



**Zarick:** woosh



**banana (GM):** surely you mean "whoosh"

*That was when the steaks were raised.*



**Placidus:** From the dead.



**banana (GM):** Evidently so.



**Vraknaar:** Gross.



**Xarvrax:** Steaks are already dead.



**banana (GM):** These bidecadal Hungry Games were meant to be a celebration of prosperity, restored peace, and the Goddess of Meat - but the mood of the nearly ten thousand tourists in San Meat is no longer one of celebration.

Much of it has to do with the courier messages of the last two days. Yesterday, news of a battle - and this morning, nothing but a wounded wyrm. What could it mean for the land, for the empire? For the horde?

Much *\*more\** of the mood in the boulevard square has to do with the waves of ghosts pouring out of a kind of necromantic energy nexus thing at the back of the main stage.

That's the main deal which is getting a lot of people to run away immediately. There's a man back there with a tube thing and just, tidal energies pouring forth, spirit after ravaging spirit bursting into existence, sweeping out toward the celebrants and their congregation.

Not everyone is fleeing, though. For example, the Aftershock are leading a small chunk of the crowd into the fight- striding up to try and rescue who they can. The bards are likely to be a lot more effective than the scores of random civilians they've attracted, but apparently it's the class consciousness that counts.

And then there's Kon's Men, who are waking up.



**banana (GM):** You can take a small heal-up! Good news is that last fight happened only in your dreams, or someone else's dreams, or something.



**Placidus:** Placidus yawns. "Bit windy out, isn't it?"



**Vraknaar:** rolling 2d8+2 recovery

(4 + 2)+2

= 8

**Everyone:** "Aaaaaaaaaaahhh!!!!!!!"



**Placidus:** is there a cap on the number of recoveries you can spend during a short rest



**banana (GM):** nope




**Xarvrax:** I don't even know how hurt I am.



**Placidus:** k

**Xarvrax:** If at all.

 **Placidus:** rolling d6+1 double this, recovery 1

( 4 )+1


= 5


rolling d6+1 recovery 2

( 4 )+1

= 5

sick


 **banana (GM):** Somewhere in the room Placidus shares with Ghol and "Kelly Stone", there is the noise of metal knocking on wood. The outer shell of the gizmo, poked and prodded enough, has fallen off at last.


 **Placidus:** 39/42 hp, 2/6 recoveries


 **Travis Meacham:** rolling 1d6+2 recovery 1, i think?


( 2 )+2


= 4


 **Vraknaar:** 2/8 you mean?


 **banana (GM):** nice hit dice, chump


 **Placidus:** right, 8


 **Travis Meacham:** i think i probably have my recovery wrong. oh well.


 **banana (GM):** The timing of all this couldn't be better!

 **Vraknaar:** well it's 2dx, or like placidus did it's doubled i guess?


 **Placidus:** Here, in the tent, there is very little screaming. "Oh!" What's with the gizmo?


 **banana (GM):** The necroterror attack has come at just the right time to help Kon gnaw his way to victory, coming to rest now at the foot of the stage - most of the other competitors aren't even going to finish.

 **Placidus:** yeah I rolled one die and doubled it

 **banana (GM):** The fact of the matter is that if you want there still to be Games to win, you'd better roll initiative.

Placidus's gizmo is back 'home', isn't it, in the hotel?

 **Travis Meacham:** rolling 1d20+4 initiative

() + 4

= **13**



**Vraknaar:** rolling 1d20+6 initiative

() + 6

= **19**



**banana (GM):** It's just rotated into a new configuration at this exact instant by total coincidence, is all.




**Placidus:** Oh.

Well, fine, then.



**Xarvrax:** rolling d20 + 3

() + 3

= **23**




**Vraknaar:** freakin--



**Xarvrax:** I haven't needed my new passive even once.



**Placidus:** rolling d20+6 init

() + 6

= **21**



**Vraknaar:** nor have i, but at least we get one



**Xarvrax:** Also, why does it seem like everyone has a higher bonus than me to init?



**Placidus:** probably because they do



**Vraknaar:** they probably don't have dex 8



**Xarvrax:** I have 12.




**Placidus:** I've literally got the improved initiative feat



**Vraknaar:** then your init is properly 3



**banana (GM):** rolling d20+6 scary ghost

() + 6

= **12**



**Vraknaar:** i have dex 18



**banana (GM):** rolling d20+4 spooky ghost

( **18** )+4

= **22**

rolling d20+9 someone else

( **8** )+9

= **17**



**Xarvrax:** Oh well, I still get to go first anyway.

Oh right.



