

---- Session Start ---- #29 Dark Paths of Riddleport ---- 130512 -----

Taking a quick inventory of their supplies, it seems that with the addition of the Northman Paal and the two Cyphermages, their food stores are being depleted faster than they expected. Already, about half of the weeks supply of food is gone in just 3 days on the island and 4 of the 7 water barrels are already empty. Paal says "Well, we know there are buzzards on the island, and there are plenty of gulls to eat. Since there was a colony there must have been a source of fresh water. We should be able to restock our supplies fairly easily. If not, we should be able to survive on what we have with a little rationing. "

Paal: "what do you want to do?"

Bodi: I would venture to guess that with the other bands of explorers recently.....they may have some abandoned supplies we could scrounge up

Bodi: but we definitely have some more exploring to do as well

Bodi: Paal, what are you here for exactly?

Guy: If those of us with the right skills try to hunt in different directions, we can explore the immediate area at the same time.

Paal: To find star metal, like we stated. What are you here for?

Bodi: That and to see what secrets lay on and underneath this island.

Paal: That is true GUy, but I would recommend taking at least one other person with each hunter

Guy: Fair enough.

Bodi: We shouldn't venture too far and yes, safety in numbers.....

It is looking like a good idea to spend part of the day looking for some food and a source of water.

Bodi: Samaritha can go along with me

Paal: Paal uses the survivalforrest skill.

||Skill level: 12 Total Modifiers: 0 Dice roll: 8 vs 12, and Success by 4. ||

Paal: Paal uses the Per skill. ||

Guy: Guy uses the Per skill. ||

Aragon: Aragon uses the Per skill. ||

Aethel: Aethel uses the Per skill. ||

After a morning spent searching for food and water....

Paal: Paal uses the bow skill.

||Skill level: 15 Total Modifiers: -3 Dice roll: 13 vs 12, and Failed by -1.

Paal has 2 Plot Points remaining. ||

Paal: Paal uses the bow skill.

||Skill level: 15 Total Modifiers: -4 Dice roll: 13 vs 11, and Failed by -2. ||

While other were out searching, some others back at the camp did some other things..

Guy: Using his telekenetic ability, Guy flings a small projectile with a loud snap at food's torso.

||Total Modifiers: -9

Aim: 0 Range: 0 Hit Location: 0 Maneuver: 0 Posture: 0 Opponent Size: -5 Plot Points: 0 Other: -4

Skill Level: 19 Dice Roll: 12 vs (10), and failed by -2.

The projectile caused 10 piercing damage (x0). ||

Aethel spends some time flying about the island, doing a little scouting...

Paal, Guy, Bodi and Aragon do a little foarging and attempt some hunting. After several hours, they manage to find a good amount of edible vegetation and nuts as well as several small water sources nearby.

Guy: Using his telekenetic ability, Guy flings a small projectile with a loud snap at food's torso.

||Total Modifiers: -9

Aim: 0 Range: 0 Hit Location: 0 Maneuver: 0 Posture: 0 Opponent Size: -5 Plot Points: 0 Other: -4

Skill Level: 19 Dice Roll: 8 vs (10), and succeeded by 2.

The projectile caused 4 piercing damage (x0). ||

Guy even manages to take down a wild dog. While it may bring a few sour looks from some of the group, it will make several meals.

Aethel spends the morning scouting the island in air form, heading east along the shore and heads down toward the abandoned lighthouse at the easternmost tip of the island.

The lighthouse seems to have withstood the test of time fairly well. It is still standing and is about 40 feet high...

* Aethel circles the lighthouse looking in windows to see if there's any sign of life in the area

Its walls are encrusted with salt and grime and the interior walls and floors seem to have all rotted and fallen away.

Aethel heads back up the southern edge of the island..

Aethel: Aethel uses the Per skill. ||

Aethel notices an old path leading away from the lighthouse that heads up the ridge toward the ruined Witchlight.

Just a little ways along this path the seemingly constant plume of smoke can be seen coming up from the thick forest.

