

Session 23 Chat Log

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The dark Elf lays at your feet, no longer bleeding thanks to Snargash's magic, but she is still unconscious.

Aragon: So, can we go now?

Guy: Sounds good to me.

The magical ring of daylight still shines brightly in the middle of the room, illuminating the rising edge of the Cyphergate as it cuts through the edge of the room.

In the far eastern corner, several shovels, some picks and a wheelbarrow sit, the wall around the Cyphergate showing signs of recent excavation.

Aethel: Well, if we're not disposing of her, best keep her from causing mischief
A table nearby holds several stoneworking tools and a thin book.

Bodi: Did you really have to damage her that badly? Shame.

* Guy will wander over and look over the book and other stuff as the others decide what to do with the dark elf.

Aragon: Sorry - I'll try to be less effective next time.

* Aragon sits down and rests.

* Bodi will look around the corner for anything interesting

* Aethel examines the dark elf while she lays unconscious. He looks as though he's expecting her to sprout dangerous appendages...

On the table are some woodworking tools. A small black velvet pouch holds what appears to be a very fine bright silver chisel.

Bodi: oooh, this looks interesting...

There are some small chips of a dark and heavy stone laying on the table as well.

The book appears to be some sort of journal, though it is written in a language that Guy cannot read.

Aethel:

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

Aragon:

Aragon is refreshed after 10 minutes of rest. ((Aragon's FP is now 4 of 13.))

Snargash:

Snargash is refreshed after 10 minutes of rest. ((Snargash's FP is now 3 of 13.))

Guy: Shame on her, writing in a strange language.

Aethel: I think Kwava may want to interrogate her. Once we have moved her somewhere safer I can make sure she isn't a problem until we're ready to interrogate.

Bodi: What the hell.....she's a

Bodi: dark elf?

Aethel: Yes. We thought they were a myth. Apparently not.

Bodi: not only are they not supposed to exist.....but this close to us?

Aragon: Okay, so since we don't want to drag her ass through the streets, why don't most

of us go back the way we came with her, and maybe one or two go up the ladder so that we know where this back door to our basement comes out?

* Guy will ignore the discussion about dark elves and instead pull the silver chisel out of its bag and try chipping the table with it.

Bodi: That may be our best bet

The heavy chisel makes a dent in the table, like any chisel would.

* Aethel notices the goings on across the room

* Aethel wanders over to inspect the bench

Bodi: She was climbing up, right? How about a peek to see where that leads to?

* Guy calls back to those around the elf, "If you want the legless elf, you can carry her."

Bodi:

Bodi is refreshed after 10 minutes of rest. ((Bodi's FP is now 7 of 12.))

Guy:

Guy is refreshed after 10 minutes of rest. ((Guy's FP is now 6 of 16.))

* Bodi attempts to quietly climb the ladder

Snargash: We really should get her back the Goblin and Kwava in case she *is*, or at least is connected to his quarry

Aethel: Oh, I'm fairly certain this was Kwava's quarry

* Aethel has a look at the journal

Bodi climbs the ladder. It goes up about 30 feet and ends in a very narrow fissure in the rock with an even narrower ledge.

About 5 feet to the right, another ladder ascends up into the darkness.

* Bodi stops to listen

Snargash: Then it will be a fair exchange of help for all he has helped us.

Aethel: I would rather not speak of plans in her presence. Just in case she's faking it.

* Bodi calls down quietly. ..."we should bathe her to make sure its not a trick...like she is covered in ink or something.."

* Aragon stands. "So, I'm going back to the GG. Snargash, since you wanted her, you get to carry her." And he starts walking back.

* Guy turns to consider the visible bit of the Cyphergate -- does it have any resemblance to the chips of stone on the table?

Snargash: *chuckling* He's getting better at least in coming up with plausible reasons for his lecherousness

* Bodi climbs slowly and quietly up the next ladder

Guy: Guy uses the Per skill. ||

Guy examines the exposed edge of the Cyphergate.

Aethel: Snargash - make sure she is fully secured, if the legends are correct, she'll be crafty and slippery, even... missing her legs I would think.

Snargash: I call out to Aragon, "Okay, but it's a two-man carry; you grab her legs. . .

He sees several places where some chips have been broken off, which is strange, because, from everything everyone knows, the Cyphergate has been impervious to all attempts to even mar its surface.

Meanwhile, up above... after a few more minutes of climbing...