**Vraknaar:** exactly, so shut your trap



**Xarvrax:** rolling d6

( **1** )

= **1**

Ah good, attack first this time.



**Vraknaar:** (effectively you have init +8, btw, since your reroll is on average equal to a +5 bonus i think)



**Xarvrax:** rolling d6

( **2** )

= **2**



**banana (GM):** Xarvrax is faster than all the ghosts; the rest of you are faster than most of them.

Here's the situation, roughly.

You're over to one side of the square, with a bunch of Meat Khetherans worriedly slapping you, throwing water on your faces, etc, until you wake up.

Then there are about a thousand fleeing tourists, then the stage and the competition area.



**Xarvrax:** rolling d100

( **52** )

= **52**



**banana (GM):** Up on the stage are half a dozen priests, half a dozen bards, and a number of spirits that increases too rapidly to count. Most are tiny masses which just zoom around cutting peoples' flesh and messing up their pots and pans, but a lot of them are big enough to do serious antics.

The stage and the crowd area are different zones - so you're not Nearby anything up there yet. The still-standing clerics have erected a ward of white sauce that shimmers in the air, chanting and calling upon the powers of digestion to aid them.



**Travis Meacham:** JUST zooming around cutting people's flesh.



**banana (GM):** It's \*funnelling\* the ghosts, but not really doing anything to destroy them, per se...

I just thought of a really good pun but I'm not going to waste it. Xarvrax is the first to react to this whole Deal!



**Xarvrax:** Well, Xarvrax reacts by getting the hell up, and running toward the stage.



**Vraknaar:** so we can take one move and then we'll be Nearby, right?



**Travis Meacham:** so are the necroterrorists ... visible?

i am unclear how i am going to productively respond to this.



**banana (GM):** yes, you can move up onto the stage with a move action

wel, at the back of the ghost cloud, shrouded in terrible energies that boil from some sort of canister at his feet, is a man

looks like a human or half-orc, well dressed (though the cloth is now being stripped away)

The trouble is, \*reaching\* the guy would mean going through all those boiling ghost energies..

You could try, though.

**King Magician:** Xarvrax steps up onto the stage, \*past\* the advancing bards apparently. "Yo, bad idea!"

**Vealsgravy:** "Uuuurgh." This close, you can tell that at least one of the priests is alive.



**Xarvrax:** "Shut up, I know what I'm doing."

Though to be fair, Xarvrax is feeling a little... BLARRRRRGH still.

rolling d6

( 3 )

= 3

And the two spooky ghosts closest and the closest scary one do too.



**banana (GM):** rolling d6 spooky

( 3 )

= 3

rolling d6 spooky

( 3 )

= 3



**Xarvrax:** rolling d20 + 6

( 14 )+6

= 20



**banana (GM):** rolling d6 scary

( 3 )

= 3

threes all round.



**Placidus:** riidi nods sagely



**Xarvrax:** What's that mean?



**banana (GM):** i don't know  
you told me to roll them!



**Travis Meacham:** i think that he meant he hit 3 trhings with his breath attack



**banana (GM):** well, fair enough



**Travis Meacham:** that said, HUGE fan of 3 here.



**Xarvrax:** That's the scary ghost.  
vs PD



**Vraknaar:** he was saying the ghosts also felt blargh, not that they also rolled d6



**banana (GM):** The closest spirit-figures rear up, becoming humanoid, raising limblikethings to strike and rip!  
What are the implications of feeling blargh



**Xarvrax:** rolling d20 + 6 spooky 1 PD

( 9 )+6

= 15



**banana (GM):** hit



**Xarvrax:** rolling d20 + 6 spooky right PD

$$(15)+6$$

$$= 21$$

 **banana (GM):** also hit



**Xarvrax:** rolling 3d6 + 4 damage

$$(3 + 6 + 6)+4$$

$$= 19$$

All of them take that, and...

rolling d4 spooky left

$$(4)$$

$$= 4$$

rolling d4 spooky right

$$(1)$$

$$= 1$$



**Vraknaar:** if they're mooks probably don't need to roll but otherwise



**Xarvrax:** rolling d4 scary

$$(2)$$

$$= 2$$



**banana (GM):** the Scary ghosts are mooks, so you can chain damage to some extent here - they have 10 hp each



**Xarvrax:** Ah.



**banana (GM):** so that's enough to kill one scary one and do 9 extra damage to the next



**Xarvrax:** Well then I guess the scary one is dead and doesn't get the effect.

So the left spooky is confused, and the right is dazed.