* Aethel follows the path up towards witchlight, looking for forks in the path going in other directions

* Aethel follows up the path at treetop level, to investigate the plume of smoke

As he gets closer to the smoke, he sees a good sized clearing in which a large camp has been set...

The entire camp stands in a wide forest clearing just off the western side of the trail and about 200 feet south of two partially collapsed buildings. One massive tent dominates this encampment, with three lesser olive-green tents to the south and a line of relatively small canvas tents along the north end. Ahead of the massive tent and between the lines of the others slowly burns a huge bonfire, creating a tremendous plume of white smoke. Sections of high palisade walls offer minimal protection around the edges of the camp, although stacked tree trunks and lines of narrow, deep trenches indicate the palisade is meant to eventually engulf the entire camp.

Quite a few people can be seen moving about in the camp.

Aethel: Aethel uses the Per skill. ||

The people moving about the camp appear to be most likely Humans.

Aethel does not see any sort of insignia or other markings.

Aethel follows the path up toward the top of the island and then veers back toward the docks and their camp.

* Aethel heads off back towards the others, travelling an indirect route in case he's being watched

Aethel arrives back at the camp shortly after the others return from their foarging trip and tells everyone what he saw.

Bodi: Well that's quite an interesting find

Harik: || Harik is healed and now has 6 of 10 HP left.||

Harik: Thank you, I am feeling so much better.

Harik: I am sorry to have been such a burden on you.

Snargash: No trouble at all sir.

After eating a bit of lunch, the group plans on their next step.

Paal: Well, what do we want to do about this other group? Are they potential friends? rivals?

Paal: hmmm,,,, I;ve never had dog in blackberry sauce before. It's quite good actually.

Snargash: In Riddleport everyone is both

Aethel: The camp looked very large, I suspect the group is from Riddleport and is seeking more of the starmetal

Aragon: sonds like they outnumber us. we should avoid them for now and explore on our own.

Paal: Well, then rivals at the very least... but violent ones?

Snargash: Riddleport. . .

Paal: And how did they get here? they must have used this dock right? Presumably their exodus will take them through our position

Snargash: A friendlt game of tiddly-winks is violent

Aethel: For all we know, they were the ones that caused the rather timely earthquake

Bodi: not likely

Aragon had mentioned heading out to search the western end of the island and the lighthouse there.

Paal: Paal uses the camouflage skill.

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

Paal uses his outdoorsy skills to hide the camp and supplies in the treeline.

There is no visible path leading to the western end of the island, though there had been a path leading west from the Witchlight settlement on the top of the hill.

Bodi: Oh the agony of choice.....

Bodi: do we cut to the tower and search for secret-secrets, or do we try to infiltrate and contend with a numerically superior foe?

Choosing to follow the coastling, the group heads out to the western tower.

Guy: Guy uses the Hiking skill.

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

Paal: Paal uses the hiking skill.

||Skill level: 11 Total Modifiers: 0 Dice roll: 12 vs 11, and Failed by -1. ||

Bodi: Bodi uses the Hiking skill.

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

Snargash: Snargash uses the Hiking skill.

||Skill level: 10 Total Modifiers: -1 Dice roll: 12 vs 9, and Failed by -3. ||

Aragon: Aragon uses the Hiking skill.

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

Bodi: I suggest we all go together t his time, we may need their abilities

Bodi: plus, I don't trust Harik....and would like to keep him around us

* Aragon shrugs.

I think I would like to stay back.

Bodi: And who will protect you?

* Harik eyes Bodi suspiciously, or possibly fearfully.

Harik: I think I would only slow you down in my injured state.

Harik: I think I would like to stay back.

Bodi: Why the hell did you come here in the first place?

Bodi: to find money and adventure? or to sit at camp and get ambushed and die like a lush?

Harik: Because I was told to by my guild master. Im nothing more than an apprentice.

My master died up at the top of the hill.

Harik: Fine. Ill go.

* Samaritha Beldusk gives Bodi a harsh look.

Bodi: I don't think anyone should be left behind at this point.....its too dangerous. What do the rest of you think?

