](Anstarra Silverain) Do you decide not to oppose?

[1:59](Aigiarn Kha) however, if you don't, we die

[1:59](Lan Darklyn) But I could oppose, right?

[1:59](Anstarra Silverain) cuz if it crits.. it'll boost

[1:59](Anstarra Silverain) You could, Lan, same deal

[1:59](Orrin Halgren) I'll use my boost I made to help oppose

[1:59](Anstarra Silverain) You'd roll athletics (+2 if you Cost) vs its Physique

[1:59](Orrin Halgren) the advantage*

[1:59](Orrin Halgren) or you could aid me

[1:59](Orrin Halgren) he can do that...can't they all aid me?

[1:59](Anstarra Silverain) Uh, yes

[1:59](Orrin Halgren) add +1 to oppose as one?

[2:00](Anstarra Silverain) with athletics

[2:00](Aigiarn Kha) I'll aid you.

[2:00](Aigiarn Kha) I got like 1.

[2:00](Orrin Halgren) perfect

[2:00](Jana Ridah) Jana can also aid

[2:00](Orrin Halgren) that's +3

[2:00](Anstarra Silverain) This is gonna be on the die~

[2:00](Orrin Halgren) s

[2:00](Anstarra Silverain) Hee

[2:00](Lan Darklyn) Oh well I'll aid Orrin

[2:00](Anstarra Silverain) Probably better that way

[2:00](Orrin Halgren) rolled

[2:01](Anstarra Silverain) I think you mated wrong

[2:01](Anstarra Silverain) You don't have a base +6 what?

[2:01](Orrin Halgren) it's the advantage

[2:01](Orrin Halgren) thorn in paw

[2:01](Orrin Halgren) + 1 + 1 + 1 from all the aid

[2:01](Anstarra Silverain) Ah!

[2:01](Aigiarn Kha) jabbed that thorn in deeper

[2:01](Anstarra Silverain) Okay!

[2:01](Anstarra Silverain) Shall roll~

[2:02](Anstarra Silverain) Haha, that's just embarrassing. I'll FP a reroll

[2:02](Aigiarn Kha) :(

[2:02](Zaphir Zurlac) only

[2:02](Anstarra Silverain) WOW

[2:02](Orrin Halgren) AHA!

[2:02](Anstarra Silverain) Two -4s

[2:02](Orrin Halgren) ITS FATE

[2:02](Orrin Halgren) POWER OF FRIENDSHIP

[2:02](Anstarra Silverain) Er, -2s

[2:02](Anstarra Silverain) Welp!

[2:02](Orrin Halgren) boost!

[2:03](Anstarra Silverain) You even gain a boost, refreshing Thorn in Paw

[2:03](Anstarra Silverain) Very well then!

[2:03](Anstarra Silverain) It'll change its action

[2:03]Orrin Halgren growls "Not so fast!" he says, leaping ahead of the beast "Jana, Lan, Ai, go for the other paw!" he orders before thrusting up into its the one he wounded again

[2:03](Orrin Halgren) doesn't a successful oppose end its turn?

[2:03](Anstarra Silverain) No, just its movement

[2:04](Anstarra Silverain) It still has its die action

[2:04](Orrin Halgren) well at least we saved squishy zaphir so he can hopefully nuke it again

[2:04](Anstarra Silverain) Cuz logically if it acted then moved
[2:04]Aigiarn Kha 's Reaper bites down on the Behemoth's paw, crying it's battle kwew.
[2:04](Zaphir Zurlac) Um.
[2:04](Aigiarn Kha) it would have swiped us
[2:05](Aigiarn Kha) not Zap, whose's safely away
[2:05](Zaphir Zurlac) No, he isn't.
[2:05](Aigiarn Kha) awww
[2:05](Orrin Halgren) we are in west, he was moving to center to smack the one person that winged it
[2:05](Anstarra Silverain) The enraged beast rears, its monstrous paws twisted by the flurry of concerted attacks. Frustrated, unable to move forward, it instead lunges down on the source of its ire, Orrin!
[2:05](Anstarra Silverain) No, he was gonna tailbap ALL of you in West

[2:05](Orrin Halgren) oh move onto central then tail whap
[2:06](Anstarra Silverain) yus
[2:06](Orrin Halgren) gotcha
[2:06](Orrin Halgren) would have been scary
[2:06](Aigiarn Kha) you saved all of us.
[2:06](Orrin Halgren) save me afterwaaaaaaaaaards
[2:06](Aigiarn Kha) I got windburns! :(
[2:07](Aigiarn Kha) Nuuuu! Orrrin!
[2:07](Orrin Halgren) hmmm.....
[2:08](Anstarra Silverain) It currently hits by 5.
[2:08](Aigiarn Kha) I don't think I have anything left to help you. :(
[2:08](Orrin Halgren) FP and the boost. it hits by 1, doing 3 stress.
[2:09](Anstarra Silverain) Indeed. It uses a last FP through its INSTINCT Aspect, gaining 3 more, dealing 6.
[2:09](Orrin Halgren) actually opting for FP to reroll.
[2:09](Anstarra Silverain) Sure~
[2:09](Anstarra Silverain) Nice~ So.
[2:09](Orrin Halgren) much better, use the boost so its 11 vs 10 as per original stats.
[2:09](Anstarra Silverain) You get 11, it gets 13, dealing 4 damage
[2:10](Orrin Halgren) waaaaaaaait
[2:10](Orrin Halgren) no nvm
[2:10](Orrin Halgren) yeah you are right
[2:10](Anstarra Silverain) into box!
[2:10]Orrin Halgren isn't nearly as agile this time to prevent a good weight of the Behemoth upon him, only barely deflecting it to the side with a cry of strain and pain "ALRIGHT SOMEONE LAY INTO HIM!
[2:11](Anstarra Silverain) Lan!
[2:11](Lan Darklyn) Attacking
[2:11](Anstarra Silverain) Defending!
[2:12](Anstarra Silverain) It will critically defend, and gain a Boost.
[2:12](Lan Darklyn) Welllll shit