Bodi: Bodi uses the Climbing skill.

||Skill level: 14 Total Modifiers: -1 Dice roll: 11 vs 13, and Success by 2. ||

Bodi makes it to the top of the ladder and there is what appears to be a wooden floor with a trap door above him.

Aethel: Aethel casts the BodyofAir spell on Daylight Ring!.

||Skill level: 16 Total Modifiers: 0 Dice roll: 9 vs 16, and Success by 7.

Aethel now has 7 Fatigue. ||

* Guy will try using the chisel and a mallet on the cyphergate; surely there must be some reason for such a unusual tool in this particular location.

Aethel: WAIT

* Bodi quietly listens, looks, peeks around to see any light or peer through cracks

Aethel: STOP

* Aethel moves to stop Guy

Snargash:

Snargash is refreshed after 10 minutes of rest. ((Snargash's FP is now 4 of 13.))

Snargash: Good idea - though if she want's to ever get her legs reattached she'll have to make sure that I'm in a suitable condition to do so.

Aethel: Are you insane? If that works, it is likely the cause of all the magical mayhem the past few days

Aethel: or weeks, or however long it has gone on

Guy: But just think how valuable the tool would be if it works?

* Aethel looks at Guy like he has two heads

Aethel: you would be dead inside the hour if it was known

Aethel: and that 's not a threat from me.

Snargash: Wait, the Cypher gate is out over the harbor =entrance, how can part of it be here?

Aethel: perhaps it's not a perfect circle as everyone surmises?

Aethel: I think we may need to follow that ladder to determine where we are

Bodi cannot hear or see anything from under the trap door.

Snargash: I shrug "perhaps, but that's some pretty bizarre distortion if so. I'd like to know just where we are under

* Bodi will attempt to open it partially and quietly

Aethel: we can come back. Lets ensure the evil one is properly restrained in the goblin first.

Aethel: wait, where did Bodi go?

* Aethel looks around, then up the ladder

Snargash: If that *is the Cyphergate then there's a strange displacement occurring at, or slightly below the surface of the ground - this place and that place are the same place even though, according to any *normal* map they're miles apart.

* Aethel flies up to catch up to Bodi

Bodi: Bodi uses the ST skill.

||Skill level: 13 Total Modifiers: 0 Dice roll: 6 vs 13, and Success by 7. ||

* Guy will tuck the chisel back into its bag and pocket it and the unreadable book for future investigation, then go levitate up along next to the ladder.

Aethel and Guy (more slowly) follow Bodi up the ladder, Snargash remains below with the Drow and Aragon has wandered off, headed back toward the Gold Goblin.

Bodi pushes the trapdoor open and finds himself inside a small wooden shack, no more than about 5x7 feet. There are jumbles of broken lumber and trash all about the place. Daylight can be seen coming in through a boarded up, open window. There is one door leading out, several boards have been propped up against its knob.

* Bodi will try to peer around to see if I can recognize any landmarks

Bodi thinks he is in Riddleport, but not an area he is familiar with.

* Bodi sticks his head down the hole and calls down to his friends

Bodi can smell the salty smell of the sea though.

Bodi: "Hey, this thing leads to a shack on the surface"

Just then Aethel pops out of the hole, floating up in his Body of Air.

Guy can be seen floating up from below as well.

Aethel: This was rather foolish to venture off on your own

* Aethel looks around to determine where they are

Snargash: I try to work out a functional carry with no legs to work with (rules out fireman's carry)

Snargash: then set of for the Goblin

Bodi: I didn't venture off....I was right above ya

Aethel looks out and sees a bit of a street. Not being familiar enough with Riddleport, he only assumes that he is still in that port city.

Aethel: We should head back, we can determine where this is later

Bodi: let me see if I can crack open the door and get a peek....or better yet...its most likely locked and maybe even trapped or alarmed.

* Guy will boldly walk out of the shed and start to figure out where he is when he gets to the top of the ladder.

Bodi: hang on.

Guy exits the little shed and looks around. They are on the other side of the harbor, still in Riddleport, but just across the way. The Cyphergate rises up out of the ground directly behind the little shack.

Aragon: When Aragon arrives back at the casino, he immediately searches out Kwava. "There's something you gotta see."

Aragon continues to plod his way through the dark and damp caverns, all alone.

Aethel: OK, I'm headed back.