And that's it for me, though until the end of my next turn, anything that misses me in melee gets stuck.



**banana (GM):** markers added! these ghosts retain enough sentience to be severely upset.



**Xarvrax:** rolling d6

$$(3)$$

= 3



**banana (GM):** whoops, couldn't figure out why this one guy's bar wasn't showing up



**Xarvrax:** Bleh, never going to get to iconic at this rate.



**banana (GM):** it was because there were two stacked on top of each other XD

Xarvrax bursts into the fray and immediately starts taking down ghosts. The wave in front of him are starting to look very thin indeed.

(the one at the back moves from the ghostornado to the stage, a zone change)



**Vraknaar:** good. good.



**banana (GM):** However, a mass of baleful spirits surrounds him immediately and begins to rend his flesh. They LOOK like they're made of shadow, but it feels like razorblades. Tough scales may mitigate it a little.



**Placidus:** Wow, all those spooky ghosts are ganging up on Xarvrax. Why didn't anyone tell him jumping in front of the bards was a bad idea?



**Vraknaar:** remember that one of them will attack an ally

(also we can't see their healthbars, in case you wanted us to be able to)



**banana (GM):** you're right! i'll leave that guy to last

D:

i did want you to..



**Placidus:** we can see them now



**banana (GM):** good

So:

rolling d20+5 vs pd - the spooky ones' attacks go straight through armour, and crit on 19-20!

they deal 10 damage.

(11)+5

= 16

rolling d20+5 vs pd - the spooky ones' attacks go straight through armour, and crit on 19-20!

they deal 10 damage.


(6)+5

= 11

rolling d20+5 vs pd - the spooky ones' attacks go straight through armour, and crit on 19-20!

they deal 10 damage.



() + 5

= **7**

rolling d20+5 vs pd - the spooky ones' attacks go straight through armour, and crit on 19-20!

they deal 10 damage.

() + 5

= **20**



**banana (GM):** The one at the back of the group, unfortunately, turns on its fellowghost.



**Xarvrax:** 1st and last hit.



**banana (GM):** rolling d20+5 vs pd ghost

() + 5

= **10**



**Xarvrax:** So the others are stuck.



**banana (GM):** Thankfully, it goes right through it, since it's a ghost.  
yep. 30 damage to xarvrax and there are essentially spirit limpets



**Travis Meacham:** theres a fuckload of ghosts here.



**banana (GM):** now, everyone else is up



**Xarvrax:** 20 damage.

Only two hit.

**L'Angelo:** "You fool! The SpectreWave will overwhelm you dragon or not!" He strums a wicked chord to reinforce this.



**banana (GM):** yes, sorry, 20



**Placidus:** Placidus runs as fast as he can against the current of the fleeing crowds, struggling to make it up to the stage where he can finally see, and count, all the ghosts.



**Xarvrax:** Xarvrax laughs wildly, slapping two of the ghosts, while two more slash him.



**Placidus:** move-focus-go

**Burgersear:** "We must.. defend.. the rite! The games are not complete! Pray with me now!"



**Vraknaar:** move, quick to fire up Song of Heroes, and megablast roar  
(+1 to attack to nearby allies)



**banana (GM):** Sadly, Kon's victory has left him temporarily immobilised. (Spiked sausages?) With

Ghol's aid, he should be able to take part in combat soon, but not quite ye.t..




**Vraknaar:** rolling 1d4 targets

(  )

= **4**


good. good.

rolling 1d20+7 vs nw spooky

(  )+7

= **19**

rolling 1d20+7 vs ne spooky

(  )+7

= **10**

rolling 1d20+7 vs e spooky

(  )+7

= **11**

can i target the scary ghosts from here



**banana (GM):** Incidentally, the wall of white sauce shimmers translucently in the air as it flows and drips, but it IS solid - you can't project things through it (and nor can the ghosts).



**Vraknaar:** oh wait nm. they have to be in a group




**banana (GM):** I guess that wasn't even incidental



**Vraknaar:** so another scary it is

rolling 1d20+7 vs w scary

(  )+7

= **8**

ah yes



**Xarvrax:** Wow.

Way to suck it up.



**Placidus:** fumble!!

that's on the mooks right



**Xarvrax:** No.



**banana (GM):** the scary ghosts are the mooks yeah



**Placidus:** scary ghosts are the mooks



**Vraknaar:** err sorry  
spooky ghosts.



**Placidus:** lol



**banana (GM):** Vraknaar comes to his brother's defenses, but his sanity keeps him a little too far back to be of help for now...