[2:12](Aigiarn Kha) have any fate poits left?
[2:12](Anstarra Silverain) Stabbing straight into its powerful defense is a difficult proposition at best.. Lan does have 2 FP
[2:13](Anstarra Silverain) Either way.. Zaphir is next!
[2:13](Orrin Halgren) Lan, best to use an FP to prevent a boost
[2:14](Aigiarn Kha) I should have just let the airship crash
[2:14](Anstarra Silverain) Imao
[2:14](Zaphir Zurlac) Concede.
[2:14](Anstarra Silverain) You don't have to Concede on your turn, remember
[2:14](Anstarra Silverain) You can act, then, if it attacks you, concede.
[2:14](Orrin Halgren) you can't concede for all of us though we have it on the ropes.
[2:14](Orrin Halgren) C'mon another good ranged nuke Zaphir

[2:14](Zaphir Zurlac) An, what's it's status?
[2:14]Lan Darklyn lunges forward with his spear and thrusts, only to have the attack turned by the beasts thick hide.
[2:14](Zaphir Zurlac) I have no more nukes.
[2:14](Orrin Halgren) are you out of mental stress?
[2:15](Zaphir Zurlac) Yes, I flared.
[2:15](Anstarra Silverain) It's got a Minor, its 3 and 7 stress are filled, and yes he's OOM
[2:15](Anstarra Silverain) You could.. seek an aspect of its again.
[2:15](Anstarra Silverain) Give people an edge to work with.
[2:15](Orrin Halgren) yeah, roll well on that we can lay into it
[2:16](Zaphir Zurlac) Well, what the hell. He's on the ground, so all he can do is look at it rn
[2:16](Anstarra Silverain) hee~
[2:16](Anstarra Silverain) Lore! TN 2.
[2:16](Zaphir Zurlac) 3
[2:17](Anstarra Silverain) This is truly a beast of legend. Through the ages, the sound of its passage, the reverberation of its deafening roar, and the raw crackling energy of its magical might have well earned it being known as /The Thunderer/
[2:17](Anstarra Silverain) (with 1 invoke)
[2:17](Orrin Halgren) anyone able to chuck a rock spell at it? :P
[2:18](Anstarra Silverain) The Behemoth's Magic.
[2:19](Anstarra Silverain) Harrassed all around its flanks, hemmed in by warriors frustrating its movements, the beast shakes itself like a dog ridding water from the rain.. and in so doing a terrifying electric pulse gathers all over its spines, before being shed like so many lambent droplets, showering the entire spare around it with raw lightning!
[2:20](Anstarra Silverain) Everyone in ITS square, defend with Athletics
[2:20](Jana Ridah) aaa
[2:20](Jana Ridah) Oh it rolled crappy, yay!
[2:20](Anstarra Silverain) against a fairly bad roll ;D
[2:21](Aigiarn Kha) whelp.
[2:21](Orrin Halgren) have nothing for 2 stress?
[2:21](Aigiarn Kha) I do I think.
[2:21](Aigiarn Kha) Yesh. I do.

[2:21](Aigiarn Kha) Take Two Stess.
[2:21]Orrin Halgren saw the flash and gracefully slips away /repositioned/ now to strike hard against the beast.
[2:22](Anstarra Silverain) Jana and Orrin you gain a boost, /insulated/! It gains a boost against Lan, /thunderstruck/! Ai takes 2 stress!
[2:22]Aigiarn Kha shrieks as the lightning bites into her wounds.
[2:22](Jana Ridah) \o/
[2:22](Lan Darklyn) So I get hit?
[2:22](Anstarra Silverain) It gets a boost on you
[2:22](Zaphir Zurlac) No, you tied, but it gains a boost

[2:22](Lan Darklyn) Oh okay
[2:23](Anstarra Silverain) Jana!
[2:23](Jana Ridah) We punch it!!!
[2:23](Anstarra Silverain) PAUNCH!
[2:23](Orrin Halgren) wow
[2:23](Jana Ridah) 2 punches, I have 1 FP left to use depending on its rolls.
[2:23](Anstarra Silverain) Wow, that went better for you ;D
[2:23](Orrin Halgren) Thank you Fate lords
[2:24](Anstarra Silverain) You deal 2 stress, then Egi gains a boost!
[2:24]Lan Darklyn dives to the side before rolling to his feet and getting ready for another attack from the beast.
[2:24](Anstarra Silverain) which is /punch drunk/
[2:24](Zaphir Zurlac) // "Thunderer is...also the name...of the song playing in my head, for some reason..."
[2:24](Orrin Halgren) just don't give it many boosts cause I'm gonna spirit bomb it!
[2:25](Jana Ridah) Jana can deal more but 'll hold on to that last FP in case I need it defending.
[2:25](Anstarra Silverain) Aigiarn!
[2:25](Aigiarn Kha) I shoot it.
[2:25](Aigiarn Kha) pewpew
[2:25](Anstarra Silverain) paw!
[2:25](Anstarra Silverain) Do!
[2:25](Lan Darklyn) I threw Thunderstruck on when that came up lol
[2:25](Anstarra Silverain) oooh
[2:25](Anstarra Silverain) You crit!
[2:25](Orrin Halgren) a boost
[2:26](Aigiarn Kha) Woo!
[2:26](Anstarra Silverain) Well, either 4 stress or 3+boost
[2:26](Anstarra Silverain) and it dodges the turret
[2:26](Aigiarn Kha) 3+boost.
[2:26](Anstarra Silverain) You gain boost /shellshocked/!
[2:26](Aigiarn Kha) I TRUST YOU FRIENDS!
[2:26](Orrin Halgren) Orrin's turn
[2:27](Anstarra Silverain) Orrin!

[2:27](Anstarra Silverain) Go forth!

[2:27](Orrin Halgren) this is the last turn her can keep blood of the dragon, he's gonna hammerfall with 2 stress. and for the love of god let me pile every bonus I can :P

[2:27](Anstarra Silverain) haha

[2:27](Anstarra Silverain) okay so

[2:27](Aigiarn Kha) Can I give him my Advantage /Knowledge of the Maximus/?