Bodi: interesting....okay, i'm heading back, but going underground

* Aethel heads back down, keeping pace with Bodi as he climbs back down

Bodi: Bodi uses the Climbing skill.

||Skill level: 14 Total Modifiers: -1 Dice roll: 9 vs 13, and Success by 4. ||

* Guy "Yes, I think the underground route would be best." He makes sure to reblock the door behind him once everyone is on their way back.

When the others make it back down, they find Snargash beginning to push the legless Drow out

of the chamber in a wheelbarrow.

* Guy will give Snargash a friendly nod when he walks past.

Pushing the wheelbarrow, and having to haul it and the Drow up several impassable areas, takes the group nearly 2 hours to get back to the Gold Goblin. Aragon is already back

Bodi: that was too much like work

Aragon arrives back at the Goblin after about an hours walk.

Kwava: What did you find, friend Aragon?

Snargash: Could you mind carrying them Mr. Bodi? You can just through one over each shoulder and let your imagination do the rest. We'll be home before you know it

Aragon: "Before I answer that, is there anything else you can think of that you might know that we maybe should have known about your quarry?"

Bodi: well, at least I can say I've been between a drow maidens legs....

Snargash: That's what I'm talking about - get into the spirit of things!

Kwava: I was sent to track a renegade Elf. I did not specifically know my quarry, which is what made it so hard to track down.

Aragon: "Ah, so, by 'renegade' do you mean one with white eyes and blue-black skin?"

Kwava: That sounds like no Elf I have heard of.

Aragon: Then you are in for a surprise, my friend. I think we have captured a Drow.

* Kwava laughs for a moment.

Kwava: You jest.

Aragon: Yeah, because I'm always so funny.

Kwava: Good point.

Kwava: Drow. They are not real.

Kwava: Bedtime stories to frighten young Elves to keep them from wandering out of the Forest and into the world.

Aragon: It may take them a while, but Snargash is bringing her along. He chose to keep her alive, I guess so you could question her.

Kwava: Surely you must be mistaken. Not a Drow. Something else.

* Kwava shudders.

Aragon: I have seen something that would lead me to think differently. I hope you are right, though.

Kwava: They are bringing the Drow here? What else did you find down there?

Kwava: I must see this Drow. This is strange but interesting news you bring.

Aragon: Troglodytes, strange runes, some weird aquatic creatures.

Aragon: So, anyway, they're on their way. I'm going up to the kitchen for lunch. You gonna wait here?

Kwava follows Aragon to the kitchen to hear more of what happened down below.

Eventually the rest of the group makes it back to the Goblin. The Drow is still unconscious.

* Guy will levitate himself up and leave the body for everyone else to deal with.

Bodi: If I have to I could carry her up

Guy arrives back at the Goblin and finds Aragon, Shayla and Kwava talking in the kitchen.

Guy: Hello all; the others are just trying to get the dark elf up the ladder. I'm sure they'll be along in a few minutes.

* Aethel we can tie a rope around her and save some FP

Bodi: yes,I got rope

Bodi: Bodi uses the KnotTying skill. ||

Snargash: Of course you do Mr. Bodi.Ihave absolute faith in your ability to ties her up with it or suspend here from it

* Bodi starts to take out some rope and tie a makeshift harness around the drow female.

Bodi: Shayla was better at knots than me

Bodi: (wink)

The Drow is tied up and she is hauled up from above. About halfway up, the knot gives way and she falls back down, bouncing off the side and landing in the pool of water at the bottom.

Bodi: see what I mean?

Bodi: dammit!

* Bodi goes to retrieve her

The rope is lowered back down.

Bodi: I'll just carry her up

Bodi: use the rope to take some of the load off of me

Bodi: If i'm careful, we can use the rope to take up most of her weight and I can climb underneath and guide her up

Aethel: ... ok then

* Aethel watches

Bodi: Bodi uses the Climbing skill.

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

Bodi has 0 Plot Points remaining. ||

Bodi, frustrated with his knot tying skills, decides to carry the legless Drow up the ladder. Everyone is now back up safely in the Goblin.

Bodi: remind me to go back down to the docks and brush up on my knots

Bodi: let's check this gal out and make sure I didn't kill her

Kwava stares slack jawed at the body of the Drow. He tries several times to speak, but is stunned speechless.

Bodi: just wait there you slack-jawwed maggot.....we gotta give her a bath first, make sure this isn't shoe polish or something

Aethel: Yes, this one may have something to do with your renegade...

