

----- Session Start ----- Dark Paths of Riddleport #28 ----- 130414 -----

The wounded have been healed and most everyone has had a chance to rest up after the chance encounter with the manticore. Looking around the blasted zone continues but seems more and more like looking for a needle in a haystack.

Paal: Guy, that bracelet you had... could we use it to search the crater itself?

Guy: I would presume so.

Paal: I think there may be a higher concentration of debris in the lake

Aethel: I could assist with a body of water spell as well

Aethel: although I couldn't maintain it for more than a few minutes

Paal: I'm used to tracking Lotar, not fallen stars, but I can go in if noone else wants to

Guy: Definate advantage for the bracelet then, since as far as I know it'll work indefinitely.

Everyone approaches the waters edge as plans are made to explore the crater underwater.

Bodi: I can swim decently, but would gladly show Shayla or Samaritha how to do it doggystyle

* Guy stares at the water for a few moments before shrugging and starting to wade in, eyes open for both the metal and for any dangerous wildlife that may have wandered in.

Guy disappears beneath the dark surface of the crater and quickly disappears.

Paal: Paal, apparently not being selected to dive, starts scanning the surface for any indication of trouble

* Aragon faces away from the water looking for trouble from the land.

Bodi: Bodi also take a vigilant stance, while still trying to make innappropriate jokes

Paal: Since I have a decently ranged weapon I'll try to assist anyone in trouble on the surface of the water.

Below the surface, Guy finds that the water is relatively clear, though it had been hard to see through from above, no doubt due to the sun's glare.

The bottom of the crater is covered with downed trees and undergrowth, now all burned from the explosion of where the meteor hit the island. Further out, toward the center of the crater lake, it appears that most of the trees are gone, providing a much clearer view of the ground. There are a few small fish swimming about here and there, and Guy keeps his eyes out for anything larger, but he does not spy anything.... yet....

Up above, the sun shines down hotly on the crater and surrounding area. Fortunately, the wind is cool. Nothing else moves in the blast radius of the crater besides the occasional bird.

The ever-present plume of smoke can be seen rising over the trees to the south and east, much closer now than it was from the docks or Witchlight.

Guy: Guy uses the Search skill. ||

Guy spends about half an hour under the surface of the lake, searching more toward the center of the lake.

Meanwhile... as everyone waits for Guy...

Aethel: Aethel uses the Per skill. ||

Aragon: Aragon uses the Per skill. ||

Bodi: Bodi uses the Per skill. ||

Paal: Paal uses the Per skill. ||

Snargash: Snargash uses the Per skill. ||

Some movement is spotted along the treeline about 1000' to the west of your current location.

It is hard to tell what is it, but several people noticed what looked like figures moving among the trees.

Guy: Guy uses the Search skill. ||

Guy notices what looks like a distinct hole in the floor of the crater, nestled right between 2 downed trees.

* Guy will cautiously approach the hole and take a closer look at it.

* Aragon moves closer, trying to get a better view. "Who goes there?"

It is difficult to see down in the hole as Guy's approach stirs up a bit of dirt and mud from the bottom. The hole is about half a foot across and seems to bore down at an angle. The sides of the hole are smooth.

Paal: Paal moves to a covered position and begins evaluating the movement of the figures

* Guy will crouch near the edge of the hole for a couple of minutes to give the dirt and mud a chance to settle.

Guy lets the water settle, but then realizes that the angle of the hole is too much to allow any sunlight to penetrate it. It is too dark to see more than about a foot in.

Guy: Guy uses the Per skill. ||

Straining his eyes and putting his face quite close to the hole Guy thinks he can see something at the bottom of the hole, possibly a rock or maybe even a chunk of skymetal.

Meanwhile, back on the surface, no more movement in the trees is spotted.

* Guy will mentally note the location and presence of the hole and will carry on and try to find something a bit more accessible.

* Guy attempts to pull at what he sees psionically.