[2:27](Orrin Halgren) did my flat roll

[2:28](Orrin Halgren) defend first and I'll pile on

[2:28](Anstarra Silverain) so /The Thunderer/, /shellshocked/, /punchdrunk/, /Applied Knowledge of the Maximus/.. are up for grabs. Maybe even /harsh lessons/ from Zaphir.

[2:28](Zaphir Zurlac) I'm out of Harsh Lessons.

[2:28](Zaphir Zurlac) *hard

[2:29](Aigiarn Kha) BECOME ONE WITH FLAME CAPTAIN MAXIMUS, ORRIN!

[2:29](Orrin Halgren) I want the defense roll before I add anything

[2:29](Zaphir Zurlac) is he your stand

[2:29](Anstarra Silverain) Oh, you used both? Okay

[2:29](Aigiarn Kha) he has a 8

[2:29](Anstarra Silverain) So you're currently up by 2.

[2:29](Orrin Halgren) ok, so yeah, FP for aspect, Thunderer, shellshocked, punch drunk, maximumus,

[2:29](Orrin Halgren) so that's +10

[2:29](Anstarra Silverain) Now you're up by 12.

[2:30](Orrin Halgren) yes

[2:30](Orrin Halgren) no FP left.

[2:30](Anstarra Silverain) Indeed

[2:30](Aigiarn Kha) 'Say MAXIMUS DIVE!'

[2:30](Anstarra Silverain) It sucks off 6 on a Severe

[2:30](Anstarra Silverain) And fills its 0/6 box

[2:30](Orrin Halgren) blaaaaaaaaaaaaaaaaaaaaaargh

[2:30](Aigiarn Kha) nuuuuuuuuuuuuuu

[2:30](Orrin Halgren) wait can I lean on a consequence?

[2:31](Anstarra Silverain) the Minor already got invoked

[2:31](Orrin Halgren) uhm

[2:31](Orrin Halgren) oh

[2:31](Orrin Halgren) can I get assisted in the attack

[2:31](Aigiarn Kha) Can I add my Hyperactive Magitek Bit?

[2:31](Anstarra Silverain) Assists need to be declared before the attack.. and yes you could, Ai ;3

[2:31](Aigiarn Kha) IT MUST DIVE WITH!

[2:31](Aigiarn Kha) Should I Orrin?

[2:32](Lan Darklyn) I did not know of assists lol

[2:32](Orrin Halgren) Do eeet!

[2:32](Anstarra Silverain) Okay, just this once

[2:32](Aigiarn Kha) I UNLEASH IT!

[2:32](Anstarra Silverain) If people wanna sacrifice their next turn
[2:32](Orrin Halgren) SPIRIT BOOOOOOMB
[2:32](Anstarra Silverain) to give Orrin +1 apiece as helpers
[2:32](Zaphir Zurlac) It's good for people with low combat scores
[2:32](Anstarra Silverain) say so

[2:32](Zaphir Zurlac) So they can help out the people with larger combat scores
[2:32](Aigiarn Kha) I WILL BELIEVE IN ORRIN!
[2:33]Aigiarn Kha prays before Orrin Halgren.
[2:33](Anstarra Silverain) Ai gives her turn. Anyone else?
[2:33](Orrin Halgren) its 7 is filled, it was soaking into it's 6
[2:33](Orrin Halgren) now we are doing 7 again
[2:33](Aigiarn Kha) technically, my turret is a a separate entity if I recall.
[2:33](Anstarra Silverain) It still has a Moderate it can syphon off
[2:34](Anstarra Silverain) Your turret COULD also aid.
[2:34](Lan Darklyn) Gonna hold my turn for now because yeah...that
[2:34](Orrin Halgren) ok ai and turret, for aid! XD
[2:34](Orrin Halgren) so now its at 8
[2:34](Aigiarn Kha) pew pew
[2:34](Anstarra Silverain) So, okay. Takes 14, Severe and Moderate, now taking 4.
[2:35](Anstarra Silverain) Anything else?
[2:35](Orrin Halgren) nothing else I guess. Lan just needs to lay into it for the kill!
[2:35](Orrin Halgren) if we survive the melee attack
[2:35](Aigiarn Kha) Didn't I sick the bit on him?
[2:35](Orrin Halgren) that's with the bit
[2:35](Anstarra Silverain) yeah, assists only give +1
[2:36](Aigiarn Kha) Ah. Okay.
[2:36](Aigiarn Kha) I was half expecting the bit to go haywire.
[2:36](Aigiarn Kha) :D
[2:36](Anstarra Silverain) Oh wait
[2:36](Anstarra Silverain) DID you use the Hyperactive Bit?
[2:36](Anstarra Silverain) We didn't count that yet.
[2:36](Aigiarn Kha) yes
[2:36](Anstarra Silverain) Cuz that's a ???? invoke.
[2:36](Aigiarn Kha) Orrin told me to use it.
[2:36](Orrin Halgren) a ???? invoke?
[2:37](Orrin Halgren) what that mean?
[2:37](Anstarra Silverain) Means she failed the roll
[2:37](Anstarra Silverain) and it might do anything ;b
[2:37](Orrin Halgren) oh no
[2:37](Orrin Halgren) I didn't read the EULA
[2:37](Anstarra Silverain) hahaa
[2:37](Anstarra Silverain) Do you retract the above statement?
[2:37]Aigiarn Kha: *eyes Orrin-senpai.*
[2:38](Anstarra Silverain) Really tho