Shayla looks at the Drow and smirks. Drow, so what. How bad can they be? You should meet some of MY distant relations.

Bodi: i'm just curious if she's pink on the inside....

* Shayla walks off. "Im going to do a perimeter check. Call me if something exciting happens."

Aragon: (in Elvish, to Kwava) From your reaction I take it you don't think I was mistaken.

Kwava: (in Elvish) She does look like a Drow. She is definitely Elvish.

Kwava: She needs to be tied up very good. I must contact my superiors as soon as possible.

Kwava: This is not what I was expecting at all, though I can't imagine we have the 'wrong' renegade Elf. It seems I was not told the whole story of my mission.

After a few minutes, Shayla comes back.

Bodi: Shayla is better at Knots

Aragon: Yea, that sounds like a plan. Let's get her up to one of the rooms upstairs. Maybe you and Bodi can check each other's knots.

Bodi: we should confine her....my bedroom would be suitable

Bodi takes the Drow upstairs and binds her.

Shayla: Hey guys, theres something goin on outside. Come on.

Aethel: not without someone guarding this one

Bodi: I'll volunteer

Aethel also goes up to watch after the Drow.

Aragon: Okay, I'll go with you, Shayla!

Once outside, you see several groups of people gathered in the street nearby. They are all talking loudly, some of them arguing.

* Guy follow along and take a look as well.

There seems to be many different gathered groups of people all over the place, all talking about the same thing. Some of them are pointing to the sky.

It appears that the strange floating blot is gone.

Most of the Riddleport citizens are arguing about exactly when it disappeared and who actually 'saw' it disappear.

Guy: Well, this is an interesting development.

Just then, in the slightly darkening early evening sky, a bright flash lights up nearly the entire sky and a dull boom fills the air.

The air seems to be electric, everyones hair is frizzy and their skin feels tingly.

* Guy will go stand in the main door of the Goblin and watch from there

A man calls out, "Look, there, in the sky! Coming from the north! What is it?"

* Aragon looks north, too.

A lengthening streak of bright light can be seen stretching across the northern sky. It looks to be a falling star, but it seems to be heading directly for Riddleport!

Shouts and screams begin to go up nearby and people, in a panic, begin running. Cries of the end of the world and impending fiery doom fill the streets.

Instead of burning out, like most shooting stars do, this one grows brighter and larger, arcing across the northern sky, hurtling directly toward the City of Cyphers.

Guy: Well guys, be sure to tell me how this goes.

* Guy will head back down to the basement.

* Aragon continues to eat his sandwich.

Kwava seems unnerved by the falling star, but seeing Aragon and Aethel stand their ground, he stays.

Panic rises in the nearby streets as the falling star looms closer and closer, then at seemingly the last moment, it shoots out past the city, trailing behind it a smoky scar across the sky. The sound of thunder fills the sky as it passes.

Aragon: "That can't be good."

Bodi: the sky is falling!

All heads in Riddleport turn and watch it fly past, out over the ocean to the south, its reflection lighting up the sky above and the waves below.

Bodi: hmmm...i could take advantage of this.....find some ladies and tell them the end is here unless we make holy love

It flies to the south, dropping past the horizon for a moment before the sky lights up again, this time with what must be a huge explosion, somewhere out to sea.

Aragon: "I think we're gonna need a boat..."

Snargash: Well Mr. Bodi, I hope you at least stay up longer than whatever that as
The early evening sky lights up like it was midday with a strange light.

Bodi: that explains the hole in the sky, now there will be more. the heavens are falling
Many of the folk from the crowded streets have migrated toward the docks to the south, following the shooting star. Shouts and cheers of salvation begin to go up around Riddleport. Several moments later, a tremendous explosion rolls through Riddleport as a powerful earth tremor strikes.

Bodi: Bodi uses the DX skill.

||Skill level: 13 Total Modifiers: -2 Dice roll: 8 vs 11, and Success by 3. ||

Guy: Guy uses the DX skill.

||Skill level: 11 Total Modifiers: -2 Dice roll: 14 vs 9, and Failed by -5. ||

Aragon: Aragon uses the DX skill.

||Skill level: 14 Total Modifiers: 4 Dice roll: 7 vs 18, and Success by 11. ||

Shayla: Shayla uses the DX skill.

||Skill level: 14 Total Modifiers: -2 Dice roll: 10 vs 12, and Success by 2. ||

Snargash: Snargash uses the DX skill.

||Skill level: 10 Total Modifiers: -2 Dice roll: 6 vs 8, and Success by 2. ||

Bodi: whoah! what the hell is that....