Guy: Guy uses the TKGrab skill.

||Skill level: 16 Total Modifiers: 0 Dice roll: 15 vs 16, and Success by 1. ||

After several moments of struggling psionically to drag the object out, Guy finds that he has a hold of a 3lb piece of the greenish - crystal sky metal!

* Guy will spend a few moments admiring the chunk.

Guy comes back up and waves the largish piece of skymetal around.

Bodi: Bodi pulls out his flute and starts doing a happy dance when Guy appears with the stone

It is getting later in the afternoon, and Guy has spent considerably more time searching down in the bottom of the lake but not found any more chunks of skymetal, though he has found several similar holes in the bottom, possibly leading to more chunks, though they must be deeper down, as he can't see them.

Guy: Clearly there is more of this stuff down there, but it seems we don't have a good way to search for it.

Far on the other side of the crater, several figures wander out of the tree line. It is hard to see them from this distance, (almost a mile) but they appear to be making their way over the broken trees in your general direction.

There appear to be 5 or 6 figures approaching.

* Bodi puts the flute away, and tries to act casual, but is really being aware and ready for action

Paal: Paal uses the stealth skill.

||Skill level: 14 Total Modifiers: 0 Dice roll: 8 vs 14, and Success by 6. ||

Guy: Guy uses the Per skill. ||

Aragon: Aragon uses the Per skill. ||

Snargash: Snargash uses the Per skill. ||

Bodi: Bodi uses the Per skill. ||

Guy seems to think they look to be lurching around as they clamber over the broken landscape of the blast crater. They resemble the zombies that were fought at the top of the hill at Witchlight.

Snargash seems to think they look to be lurching around as they clamber over the broken landscape of the blast crater. They resemble the zombies that were fought at the top of the hill at Witchlight.

Aethel: Aethel uses the Per skill. ||

Paal: Paal uses the Per skill. ||

Guy: I think they might look like a bunch of zombies.

Snargash: They're not walking quite right

Bodi: could be drunks

Paal: If they are walking slowly and far away, we may be able to set up a trap for them

Bodi: like a pit?

At the speed they are moving, climbing over the downed trees, and the route they will have to take coming around the crater lake, it could take them upwards of 30 minutes to make it to your current location.

Paal: I was thinking more like a sprung log

Bodi: oh okay

Bodi: we could do that ourselves

Paal: Paal uses the traps skill.

||Skill level: 11 Total Modifiers: 1 Dice roll: 11 vs 12, and Success by 1.

Paal has 2 Plot Points remaining. ||

Paal: Paal uses the Traps skill.

||Skill level: 11 Total Modifiers: 1 Dice roll: 9 vs 12, and Success by 3.

Paal has 0 Plot Points remaining. ||

Snargash: Mr. Guy, would you happen to have that flask of alchemical fire with you this afternoon?

Paal gathers up some broken off branches and starts wedging them in between some larger trees, pulling them back and lashing them down.

Guy: What alchemical fire?

Snargash: The flaks I give you along with the sleeping gas after exploring the tunnels below the casino

Guy: Probably then -- I hadn't exactly had much call for them

Snargash: True so far - but it might be just the thing for a bunch of zombies. . .

* Bodi lends Paal a hand in creating the trap

Several more of the lurching figures come out of the tree line, this time much closer, near to where the figures were spotted earlier. They are still about 1000 feet away while the first group is still over a half mile.

Snargash: hmm - it's starting to get a little crowded

Guy: I could just float over them and fling rocks at them from out of reach.

The new group of about 5 are definitely moving toward you. And at from this closer distance it is obvious they are zombies similar to the ones encountered at the top of the hill.

Paal: If they are vulnerable to or afraid of fire now might be a good time to build one

Bodi: son of a reefclaw!

Aragon: Looks like you have time - I'll watch them while you do.

Bodi: I hate these ogre blowin things

Guy: I don't know, they could be so much worse than they are.