[2:38](Anstarra Silverain) It's your call Ai =D
[2:38](Orrin Halgren) but wait, hadn't rolled for hyper active yet.
[2:38](Anstarra Silverain) No, it wasn't included in the whole thing.
[2:38](Aigiarn Kha) It's an invoke. I use it and it does something.
[2:38](Orrin Halgren) but if we do the moderate + sever without it, I'll do that. Lan can get the killing blow with a +4 on top
[2:38](Anstarra Silverain) Up to Ai~
[2:39](Orrin Halgren) I do believe in Ai
[2:39](Aigiarn Kha) I will follow Orrin's lead.
[2:39](Anstarra Silverain) Okay, she holds it in reserve~
[2:39](Anstarra Silverain) Emote, name the consequences Orrin~
[2:39](Aigiarn Kha) I energize you with the Maximus, Orrin!
[2:40](Anstarra Silverain) Now its its turn
[2:43]Orrin Halgren felt the energy given to him beginning to wane, He grounds himself one more time before leaping upwards. He shoots up like a bolt, slicing across the face of the beast, leaving it with a /bloodied eye/ before cresting in his ark to land back down hard on the back of the beast's neck, driving it between the scales into where the jugular should be, letting loose a river of crimson as it begins to /hemorrhage/. He then dismounts from the beast and slightly deflates from seeing it stand.
[2:44](Anstarra Silverain) The monstrous Behemoth rears, and snarls, bleeding copiously, pain enraging it. Rising on its hind paws, it lashes out in a crushing stomp, trying to destroy the insects that torment it.
[2:44](Anstarra Silverain) AoE attack in this square, at Cost.
[2:44](Anstarra Silverain) Defend with Athletics or melee
[2:44](Aigiarn Kha) Can't I defend with my stunt?
[2:44](Anstarra Silverain) I think so, yes~
[2:45](Anstarra Silverain) I meant, per a melee strike
[2:45](Aigiarn Kha) It says defensive rolls against the specific foe.
[2:45](Orrin Halgren) taking 2 stress
[2:45](Anstarra Silverain) yeah, is fine Ai
[2:46](Aigiarn Kha) I got one more spot left in my 0/3 >_>
[2:46](Anstarra Silverain) Ai takes 1, which fills her 3-box cuz that's all she has left
[2:46](Anstarra Silverain) Actually Ai
[2:46](Anstarra Silverain) It invokes both consequences on you
[2:46](Anstarra Silverain) to make it 5
[2:46](Aigiarn Kha) Awww.
[2:46](Aigiarn Kha) I guess I'm taken out.
[2:47](Aigiarn Kha) I don't have the ability to defend.
[2:47]Orrin Halgren is left ragged, panting, the stomp sends him flying, tumbling, landing on his feet after rolling a good deal away. "A cornered beast is at its most deadly! BUT IT IS CORNERED! STRIKE AT IT!"
[2:47](Anstarra Silverain) That, or a Severe

[2:47](Aigiarn Kha) Unless someone gives me a FP?

[2:47](Aigiarn Kha) Haha

[2:47](Aigiarn Kha) :(

[2:47](Lan Darklyn) I give her a FP

[2:48](Anstarra Silverain) Lan, it hits for 3, and invokes your consequence too, making it 5

[2:48](Anstarra Silverain) Lan gives an FP to Ai, who can mitigate it thus to 3

[2:49](Anstarra Silverain) Lan, you can either spend an FP to take the hit in a stress box, or take a consequence

[2:49](Lan Darklyn) I'm going to spend the point to take it in stress

[2:50](Anstarra Silverain) good stuff, fill the 4-box cuz 3 is full

[2:50](Lan Darklyn) Yup, just have my 0/1 left now...

[2:50](Anstarra Silverain) Jana you're taking 3

[2:50](Jana Ridah) yep

[2:51](Anstarra Silverain) It reduces by 1

[2:51](Anstarra Silverain) to boost

[2:51](Anstarra Silverain) you take 2

[2:51](Jana Ridah) ok!

[2:51](Orrin Halgren) Any FP left lan? because you can really punt him in the nads with two consequences.... Either that or make some lore advantages and pray we can get back to Orrin for a final strike

[2:51](Anstarra Silverain) Lan is OOF now

[2:51](Aigiarn Kha) I could always sick the ???? bit on him?

[2:51](Lan Darklyn) Nope, I spent my points to save Ai and put my damage into stress

[2:52](Aigiarn Kha) maybe An will be meciful?

[2:52](Anstarra Silverain) Your action is consumed, Ai~

[2:52](Orrin Halgren) we need to hit harder than a 7 to kill it or risk another stress dump.

[2:52](Aigiarn Kha) I knooooows.

[2:52](Aigiarn Kha) I just wishhhings.

[2:52](Aigiarn Kha) :3

[2:52](Anstarra Silverain) It's taken 2,3,7 and all its Consequences ;D

[2:52](Anstarra Silverain) Lan's turn~

[2:53](Anstarra Silverain) Realistically, he should probly find its Aspect

[2:53](Anstarra Silverain) Even with both consequences, he's rolling +8 vs +6 and it has that boost it just got on Jana

[2:53](Lan Darklyn) Gonna use Art of War again to look for a weakness

[2:53](Anstarra Silverain) Alrighty

[2:53](Anstarra Silverain) TN 2 Notice, do it

[2:53](Orrin Halgren) we have to hit harder than a seven. Orrin still has enough juice to hammerfall one last time.

[2:54](Anstarra Silverain) You tag it~

[2:54](Aigiarn Kha) Ai will be here. Hopefully not dying.

[2:55](Orrin Halgren) We are fighting an S rank hunt with 4 people :p

[2:55](Anstarra Silverain) It's obvious in retrospect, but it takes a moment to truly realize this creature's invincible carapace, since you have been striking at its weak underbelly all this time. But there, this /Impenetrable Hide/ that it sports can be used against it, stiffening its joints by default, revealing a possible weakness to exploit...