Aethel: There is likely more safety in numbers here

Traveling to the lighthouse on the western edge of the island takes considerably longer than expected, and it is only a few hours til nightfall when you finally arrive.

Paal: Every man must choose his own wyrd

Aethel: At the very least, you may outrun Bodi here...

* Aethel smirks in Bodi's direction

Snargash: || Snargash uses FP and now has 11 of 13 FP left.||

Paal: || Paal uses FP and now has 9 of 11 FP left.||

Guy: || Guy uses FP and now has 15 of 16 FP left.||

Aragon: || Aragon uses FP and now has 12 of 13 FP left.||

Bodi: || Bodi uses FP and now has 11 of 12 FP left.||

Snargash: || Snargash uses FP and now has 10 of 13 FP left.||

Bodi: I'm trying to think what is best for everyone, belive it or not.....(and Bodi snaps a look at both Samaritha and Harik)

The western lighthouse sits on a small islet just off the far end of the main island. The rotted remains of an ancient wooden bridge spans the shallow water between them (about 20 feet)

The lighthouse seems to have sustained some terrible damage at somepoint in the distant past. Its upper reaches are gone, and the crumbling base shows flame blackened stone underneath the overgrown walls.

Aragon: "Well, let's check it out." Aragon lightly makes his way across the bridge.

Bodi: So Sam, and Hadrik, what kind of tricks and support can we count on you for?

Sam and Harik keep themselves at the other side of the group, away from Bodi.

* Paal creeps closer, observing the structure and the path of approach they must take

Bodi: When Bodi has time.....he will whisper to each one of his companions.....

Bodi: Bodi informs his friends that he thinks that Hadrik was faking his injury, at least how severe it was to get more attention from Samaritha

Bodi: Bodi lets it no secret to the rest of the party that he doesn't trust Hadrik and that is another reason why he doesn't want him back with their supplies alone
The bridge creaks and bends in a few places, but does not break. There are a few spans where you have to take large steps to pass over gaps, or narrowly walk along the edge, but it is possible to traverse with no problems.

The small island is less overgrown than the main island and much more sandy.

* Guy will follow Aragon, albeit floating over the bridge rather than actually walking on it.

Bodi notices Samaritha leaning in close to Harik, supporting him as he pretends to be winded from the challenging hike.

This western most tip of the island has a great view of the sea and the slowly sinking sun.

* Bodi will make sure to walk closer by Harik as well

Bodi: and lend a helping hand (or boot to the ass) as needed

The ruined lighthouse lies just ahead. Several large turkey vultures take off from their roost somewhere inside the tower.

* Paal approaches the tower

* Aragon enters, keeping an eye out for any unwary turkey vultures

* Bodi makes sure to help Hadrik on the tougher steps....

Bodi: "here there bud, I didn't mean to be a jerk, let me help you"

* Paal slings his bow and readies his knife and hatchet

A large, gaping opening can be found on one edge of the tower.

Samaritha Beldusk: Ill Help him, Bodi. You go off and look in the tower with your friends

Bodi: Okay there doll, but he looks much more capable than he is letting on. I have seen lesser men get along better with more grievous of injuries.

As you approach the tower, you see lots of random stone and rock, possibly that of the tower.

Either the tower has crumbled over the years or its construction was never completed, as some of the piles of stones look suspiciously stacked under their cover of foliage.

* Bodi moves carefully amid the stones, using what he can for cover, just in case of anything

* Bodi cloak ready in left hand, and throwing knife in the right

As Aragon enters the tower, he hears a loud skittering noise and sees several large centipedes moving toward him!

Bodi: oh boy

Paal has received initiative.

Paal: paal moves to the side of the tower, preparing to ambush any creepy critter that wiggles through the door

Aragon: Ah! Bugs!

Paal: Ummm, aragon... back out the doorway...

Paal: || Paal's current maneuver is Wait

Current Shock modifier is -2 ||

* Paal waits to attack any critter coming through the door

Bodi has received initiative.