* Paal starts gathering together enough wood for a fire and hastily clears a space

Paal: Let me know when they get to about 250 yards

Paal: Paal uses the survivalforest skill.

||Skill level: 12 Total Modifiers: 0 Dice roll: 13 vs 12, and Failed by -1. ||

Bodi: maybe we can move some wood to make a small wall and then set it on fire if needed

The zombies continue to lumber closer. Now a third group has entered the area, this one about halfway around the clearing. (2000 ft away). This third group has about 7 zombies in it.

Paal tries to light a fire, but the wood proves to be just damp enough to not light.

Snargash: This is starting to look like a lot more than we want to fight. . .

Aragon: Options?

Aragon: Pick one group and fight through, away from the others?

Bodi: any chance zombies from the bloods want to fight the zombie from the crips?

Bodi: maybe we be leaving now?

Bodi: or build a raft?

Paal: I'm fine with that

Snargash: I think that's a good idea - the first option

Bodi: anybody have any oil?

Bodi: oilio for my bunghole?

Bodi: 3 groups of zombies.....we could try to fight it out, or lure them into a trap, or run the fuck away

Paal: My traps won't handle that many

Bodi: think they can swim?

The first group that appeared on the other side of the crater has given it a wide berth in their route toward you.

Aragon: I am up for a fight, of course.

Bodi: Hmm.....I bet you 5 gold we could make them fight each other

Bodi: wait....

Bodi: we have lots of wood

Bodi: can we hallow out some to make buckets?

Bodi: well you are all like nature fucking wizards, do something

Bodi: You sure as hell can't cast fireballs

Bodi: maybe we just stand in the water.

Guy: Works for me

Snargash: I'm not sure that the water will affect them the way it does the things that truned them into zombies

Paal: Nor am I, it was just a consideration

Snargash: If we could test that in advance - Mr GUy - could you deliver a face-full of water to one from this distance?

* Bodi starts scrounging around for a busted up log that could serve as a makeshift bucket

Guy: Perhaps -- I haven't tried picking up water before, so I don't know how well it would work.

Bodi: Bodi uses the Scrounging skill. ||

Bodi finds a hollow of wood that could hold about a gallon or two of water.

Snargash: As slowly as they move we may be able to lead them into a series of hasty traps - I'm guessing that they're mindless enough to fall for the same trick twice- or half a dozen times

Bodi: me fills up the hollowed log a while

The closest group should be near the group at the edge of the water in about 5 minutes.

Aethel: OK, I'm going to see if our salt water weakness idea pans out.

Snargash: I take my jingasa off -

Snargash: Mr. Aethel - if you're going to levitate, this should hold enough water to test the theory

Bodi: Aethel and Bodi discuss the options of flying via magic and dumping the "bucket" of water over the zombies.

Aethel: OK, get your water... bucket ready, then I'll cast flight on you, and you need to fly over and dump water on one of them to see if it's effective. ... ready?

Bodi: sure thing!

Aethel: Aethel casts the Flight spell on Bodi.

||Skill level: 15 Total Modifiers: 0 Dice roll: 16 vs 15, and Failed by -1.

Aethel now has 4 of 8 Energy Reserves. ||

Aethel: Aethel casts the Flight spell on Bodi.

||Skill level: 15 Total Modifiers: 0 Dice roll: 16 vs 15, and Failed by -1.

Aethel now has 3 of 8 Energy Reserves. ||

Bodi: Up,, up ,and.....um...

Bodi: Up Up and awaaaaait?

Bodi: what?

The zombies continue approaching

Bodi: how about a hover spell?

Aethel: the star metal is messing with me.. one more try

Bodi: maybe super-tippy-toes?

Aethel: Aethel casts the Flight spell on Bodi.

||Skill level: 15 Total Modifiers: 0 Dice roll: 13 vs 15, and Success by 2.