[2:55](Zaphir Zurlac) 3 1/2
[2:56](Anstarra Silverain) Zaphir
[2:56](Anstarra Silverain) And you're 5 v 1, excuse you ;D
[2:56](Anstarra Silverain) Everyone here has contributed
[2:56](Aigiarn Kha) That 1 is very large.
[2:56](Anstarra Silverain) Well, yes.
[2:57](Anstarra Silverain) It's a Boss Monster. It's got Instinct Aspects and a Megastunt and is generally badass.
[2:57](Orrin Halgren) 5v1 did not mean to exclude you :P
[2:57]Lan Darklyn reeling from the stomp, Lan staggers back, barely keeping his feet but once more analyzing the foe that was before them. "His joints!"
[2:57](Anstarra Silverain) So yes, Zaphir~
[2:57](Zaphir Zurlac) Suppose I'll roll Lore again...?
[2:57](Anstarra Silverain) Very well! It has one more aspect to discover...
[2:58](Anstarra Silverain) TN 2.
[2:58](Zaphir Zurlac) 4
[3:00](Anstarra Silverain) In the books of monsters, very few stand out as king, unchallenged and supreme, ultimate warriors in a field of savage carnage. /Behold Now Behemoth!/ Looming mighty over the battlefield, with a roar that makes dragons quail, and possessed of the power to rival Gods. To respect its power, and embrace it, and use it against it, is surely the only way to triumph.
[3:00](Anstarra Silverain) 1 invoke.
[3:01](Orrin Halgren) Now time to survive the magic...hopefully
[3:02](Anstarra Silverain) The king of monsters roars once more to the heavens, blood pouring from it, energy crackling and surging. Desperately does it shake and shudder once more, gathering destructive power to unleash in possibly its final, desperate attack...
[3:02](Anstarra Silverain) AoE on its square, defend with Athletics
[3:02](Aigiarn Kha) can I use my Stunt? :3
[3:02](Jana Ridah) woww
[3:03](Aigiarn Kha) it says possible defensive rolls >_>
[3:03](Aigiarn Kha) in the same zone
[3:03](Lan Darklyn) RIP me
[3:03](Jana Ridah) I really need to finish these dishes so lemmie see what I can do about this 0.
[3:03](Orrin Halgren) moderate is worth how much?
[3:03](Anstarra Silverain) I'll let you use it, Ai, mod is 4
[3:04](Anstarra Silverain) though normally skill subs only work for one thing, range or melee, but yours is vague for now so
[3:04](Anstarra Silverain) We can look at it later~
[3:04](Aigiarn Kha) welp
[3:04](Orrin Halgren) orrin takes a straight moderate, no choice. /thunderstruck/
[3:04](Aigiarn Kha) I'm gone.
[3:04](Aigiarn Kha) Taken Out.

[3:05](Jana Ridah) Jana use her last FP and the resistance bonus from last round's attack to make it a 4, then put the 3 in her 3-box.

[3:05](Jana Ridah) *can use

[3:05](Anstarra Silverain) very well~

[3:05](Anstarra Silverain) Er

[3:06](Anstarra Silverain) yes

[3:06](Anstarra Silverain) 3 stress

[3:06](Anstarra Silverain) Lan! You get badly grilled! He uses your invoke of /thunderstruck/ from last round, too

[3:07](Anstarra Silverain) That's 9. You either get Taken Out, or take Consequences

[3:07](Anstarra Silverain) You would have to take a Mod AND a Severe

[3:07](Anstarra Silverain) (at this point I'd say you might as well just be taken out)

[3:08](Anstarra Silverain) unless you wanna fight to the BITTER END)

[3:08](Lan Darklyn) I'm Taken Out I suppose, trying to not cripple myself for future stuff

[3:08](Anstarra Silverain) Okay!

[3:08](Aigiarn Kha) yay we can tank the ground together!

[3:08](Anstarra Silverain) Ai is also TAKEN OUT

[3:09](Anstarra Silverain) As the King of Beasts displays his fury..

[3:09](Aigiarn Kha) Is my turret still actie?

[3:09](Anstarra Silverain) Yes, but it lost its turn this round anyway ;b

[3:09](Aigiarn Kha) because the only thing it does is shoot at him

[3:09](Anstarra Silverain) ah, no, actually

[3:09](Anstarra Silverain) It'd have to go down too

[3:09](Aigiarn Kha) Maybe I'll be like Overwatch that dwarf

[3:09](Aigiarn Kha) Aww.

[3:09](Anstarra Silverain) cuz taken out means no more affecting the scene with rolls

[3:09](Anstarra Silverain) sorreh`

[3:09](Aigiarn Kha) And I wanted to get Play of the Game while taken out.

[3:09](Aigiarn Kha) haha

[3:10](Orrin Halgren) I wish, I wish so hard

[3:10](Anstarra Silverain) Jana's turn!

[3:10](Jana Ridah) Jana will punch it again!

[3:10](Anstarra Silverain) PAUNCH

[3:10](Anstarra Silverain) Oh hey uh

[3:10](Aigiarn Kha) Aren't you going to RP our demise, An?

[3:10](Anstarra Silverain) Did your ego get smoked?

[3:10](Anstarra Silverain) and I will

[3:10](Anstarra Silverain) egi

[3:10](Anstarra Silverain) egi also nuked

[3:10](Jana Ridah) Oh uhh

[3:11](Lan Darklyn) The invoke that I gained still exists, right?

[3:11](Anstarra Silverain) yup!

[3:11](Orrin Halgren) Jana oyu can also hold your turn and buff me if you want

[3:11](Jana Ridah) I don't think I rolled for it but let's assume yes. It's impossible for the Egi to beat a 7 I think.

[3:11](Lan Darklyn) Maybe that will help one of them lol

[3:11](Orrin Halgren) because I am planning Hammerfall + 2 consequences + the 2 identified weaknesses

[3:11](Jana Ridah) Yeah Egi has only a 1 in Athletics.

[3:12](Jana Ridah) Sure, Jana can try hitting its joints or something so Orrin has a cleaner shot with his DRG thing

[3:12](Jana Ridah) *joints

[3:13](Anstarra Silverain) King Behemoth's terrible lashing ire scythes across the battlefield, hammering the ground, and those standing around it. Lightning cracks through Jana, scorching her lightly.. and arcing to Orrin, his metal plates acting as a conductor and leaving him /Thunderstruck/, badly scorched. But not as badly as Aigiarn and Lan, who find themselves before the full volley, unprotected. Terrible arcs run through their bodies, lifting them off the ground and hurling them a dozen yalms away, crashing down-

[3:13](Anstarra Silverain) into snowbanks, senseless, smoking and unmoving...

[3:13](Anstarra Silverain) So, okay. For Jana. Building an advantage?

[3:13](Jana Ridah) yeah :3

[3:13](Anstarra Silverain) or simply Aiding?

[3:14](Jana Ridah) um

[3:14](Anstarra Silverain) cuz building an advantage might fail, or it might not

[3:14](Anstarra Silverain) But Aiding works

[3:14](Jana Ridah) Aiding is an unconditional +1, but Jana can only PGL at 4 now so I may as well go the risk-less route.

[3:15](Anstarra Silverain) So you aid?