**Vraknaar:** um. one of my 3d dice is wiggling. i seem to have done 19 damage (or 9 to those missed)



**banana (GM):** Hmmmm  
I mean, he's of help, sure.  
Just not solely.



**Vraknaar:** rolling 5d6+4 thunder damage, half to missed targets, if that 12 hits it's dazed (save ends)

( 2 + 2 + 6 + 4 + 1 )+4

= 19

also... xarvrax takes 6 damage



**banana (GM):** xarvrax, roll an easy save (d20, 10+ passes) against that natural 1 \*also\* targetting you



**Xarvrax:** rolling d20

( 16 )

= 16



**Vraknaar:** each of them takes 9 except the one to the northwest of xarvrax who takes 19 and is dazed (save ends)



**banana (GM):** The one that took 19 is actually destroyed entirely. Nice thundering, begrudgingly admit the actual Thunder over there.



**Xarvrax:** Xarvrax covers his ears just before the wave of sounds hits him, "Brother, I would appreciate you not killing me along with them!"



**Vraknaar:** shouldn't two be destroyed then?



**banana (GM):** ah, you said northwest not southwest, right



**Vraknaar:** one of the ones i missed had pretty much no hp

**banana (GM):** yeah that one is dead and the hit one... is on 1



**Vraknaar:** (and the one i didn't miss had full hp)


nice.



**Travis Meacham:** Travis slides his way through the crowd. "I say. I say! How are we going to stop them from coming!"

and ray of frost on one of the damaged ones on xarvrax

rolling 1d20+6 vs pd

() + 6

= **8**

that's prboably a miss. Choice.



**Placidus:** "We'll have to kill the necromancer!"



**Vraknaar:** Vraknaar rushes up onto the stage and takes a signature deep breath... but stumbles a bit, losing his focus. The shattering roar tears through the ghosts... but also batters his brother.

don't forget your +1!



**banana (GM):** Is there a necromancer, even..? Feel free to use minor actions on Analysis type stuff here.



**Vraknaar:** (not that it will help here)



**banana (GM):** Travis \*does\* miss, yes.



**Vraknaar:** please allow xarvrax to use his retroactively. since he had an extra even but nothing to use it on




**Travis Meacham:** im going to use a minor action to wizardly deduce wghat's happening



**Xarvrax:** I mean, I still get two next turn.



**Travis Meacham:** rolling 1d20+11

() + 11

= **13**

ANOTHER 2.



**banana (GM):** xarvrax got some info for free as the first there instead



**Placidus:** for pete's sake

riidi stop zaricking!!




**banana (GM):** Travis studies the arcana of the situation. It's fascinating!





**Travis Meacham:** my head is clearly not in the game here.




**banana (GM):** Not enlightening, but fascinating.

 **Xarvrax:** I get two a turn until I get a new weirdness.

 **banana (GM):** handy


 **Xarvrax:** Which might be here shortly, since I'm going to get ghosted to hell.


 **banana (GM):** That's exactly to where you are going to get ghosted.


So, they swarm him, of course. The walls of the building next to the square are kind of hemming the ghosts in, and they HAVE to go through Xarvrax.


A few try to slip past...

Do you want to try and intercept those that \*aren't\* attacking you?

 **Xarvrax:** I think I do.


 **banana (GM):** roll a hard save or make a dex check dc 15


 **Xarvrax:** rolling d20 + 7

(  )+7


= **15**

Wee Dexterity.

 **Vraknaar:** that's a lot of ghosts


 **banana (GM):** An infeasible number of undead spirits - creatures of indeterminate species, gender or age, long long dead and bound to servitude by the One-Eyed King - fall upon you to bring you into their realm.

rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)

(  )+7


= **11**

rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)

(  )+7


= **25**

rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)

(  )+7


= **22**

rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)


()+7

= **8**

rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)

()+7

= **25**

 **banana (GM):** rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)


()+7


= **26**


rolling d20+7 vs ac, 7 damage and 1 ongoing ~necrotic damage~ (which stacks, as is the general rule in 13a)

()+7


= **25**


 **Xarvrax:** One miss and a fumble.


 **Vraknaar:** i'm pretty sure xarvrax just got put in the dumpster


 **Placidus:** one of those missed, right  
trigger  
md/pd?

 **banana (GM):** md 15, pd 12


 **Placidus:** so my wand's got some kind of anti-mook power, do I need to know how it affects attack or damage rolls

 **Xarvrax:** Also, one of those fumbled, which might help me some.

 **banana (GM):** ah! yes indeed, you've finally got a way to figure it out: any mooks in the group \*not\* killed by an attack with the Master's Tool +1, you may puppeteer around- forcing them to take a move action, including disengages and engages  
sadly, the mook's fumble does nothing special