Paal: || Paal's turn is over.||

Bodi: || Bodi's current maneuver is Attack

Current Shock modifier is 0 ||

* Bodi steps up and expertly throws a knife into the doorway and impails one of the centipedes!

Bodi: || Bodi's turn is over.||

The knife strikes the bug and embeds itself inbetween two of its segmented parts.

Another centipede comes scurrying up out of some undergrowth to the south!

Bloodback Centipede 15: || Bloodback Centipede 15's turn is over.||

Bodi: Blast it!

And then another one!

Snargash has received initiative.

Bloodback Centipede 30: || Bloodback Centipede 30's turn is over.||

Snargash: || Snargash's current maneuver is Move

Current Shock modifier is 0 ||

Guy has received initiative.

Snargash: || Snargash's turn is over.||

Guy: || Guy's current maneuver is MoveAndAttack

Current Shock modifier is 0 ||

Guy: Using his telekenetic ability, Guy flings a small projectile with a loud snap at Bloodback Centipede 15's torso.

||Total Modifiers: -3

Aim: 0 Range: -2 Hit Location: 0 Maneuver: -2 Posture: 0 Opponent Size: 1 Plot Points: 0 Other: 0

Skill Level: 19 Dice Roll: 12 vs (16), and succeeded by 4.

The projectile caused 5 piercing damage (x0). ||

Guy: || Guy's turn is over.||

The rock hits the bug, making a loud cracking sound as it hits him.

Bloodback Centipede: || Bloodback Centipede's current maneuver is

MoveAndAttack

Current Shock modifier is 0 ||

Bloodback Centipede: Using its bite, Bloodback Centipede attacks Aragon's torso and failed.

Aragon has received initiative.

Bloodback Centipede: || Bloodback Centipede's turn is over.||

Aragon: || Aragon's current maneuver is Attack

Current Shock modifier is 0 ||

Aragon: Aragon uses a katana to swing at Bloodback Centipede 30's torso . Both Nadir and Zenith strike in a Dual Weapon Attack.

||Total Modifiers: -3

Maneuver: 0 Hit Location: 0 Posture: 0 Opponent Size: 0 Shock: 0 Plot Points: 0 Other: -3

Skill Level: 18 Dice Roll: 7 vs (15), and succeeded by 8.

The swing caused 14 cutting damage. ||

Aragon: Aragon uses a katana to swing at Bloodback Centipede's torso . Both Nadir and Zenith strike in a Dual Weapon Attack.

||Total Modifiers: -3

Maneuver: 0 Hit Location: 0 Posture: 0 Opponent Size: 0 Shock: 0 Plot Points: 0 Other: -3

Skill Level: 18 Dice Roll: 14 vs (15), and succeeded by 1.

The swing caused 8 cutting damage. ||

* Aragon fast-draws Zenith and Nadir and slashes wildly at the creepy bug, then steps back out of the doorway

Bloodback Centipede: Bloodback Centipede dodges Aragon's attack and succeeded.

Bloodback Centipede: Bloodback Centipede dodges Aragon's attack and failed.

Aragon: || Aragon's turn is over.||

The 2nd centipede scurries past Paal...

Paal: 3d6 = 9

Paal: 1d6 = 4

Bloodback Centipede 52: Using its bite, Bloodback Centipede 52 attacks Aragon's torso and failed.

Aethel has received initiative.

Aethel: || Aethel's current maneuver is Attack

Current Shock modifier is 0 ||

Aethel: Aethel casts the Lightning spell on Bloodback Centipede 15.

||Skill level: 16 Total Modifiers: -4 Dice roll: 9 vs 12, and Success by 3.

Aethel now has 4 of 8 Energy Reserves. ||

Aethel: Aethel fires a bolt of lightning at Bloodback Centipede 15.

The lightning bolt hits and does 16 burning damage.

Paal has received initiative.

Aethel: || Aethel's turn is over.||

The bolt strikes the ground next to the bug.

Paal: 3d6 = 13

Bodi has received initiative.