[3:15](Jana Ridah) Mmhm

[3:15](Anstarra Silverain) Very well!

[3:15](Anstarra Silverain) You may emote doing so!

[3:15](Jana Ridah) Ok I super need to finish these dishes, it's past 2 AM

[3:15](Orrin Halgren) ok Hammerfall, 2 consequences and the 2 things built by lore and empathy.

[3:15](Anstarra Silverain) OKAY

[3:15](Orrin Halgren) Orrin let's blood of the dragon fizzle out

[3:15](Anstarra Silverain) Oho?

[3:16](Anstarra Silverain) Right, risk of failure scary?

[3:16](Anstarra Silverain) and yet if he succeeded, his bonus would go up..

[3:16]Jana Ridah 's Egi dissipates as the lightning shoots through her, and Jana stumbles back a few steps. But at the same time, she keeps an eye on Orrin, ready to try and make an opening for him.

[3:16](Jana Ridah) I haven't emoted much this fight. OK now I am sortagone o/

[3:16](Anstarra Silverain) okay so what'd you add to that roll Orrin

[3:17](Lan Darklyn) This can be like a Chrono Trigger double tech involving Jana and Orrin

[3:17](Orrin Halgren) I did my flat roll already, waiting for the response roll.

[3:17](Anstarra Silverain) ohhhh

[3:17](Anstarra Silverain) ooooooh

[3:17](Orrin Halgren) PILE IT ON
[3:17](Orrin Halgren) PILE IT ALLLLLLLLLL ON
[3:18](Anstarra Silverain) You succeeded by 2. 3 with Jana's aid.
[3:18](Anstarra Silverain) Then you add EIGHT
[3:18](Orrin Halgren) yeap
[3:18](Anstarra Silverain) Bringing it to 11 over
[3:18](Orrin Halgren) 11 stress
[3:18](Orrin Halgren) and then Anstarra crushes our hopes somehow.
[3:18](Anstarra Silverain) You TAKE. IT. OUT!
[3:19](Anstarra Silverain) Much fun as that is.. I couldn't steal this from you~
[3:19](Anstarra Silverain) [3:18](Anstarra Silverain) You TAKE. IT. OUT!
[3:19](Zaphir Zurlac) what'd i miss
[3:19](Anstarra Silverain) That.
[3:21]Orrin Halgren grits his teeth, his allies beside him down in the snow, he holds his spear high aimed at the Behemoth, aetherial draconic energy surging over him, but then it begins to fizzle, seeping out into the air around him, he grows weak, the weapon getting heavier, he pants. He looks to Jana who looks back to him and gives a silent nod "I need not your power..." he says to himself and leaps into the air one more time, All his being put behind it he comes down like the very bolt of lightning that >
[3:23]Orrin Halgren | that behemoth would dare summon on his allies, He comes down just as Jana pegs it in a weak point to expose one particularly large gap in it's plating. He drives the spear into that and drags it down the length, eviscerating it as he came down its side. With a final roar the behemoth rolls over onto its side and dies, collapsing NO WHERE NEAR OUR POOR UNCONSCIOUS ALLIES, and heaves its final breath.
[3:24](Anstarra Silverain) hahaha
[3:25]Orrin Halgren then collapses onto his back, panting, as the blood seeps into the snow he tears off his helm.
[3:25](Orrin Halgren) And now ambush by falling stars, we are kidnapped :P
[3:26](Lan Darklyn) Imao
[3:26](Anstarra Silverain) kek
[3:26](Zaphir Zurlac) X'zarann poofs into the middle of the field in nothing but a loincloth, twerks, and takes complete control of the party.
[3:26](Anstarra Silverain) RIP
[3:26]Aigiarn Kha 's Reaper is still somehow Kwewing, despite no long having legs nor the bottom part of it's mouth.
[3:26](Anstarra Silverain) Everyone starts twerking along like a music video
[3:27](Aigiarn Kha) GANGNAM STYLE
[3:27](Anstarra Silverain) I am totally gonna make some sort of terrible social attack monstrosity like that
[3:27](Anstarra Silverain) and it'll be hilarious
[3:27](Anstarra Silverain) mark my words
[3:27](Anstarra Silverain) (at least hilarious for me)
[3:27](Zaphir Zurlac) I'm glad I could assist.
[3:28](Lan Darklyn) So those that can move carry Ai and Lan back to the camp for now?

[3:28](Anstarra Silverain) You did, critically so. Finding Aspects is like, a safe way of getting invokes. When failing an opposed roll can mean boosts for the big titan mob, that's a big deal

[3:28](Lan Darklyn) Maybe signal Ishgard for evac?

[3:28](Anstarra Silverain) also that big nuke~

[3:29](Aigiarn Kha) You mean signaling for a airship in a place that is supposedly horrible for airships?

[3:29]Zaphir Zurlac: "...get one of it's teeth. A canine."

[3:29](Anstarra Silverain) Pretty much right now, you all limp back to camp. Carrying the unconscious, who are somehow not dead.

[3:29](Aigiarn Kha) Whose' carriny Ai?

[3:29]Orrin Halgren could feel his left arm twitching uncontrollably "Twelvesdammit..." He rolls over onto his right and pushes himself back up with it. He grabs hold of his helm and slings it with his weapon.. "Jana, run back to the camp, get the others to help us move them...I'll try to do my best to keep them alive until you return

[3:29](Orrin Halgren) Ai is carrying Orrin

[3:30](Aigiarn Kha) But I'm unconcious

[3:30](Aigiarn Kha) not that I mind carrying you :3

[3:30]Orrin Halgren looks to Zaphir "Pray, I had no intent of leaving this without a trophy," He raises his right hand and swings at the teeth of the beast to rbeak off a few of its fangs, hopefully enough for one of each member

[3:30](Anstarra Silverain) Soon, the whole crew minus just a couple guys with guns and bows, rushes up with Jana showing them the way, and you are collectively treated and escorted back. They GAWK at the Behemoth.

[3:31](Orrin Halgren) and I meant that Orrin'd be carrying Ai.

[3:31](Aigiarn Kha) :D

[3:31]Zaphir Zurlac nods at the dragoon. "You do your order proud."