Aethel now has 2 of 8 Energy Reserves. ||

Aethel: there- GO

Bodi: You have actually cast this spell before, right?

Bodi: Oh, woo....there we go

* Paal starts lining up a shot on the nearest shambler

Suddenly Bodi gains the ability to fly!

* Aethel flies along nearby / above Bodi in case he needs any help

* Bodi takes to the skies and resists the ability to do a loop

* Bodi flies out to where the closest batch of zombies are, about 15 feet over head and spills out his bucket over their heads.....and taunts them....

Bodi: "hey ugly! Look here!"

Snargash: I'm watching. . .

Bodi: Bodi uses the DX skill.

||Skill level: 13 Total Modifiers: 2 Dice roll: 9 vs 15, and Success by 6. ||

The zombies look up at Bodi, reaching up toward him, mouths open, long purple tongues wagging.

Bodi: Have a drink on the house!

Bodi: we call this one the star-metal-slammer

The water hits one of the zombies right in the face. Almost immediately, it falls to the ground, a high pitched screeching sound coming from it with visible smoke coming out of its mouth.

Bodi: Oooohhh, That's a bingo!

The other zombies in the group jump back from it, but continue on their path toward the group.

Snargash: Yesss, I sense much butt-hurt in that one

Bodi: laughing aloud, Bodi flies back to his friends

Paal: Huzzah! Lets start moving into the shallows and zap these guys with the water of zombie death

Bodi: returning to his friends, bodi lands and reloads

Bodi: here in the crater are no reefclaws.....

Snargash: Wait - use my cloak - between you and Mr Aethel together you can carry a *lot* of water!

Bodi: Hmmmm.....can any of you do somethig about holding logs together? I could make us a raft to fight from

Snargash: I take off my sharkskin cloak and hand it to him

* Paal wades out a bit until the water is about knee deep

Bodi: no, something faster, like magical?

Bodi: My sky metal....come and get some

Aethel: I can shape wood, but it's expensive if the wood is already dead

* Bodi backs up knee deep and loads the bucket

Bodi: shit man, make a bucket for everyone!

Bodi: That's what I was freakin' asking you to do in the first place!

Bodi: Mother *&(&())*(&)*^&^& Nature Magic!

* Guy will wait until the zombies have nearly arrived then floati up over their heads, prepared to rain stones down on them.

Snargash: in the mean time I tuck my staff through the back of my harness and prepare to use my helmet to fling water

* Aragon backs into the shallows with the rest of the team.

Snargash: Mr Bodi, Mr Aethel - would you like to melt a bunch of them at once?

Bodi: sure!

Snargash: I hold out my cloak

Aethel: OK, I'm going to shape plant here... lets get some logs into the lake in case we need to float across or something

* Paal slings his bow and starts dragging a few logs into the shallows, so they can float out into the lake.

* Bodi starts yelling at hte zombies...."boogie boogie woogie! woogie woogie!"

Snargash: If each of you takes 2 corners of this, stretch it open a bit in the water together you can carry enough

Bodi: woot

Aethel: Aethel casts the ShapePlant spell on zombie 54.

||Skill level: 16 Total Modifiers: -1 Dice roll: 3 vs 15, and CRITICALLY SUCCEEDED by 12.

Aethel now has 11 Fatigue. ||

* Aethel shapes several buckets from a nearby tree

Bodi: Buckets for everyone!

Bodi: Oh yeah, now he remebers that he could make the raft now

The zombies are about 30 seconds from being in combat range.

Bodi: Bodi uses the ST skill.

||Skill level: 13 Total Modifiers: 0 Dice roll: 4 vs 13, and CRITICALLY SUCCEEDED by 9. ||

* Aethel uses his magic to shape the floating logs together to secure them into a raft

Paal: Paal uses the ST skill.

||Skill level: 11 Total Modifiers: 0 Dice roll: 13 vs 11, and Failed by -2. ||

* Bodi 's impetus, fired up from flying and his success vs. the zombies has him hauling trees in each hand

Paal: Who put rocks in this tree?