Bodi: || Bodi's current maneuver is MoveAndAttackHeroicCharge

Current Shock modifier is 0 ||

* Bodi attempts to fast draw his raiper and charge and engage one of the bugs.

Bloodback Centipede 15: Bloodback Centipede 15 dodges Bodi's attack and succeeds

Bloodback Centipede 15: Using its bite, Bloodback Centipede 15 attacks Bodi's torso and failed.

Snargash has received initiative.

Snargash: || Snargash's current maneuver is Attack

Current Shock modifier is 0 ||

Snargash: I change to a defensive grip and attack w/Kiai

Snargash: BC30

Snargash: Success by 4

Snargash: uses 1 FP

The bug just stops, shivering there.

Guy has received initiative.

Snargash: || Snargash's turn is over.||

* Guy uses Rapid Launch (vs 15)

Guy: || Guy's current maneuver is MoveAndAttack

Current Shock modifier is 0 ||

Guy: Using his telekinetic ability, Guy flings a handful of projectiles with a loud crackle at Bloodback Centipede 15's torso.

||Total Modifiers: -1

Aim: 0 Range: 0 Hit Location: 0 Maneuver: -2 Posture: 0 Opponent Size: 1 Plot Points: 0 Other: 0

Skill Level: 16 Dice Roll: 7 vs (15), and succeeded by 8.

The projectile caused 5 piercing damage. Up to 8 projectiles hit. Roll extra damage 3d-3. ||

* Guy rolls: 3d-3 => 3

Bloodback Centipede 15: Bloodback Centipede 15 dodges Guy's attack and failed.

Bodi: Good shot old man!

* Guy rolls: 3d-3 => 3

* Guy rolls: 3d6-3 => 8 - 3 = 5

* Guy rolls: 3d6-3 => 10 - 3 = 7

Guy: || Guy's turn is over.||

Bloodback Centipede: Using its bite, Bloodback Centipede attacks Paal's torso and failed.

Aragon has received initiative.

Aragon: || Aragon's current maneuver is Attack

Current Shock modifier is 0 ||

Aragon: Aragon uses a katana to swing at Bloodback Centipede 30's torso . Both Nadir and Zenith strike in a Dual Weapon Attack.

The deceptive strike is harder to defend against.

||Total Modifiers: -7

Maneuver: 0 Hit Location: 0 Posture: 0 Opponent Size: 0 Shock: 0 Plot Points: 0 Other: -7

Skill Level: 18 Dice Roll: 8 vs (11), and succeeded by 3.

The swing caused 16 cutting damage. ||

Aragon: Aragon uses a katana to swing at Bloodback Centipede 52's torso . Both Nadir and Zenith strike in a Dual Weapon Attack.

The deceptive strike is harder to defend against.

||Total Modifiers: -7

Maneuver: 0 Hit Location: 0 Posture: 0 Opponent Size: 0 Shock: 0 Plot Points: 0 Other: -7
Skill Level: 18 Dice Roll: 11 vs (11), and succeeded by 0.

The swing caused 15 cutting damage. ||

Bloodback Centipede 52: Bloodback Centipede 52 dodges Aragon's attack and failed.

Bloodback Centipede 52: Bloodback Centipede 52 dodges Aragon's attack and failed.

Aethel has received initiative.

Aethel has received initiative.

Aethel: || Aethel's current maneuver is Attack

Current Shock modifier is 0 ||

Aethel: Aethel casts the Lightning spell on Bloodback Centipede 30.

||Skill level: 16 Total Modifiers: -1 Dice roll: 6 vs 15, and Success by 9.

Aethel now has 1 of 8 Energy Reserves. ||

Aethel: Aethel fires a bolt of lightning at Bloodback Centipede 30.

The lightning bolt hits and does 12 burning damage. Bloodback Centipede 30:

Bloodback Centipede 30 dodges Aethel's attack and succeeded.

Snargash: his dodge is at -4

Paal has received initiative.

Aethel: || Aethel's turn is over.||

---- Session End ---- #29 Dark Paths of Riddleport ---- 130512 -----