[3:31](Jana Ridah) I return!

[3:31]Zaphir Zurlac slowly turns towards the splintered shards of his mask and applies some thaumaturgy to it, rendering it to ash.

[3:31](Aigiarn Kha) Does this mean they'll treat our consequences?

[3:31](Lan Darklyn) And I'll RP healing of the minor tomorrow...er...later today. Since I have to be up in 3.5 hours ^_^

[3:32](Anstarra Silverain) Fangs, it has plenty of; they are massive and heavy, and easily stowed. The horns would be another story. They are the length of wagons.

[3:32](Anstarra Silverain) yes, actually, now I'll roll as Frances tries to treat you all.

[3:32](Lan Darklyn) Ohhh

[3:32]Orrin Halgren smiles faintly, tiredly, he coughs up a glob of blood into the snow He looks up at the crossbowmen "If you had doubts for the name of the camp..." He motions and does a jeff goldblum imprssion "well...there it is"

[3:32]Zaphir Zurlac: "...by the way, I think that might've actually been a Kaiser, not a King. I don't think it would have done much for morale to get into the picky details in the middle of things, though..."

[3:33](Anstarra Silverain) She gains 2 boosts treating Aigiarn cuz damn

[3:33](Aigiarn Kha) Yay!
[3:33](Anstarra Silverain) actually 3 boosts
[3:33](Anstarra Silverain) super crit on her mild
[3:33](Aigiarn Kha) Is it because buffed up Orrin touched me?
[3:33](Aigiarn Kha) Hahah.

[3:34](Lan Darklyn) She got handsy while treating her
[3:34](Anstarra Silverain) Crit on treating Lan too
[3:34](Orrin Halgren) Orrin will aid Frances for his moderate...since he dealt with lightning before
[3:34](Anstarra Silverain) Good thing she has those boosts! She still succeeds
[3:34]Jana Ridah can use her Adventurer Baggie materials to make a sled and drag everyone back to camp!
[3:34](Anstarra Silverain) Well, she's doing it with Conjury
[3:34]Jana Ridah (At least I think it's 3/5ths of the party
[3:35](Anstarra Silverain) No worries, just sit back, she got you
[3:35](Anstarra Silverain) Then she treats the heck out of Zaphir
[3:35]Orrin Halgren carries Ai back, whispering softly "Sorry, we'll go back to lug your damn magitek back later..."
[3:35](Anstarra Silverain) All your Consequences are placed in Recovery, please note it on your sheet
[3:36](Anstarra Silverain) Milds will last until the beginning of next Event, Moderates until right after it.
[3:36](Lan Darklyn) Gotcha
[3:36](Anstarra Silverain) So you can limp around with your horrible wounds and bandages and garner sympathy from admirers until then
[3:36]Orrin Halgren looks to his twitching left arm, he thinks about binding it.
[3:37]Aigiarn Kha moans and moves a little, her clothing torn, pressing her slightly exposed bosom against Orrin.
[3:37](Aigiarn Kha) :3
[3:38](Jana Ridah) I assumed Jana'd be dragging Orrin but seeing as he can walk and carry Ai, she drags Lan by sled instead!
[3:38]Anstarra Silverain | Frances goes from patient to patient, weaving the flows of Conjury with an ease and expertise that is, unfortunately, becoming quite rote. In the short moons since she's left home, she's seen more grievous wounds than in her entire life beforehand. Eventually, everyone is set unto the path of recovery to her satisfaction, and she sighs in relief.
[3:38]Orrin Halgren is blushing madly, he just presses the behemoth fang he got for her into her hand as he sets her in the bed to be treated.
[3:38]Zaphir Zurlac nods wearily at Frances, thankful.
[3:39](Aigiarn Kha) Teehee.
[3:39]Lan Darklyn Lan is blissfully unaware that magic was being used to heal him, fortunate for Frances. He sleeps soundly through the whole process.
[3:40]Orrin Halgren would proceed to lay the remaining fangs he collected by the bedsides of all those in recuperation. He then looks to Jana, handing her one as well and then to Zaphir

[3:40](Anstarra Silverain) Soon, you learn that the aetheryte has been established. Camp Glorious stands ready to be used as a beachhead, a tribute both to the name of the now-defunct airship, and the glorious triumph that heralded your arrival.

[3:41]Jana Ridah: Cool, more for my collection.

[3:41]Zaphir Zurlac is not feeling terribly glorious at the moment.

[3:41](Orrin Halgren) ANSTARRA XD

[3:41]Aigiarn Kha // explosions can be heard in the distance, alongside "KWEW", a shape rolls towards the camp and it seems to be the upper portion of the Reaper. It's independently propelled itself back to it's master using it's cannon.

[3:41]Orrin Halgren could have sworn it would have been named for the Behemoth, but oh well..

[3:41](Anstarra Silverain) Additionally, you all get an invoke of /a reputation for badassitude/ because honestly.

[3:41](Anstarra Silverain) And yes?

[3:41](Orrin Halgren) nothing, just the camp name

[3:42](Orrin Halgren) gave me a giggle

[3:42](Anstarra Silverain) X3

[3:42](Jana Ridah) Jana had a single Behemoth Knife, now she can have the pair! :P

[3:42](Aigiarn Kha) We gonna build the walls with the Behemoth bones.

[3:43](Zaphir Zurlac) oh man

[3:43](Anstarra Silverain) What do ya wanna call it, Camp Behemothshead? ;D

[3:43](Zaphir Zurlac) just preserve it's skull and have it face northward

[3:44](Anstarra Silverain) Behemoth turns out to be, weirdly, EXTREMELY DIFFICULT to work with. It's almost like it's preternaturally tough down to its very bones and sinews.

[3:45](Lan Darklyn) Daly that means no behemoth jerky.

[3:45](Lan Darklyn) *sadly

[3:45](Zaphir Zurlac) use more fire and water clusters

[3:45](Anstarra Silverain) Only the extra chewy kind

[3:45](Zaphir Zurlac) maybe throw some demimateria in there

[3:46](Anstarra Silverain) Oh, some experts might get ahold of it and want to do something with it

[3:46](Orrin Halgren) Orrin will leave the naming to the group. He's just gone keep clutching his thunderstruck arm, occasionally tasting copper in his mouth.