* Aragon has Zenith and Nadir at the ready, in case the water works fail.

Bodi: don't suppose you can shape a ball of water for me to throw can you?

Eventually the first group of zombies arrive at the waters edge and everyone begins throwing water on them.

Bodi: Bodi uses the DX skill.

||Skill level: 13 Total Modifiers: 0 Dice roll: 8 vs 13, and Success by 5. ||

The zombies come up to the water, and some of them even step into the water, but they do not wade too far into the water.

Guy: Guy uses the ST skill.

||Skill level: 8 Total Modifiers: 0 Dice roll: 10 vs 8, and Failed by -2. ||

Snargash: Snargash uses the DX skill.

||Skill level: 10 Total Modifiers: 0 Dice roll: 9 vs 10, and Success by 1. ||

Bodi: Bodi throws the water into the zombies

Bodi splashes one in the face and it falls, splashing face first into the water. It begins thrashing around, then stops moving.

Bodi: Ha ha, yup the star-metal slammer

Snargash flings water, splashing off its chest. The zombie pulls back, but continues flailing its arms, reaching out toward those out of reach.

Paal flings water at the creature and it splashes off, not affecting the creature.

Paal: Paal uses the ST skill.

||Skill level: 11 Total Modifiers: 2 Dice roll: 8 vs 13, and Success by 5. ||

* Bodi reloads his bucket and throws the bucket into more zombies

Bodi: Bodi uses the DX skill.

||Skill level: 13 Total Modifiers: 2 Dice roll: 7 vs 15, and Success by 8. ||

Bodi: (in a gargling voice)...."Thirsty.....????? Have some more!

Paal: Paal uses the DX skill.

||Skill level: 13 Total Modifiers: 2 Dice roll: 6 vs 15, and Success by 9. ||

Paal hits one square in the face and it too goes down into the water.

Bodi hits another one and it too goes down.

Guy: Guy uses the DX skill.

||Skill level: 11 Total Modifiers: 0 Dice roll: 13 vs 11, and Failed by -2. ||

Finally, the last zombie of this group goes down.

Snargash: Hey - is anyone carrying any rope?

Bodi: woot!

Bodi: I think I have some in my pack

It appears that hitting them in the face with the water is the key.

Snargash: We can play ring-around-the-rosy with the next batch and just drag them all into the lake

The zombies fall into the water and then lay there, not moving.

Aragon: So, they are like the lion creatures, then? Lucky we're on an island...

Snargash: Actually, just stretch it out on the ground along the shore line and once they step past it, grab the ends and pull!

Bodi: I wonder if they have any coin or them, or perhaps even chunks of star metal?

* Bodi looks at how they are dressed....with zombies down, attempts to find branch or stick to turn one over

They are dressed in clothes, though dirty and tattered.

Bodi: Bodi uses the IQ skill.

||Skill level: 12 Total Modifiers: 0 Dice roll: 14 vs 12, and Failed by -2. ||

Bodi turns one over and sees that the bottom part of the jaw is missing and the gaping mouth is wide and empty, revealing a partially hollowed out skull.

The zombie's clothes appear to be relatively intact and somewhat new, though very dirty and worn.

The next group is approaching.

* Paal readies his bucket

Aethel:

Aethel is refreshed after 10 minutes of rest. ((Aethel's FP is now 12 of 14.))

Aragon:

Aragon is refreshed after 10 minutes of rest. ((Aragon's FP is now 12 of 13.))

Bodi:

Bodi is refreshed after 10 minutes of rest. ((Bodi's FP is now 12 of 12.))

Guy:

Guy is refreshed after 10 minutes of rest. ((Guy's FP is now 16 of 16.))

Paal:

Paal is refreshed after 10 minutes of rest. ((Paal's FP is now 10 of 11.))