Aethel: Aethel uses the DX skill.

||Skill level: 10 Total Modifiers: 4 Dice roll: 12 vs 14, and Success by 2. ||

Bodi and Aethel both watch from an upstairs window.

* Guy is glad that no one was there to see him fall over.

Guy is thrown from his feet and falls to the ground. Guy can hear things falling off shelves up above in the kitchen.

The tremor continues for several minutes, though not as intense as it was when it first struck, then an angry orange ball of fire rises into the sky on the horizon over the sea, spreading in an ominous mushroom-shaped cloud.

Bodi yells out the window to Shayla...well the end is here....how about we go out with a bang?

* Aragon looks at the horizon soberly. He quotes the Elvish texts "Now I am become Death, the destroyer of worlds."

Bodi: damn. I better find Shayla.

By this time, much of Riddleport has gathered at the wharves and southern points of town for a better view of the distant holocaust.

Bodi: Aethel....should we stay with our prisoner or check it out?

A few minutes later, the water of Riddleport Bay suddenly retreats into a bizarre and sudden low tide, revealing several sunken wrecks and flopping fish and more than a few stranded sharks and even a large Bunyip can be seen way out at the edge of the harbor.

Snargash: OOOHHhhhh (shaking head) there's going to be another great big wave from that - and they're all running toward it!

Snargash: (sigh) We've done this dance before.

Snargash: Snargash uses the IQ skill.

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

From your vantage point at the front of the Goblin, you can see several handfuls of not so bright souls jumping down off the docks and slogging through the mud at the bottom of the harbor, going after all manner of salvage.

Snargash: So, do we try to warn them or just get ready to pick up the pieces. I'm going to need lots of bandages. . .

Loud cheers and laughs are now coming from the docks as a group of sailors go after a beached jigsaw shark.

* Aragon nods to Snargash. "You're the one who they might listen to."

Snargash: (facepalmfacepalmfacepalm) I grew up in a bloody orc tribe and even I now better than that!

* Aragon yells inside, "Hulger! Close all the doors and windows! Things might be getting wet!"

* Shayla looks back at the Goblin. "Oh damn. Look at that, the brand new window is cracked from that trembler!"

The little Halfling hears Aragon's call and rushes to the front door, peers out and calls "Are you coming back in or what?"

Snargash: (i START SHOUTING AT FULL VOLUME) GET BACK! RUN TO HIGH GROUND! INCOMING TIDLE WAVE RUN TO HIGH GROUND

Aragon: We're going to stay out here and try to help. I just wanted to let you know so you could keep this place from seeing too much damage."

Snargash: Snargash uses the HT skill.

||Skill level: 11 Total Modifiers: 0 Dice roll: 5 vs 11, and Success by 6. ||

Hulger looks around and shrugs. "Ok, yer the boss!" He shuts the door and you can hear the bar fall into place.

Snargash's voice booms through the area, nearly as loud as the passing falling star! Nearly everyone at the docks stops and turns to look. Many of the folk in the harbor stop and turn back toward the docks.

Snargash: RRRRUUUUUNNNNNNNNN!!!!!!

Bodi: umm....perhaps we should stay on this upper floor?

Unfortunately, it is not enough warning for some as suddenly, a 7 foot wall of water appears and is rushing toward the mouth of the harbor!

Screams and cries for help now fill the air again as those still in the harbor try fruitlessly to escape the approaching water. Everyone on the docks scatters like mice in front of the rushing wave.

Aethel: hmm we should brace ourselves here as well...

Water starts splashing high into the air as the leading edge of the wave hits the outer edges of the protected harbor, then with the force of a flight of dragons, the water slams into the docks, sending bodies, planks and even some of the smaller water craft flying into the air.

The screams are quickly drowned out, literally.

The wall of water pushes up the streets of Riddleport, carrying all with it. The water reaches nearly 70 feet into the city before slowly receding back into the bay.

Snargash: Wow! It's a terrible thing to happen, but also awesome in the purest sense of the word - terrifyingly beautiful even!

--- Session End ---- Dark Paths of Riddleport #23 ---- 130120 ----

Read more at ---> [Clean Up, Aisle Riddleport \(23\)](#)