[3:46](Anstarra Silverain) Zaaaap

[3:46](Lan Darklyn) And I think I may hit the hay if we are done for the night.

[3:46](Anstarra Silverain) Yeah, that's all folks~

[3:46](Anstarra Silverain) Minor milestooooones

[3:46](Zaphir Zurlac) Thanks An.

[3:46](Lan Darklyn) Thanks for running this An!

[3:46](Aigiarn Kha) Minorrrrrs.

[3:46](Anstarra Silverain) Hope you had fun~

[3:46](Aigiarn Kha) Yep.

[3:47]Lan Darklyn cheers you on!

[3:47](Orrin Halgren) Amazing fight, made us bleed

[3:47]Zaphir Zurlac gives you a big hug.
[3:47](Aigiarn Kha) Still don't trust that Padjal. Around Padjals, never relax.
[3:47](Aigiarn Kha) :D
[3:47](Lan Darklyn) lol
[3:47](Anstarra Silverain) Hee~
[3:47]Aigiarn Kha gives you a big hug.
[3:47](Orrin Halgren) you all fought admirably. Fantastic use of Lore to pick this beast apart
[3:48](Aigiarn Kha) Hmm. What were the potential states of the camp?
[3:49](Orrin Halgren) also, how was the beast's mental defenses? XD
[3:49](Jana Ridah) Jana's sheet changes are still not set in stone, depending on rule changes. I don't think she'll be primarily an ACN anymore though. ;w;

[3:49](Zaphir Zurlac) "This sentence is false!"
[3:49](Zaphir Zurlac) Thunderer: "RAWWWRGH" *falls over and passes out*
[3:50](Aigiarn Kha) for my minor, I'm switching Contacts with Rogue.

[3:51](Anstarra Silverain) Hee~
[3:51](Jana Ridah) I haven't spent the medium from Brother's Keeper yet so I'll get back to someone else on stat switching later.
[3:51](Anstarra Silverain) Lore and Notice
[3:51](Anstarra Silverain) for aspects
[3:51](Anstarra Silverain) investigate
[3:51](Anstarra Silverain) empathy
[3:51](Anstarra Silverain) all these things
[3:52]Zaphir Zurlac bows courteously to you.
[3:52](Anstarra Silverain) Oh sorry, questions
[3:52](Anstarra Silverain) I was logging
[3:52](Anstarra Silverain) Uh
[3:52](Anstarra Silverain) Okay so the camp
[3:52](Aigiarn Kha) I thought about Lore, but Ai rarely uses it, and she doesn't have the stunts to boost Lore.
[3:52](Anstarra Silverain) Well the Behemoth had +5 Will.
[3:52](Anstarra Silverain) So it wasn't a pushover.
[3:52](Anstarra Silverain) For the camp
[3:53]Aigiarn Kha gives Orrin Halgren a big hug.
[3:53](Anstarra Silverain) Up to 1: Ship ruined, crew lost, no salvage, no aetheryte
[3:53](Anstarra Silverain) 2-4: Some salvage, some crew survive, no aetheryte
[3:53](Anstarra Silverain) 5-7: most salvage, aetheryte, only some crew lost
[3:53](Anstarra Silverain) 8-10: Intact ship, all crew, viable base, aetheryte
[3:54](Anstarra Silverain) 11+: unknown bonuses!
[3:54](Aigiarn Kha) Yay!
[3:54](Lan Darklyn) Night night everyone! Good job!
[3:54](Aigiarn Kha) Well, we got a 9
[3:54](Anstarra Silverain) Indeed, good work <3

[3:54]Aigiarn Kha smiles at Orrin Halgren.
[3:54](Orrin Halgren) Were we supposed to run? XD
[3:54](Anstarra Silverain) Once again I threw a horrible beatstick at my players, and they held together
[3:54](Anstarra Silverain) not NECESSARILY
[3:54]Orrin Halgren smiles at Aigiarn Kha.
[3:55](Anstarra Silverain) But the possibility existed storywise
[3:55](Aigiarn Kha) Pssh.
[3:55](Anstarra Silverain) If things turned bad, fast
[3:55](Aigiarn Kha) I thought about running, but I didn't want to as long as no one else was.
[3:55](Anstarra Silverain) Well, if we hadn't been using the new rules for Consequences sucking up stress
[3:55](Orrin Halgren) held together but it was like those 1% clears where everyone is dead XD
[3:55](Aigiarn Kha) Solidarity.
[3:55](Anstarra Silverain) You guys mighta had to retreat
[3:55](Anstarra Silverain) or wipe
[3:55](Aigiarn Kha) Well, the behemoth was using them too.
[3:56](Anstarra Silverain) Yeah but it impacted you guys much quicker ;D
[3:56](Aigiarn Kha) yep
[3:56](Anstarra Silverain) I mighta taken some people out like right early
[3:56](Aigiarn Kha) LIKE ME!
[3:56](Aigiarn Kha) Fried Lizard.
[3:56](Aigiarn Kha) :D
[3:56](Anstarra Silverain) zot
[3:56](Anstarra Silverain) I need a snack.. and sleep
[3:56](Orrin Halgren) Well yeah, the splitting thing helped the behemoth as well XD
[3:58](Orrin Halgren) That was a nail biter to be certain
[3:58](Aigiarn Kha) yep yep
[3:58]Aigiarn Kha gives Orrin Halgren a big hug.
[3:59]Aigiarn Kha gives you a big hug.
[3:59](Aigiarn Kha) Okayssss.
[3:59](Aigiarn Kha) Time to showers.
[3:59](Aigiarn Kha) <3
[3:59]Aigiarn Kha bids farewell to Orrin Halgren.
[3:59](Orrin Halgren) shower may not be a bad idea....
[3:59]Orrin Halgren bids farewell to Aigiarn Kha.
[3:59]Aigiarn Kha bids farewell to you.
[3:59]Orrin Halgren bids farewell to you.
[3:59](Jana Ridah) o/
[3:59](Orrin Halgren) Oh Jesus the teamwork was delicious