Snargash:

Snargash is refreshed after 10 minutes of rest. ((Snargash's FP is now 13 of 13.))

* Bodi drops his stick and reload his bucket

Snargash: Mr. Bodi - would you hand me the rope please?

Bodi: Now? you're a little late aren't ya?

Paal: Paal uses the DX skill.

||Skill level: 13 Total Modifiers: -1 Dice roll: 6 vs 12, and Success by 6. ||

Bodi: Bodi uses the DX skill.

||Skill level: 13 Total Modifiers: 2 Dice roll: 12 vs 15, and Success by 3. ||

Guy: Guy uses the DX skill.

||Skill level: 11 Total Modifiers: -1 Dice roll: 13 vs 10, and Failed by -3. ||

Paal starts it off by splashing one in the face, as does Bodi.

Aethel: Aethel casts the ClimbingSpell spell on zombie 54.

||Skill level: 16 Total Modifiers: 0 Dice roll: 12 vs 16, and Success by 4.

Aethel now has 12 Fatigue. ||

Bodi: Bodi uses the ST skill.

||Skill level: 13 Total Modifiers: 2 Dice roll: 15 vs 15, and Success by 0. ||

* Aethel casts a spell and a snake of water floats up out of the water, and circles around a nearby zombie, squeezing in on it's head...

Using a combination of magic, thrown water and rope traps, the zombies are all disposed of in short order.

Bodi: Bodi uses the DX skill.

||Skill level: 13 Total Modifiers: 2 Dice roll: 7 vs 15, and Success by 8. ||

The third group approaches, and they too are disposed of with not problems. Apparently water to the face kills the strange zombies.

It is now getting late in the afternoon and the trek back to the camp could take up the remaining daylight.

Bodi: If we're convinced they are dead and pulled into the water, I want to check if any have coins, jewelry or even small chunks of star metal on them

Paal: Let me help you with that

Bodi: Bodi uses the Search skill. ||

Paal: Paal uses the Per skill. ||

None of the zombies appear to be carrying anything interesting or valuable.

Snargash: I coil the rope loosely and sling it across my chest like a bandoleer - it's going to have to get laid out at camp to dry before stowing it away once more

* Guy rolls: 3d6 vs 13 Nav (Land) => 7

Paal: Paal uses the hiking skill.

||Skill level: 11 Total Modifiers: 0 Dice roll: 11 vs 11, and Success by 0. ||

Guy: Guy uses the Hiking skill.

||Skill level: 10 Total Modifiers: -1 Dice roll: 11 vs 9, and Failed by -2. ||

Bodi: Bodi uses the Hiking skill.

||Skill level: 10 Total Modifiers: 0 Dice roll: 9 vs 10, and Success by 1.

Bodi has 0 Plot Points remaining. ||

Snargash: Snargash uses the Hiking skill.

||Skill level: 10 Total Modifiers: -1 Dice roll: 13 vs 9, and Failed by -4. ||

The hike back is hard on Guy and Snargash, but the group makes it back just before nightfall. Samaritha and Harik are glad to see you return.

Samaritha Beldusk: I think some of those creatures came around while you were gone, but they did not approach too closely to the mystic mist protecting the campsite. Thank you for that!

Snargash: How's our patient doing this evening?

Bodi: Hey Doll.....how about some sugar baby?

Aragon: Aragon uses the Hiking skill.

||Skill level: 10 Total Modifiers: -1 Dice roll: 8 vs 9, and Success by 1. ||

Harik is doing much better today, seems to be on the mend.

Bodi: Glad to hear that he's doing better

Snargash: Good.

Snargash: Hang rope from tree limbs to dry

Aragon: sounds good

Bodi seems to think that the wounded Cyphermage is faking it to get all of Samaritha's attention.

----- Session End ----- Dark Paths of Riddleport #28 ----- 130414 -----