 **Placidus:** hell yeah  
well, here goes. bitter lessons vs pd 12



rolling d20+8 to hit

() + 8


= **24**


 **banana (GM):** palpable

 **Placidus:** rolling 2d6+4 psychic. xarvrax gains an equal amount of thp

( + ) + 4


= **10**


 **Vraknaar:** wait  
so. the first mook attack missed. can't he just force them all to move away and not reach xarvrax


 **banana (GM):** since the very first one missed him...  
that's inconvenient, except for you.


 **Vraknaar:** booya


 **Xarvrax:** Well.


 **banana (GM):** 10 damage kills one of them


 **Xarvrax:** I guess I'm not down to 8 HP then.


 **banana (GM):** argh


 **Placidus:** it seems like instead you take no damage, and gain 10 thp instead?

 **Xarvrax:** Also, finally found a use for the red bubble thingy.


 **Placidus:** you want to know the worst part of this  
bitter lessons is retain focus 1-15  
...AND I ROLLED A 16

 **banana (GM):** that's the only good part of it

 **Vraknaar:** justoccultistthings

 **Xarvrax:** Xarvrax continues laughing wildly as the ghosts prepare to slaughter him and just sort of...  
don't.

 **banana (GM):** They close in, funnelled by sauce and whitestone, and then:

 **Travis Meacham:** What a coincidence.





**Placidus:** Whatever music the bards are putting on has to contend with the staccato grinding sound in everyone's sternums. The humming staggers and starts like a heart skipping beats. As the ghosts swarm Xarvrax, the scion of the Blue feels *\*himself\** swelling and vibrating with energy that doesn't belong to any of the Great Wyrms. It bursts *\*from him\**, sparks and streamers of violet light like a fireworks display. Largely-unnoticed on the corner of the stage, Placidus's wrist twitches involuntarily, and the ghosts are all jerked backwards like fish on a line.

The funny part is, despite just exploding with energy, Xarvrax feels *\*really good\**.

**Barry:** "Fuckin' A. We won't look a gift force in the eye - aim past the idiot hero!"



**Travis Meacham:** lol

**Barry:** L'Angelo and King Magician begin to play - outlandish, brightly coloured instruments that reverbrate through the square. The Singer raises her voice, at first in a simple chorus, then breaking into incomprehensible, magical words. Some of the crowd even pause in their flights as the noise rises, turning to look and to listen.



**Xarvrax:** "I'm the one who's gathered them all together! Who's the idiot now!"



**Placidus:** "It's still you," Placidus mutters, but given all the noise only Travis can hear him.



**Vraknaar:** good.

**Barry:** The Thunder play, and their leader raises his crossbow, and crossbows appear also in the hands of their massed fans. Dozens of elves, stunned and uplifted, begin to fire all at once.



**banana (GM):** The quarrels fly in time to Placidus's beat.

Most of them can't aim, mind you.

rolling d6 this many ghosts are taken out

( 6 )

= 6



**Xarvrax:** Really? Seems like they have really good aim to me.



**banana (GM):** well, ok. that WAS pretty good

**Elf fans:** "NO TURNING BACK!"



**banana (GM):** At the far end of the stage, the ghostornado intensifies.

The man at its heart is hard to see, but he doesn't seem to be actually making spellcasting motions. He's just there, wrapped in power, arms raised and sort of conducting the whole thing - like an infernal counterpoint to the players to your west.

It's Xarvrax's turn again- and another wave of ghosts is appearing.



**Xarvrax:** rolling d20

( 5 )

= 5





**Travis Meacham:** the problem here is, i can't actually make an attack roll againstr a man withou a token. curse you obscuring ghost tornado.



**Xarvrax:** Xarvrax snaps his fingers in time with the music, dancing around, energized by the insanity and chaos around him.

He also gains 7 more THP



**Vraknaar:** he also gains +2 to the attack he doesn't get to make...



**Xarvrax:** rolling d6

( 6 )

= 6



**Vraknaar:** finally



**Xarvrax:** FINALLY

rolling d12

( 7 )

= 7

Blah.



**Vraknaar:** good. thunderstruck



**Xarvrax:** Druids.



**banana (GM):** oh yeah AND



**Xarvrax:** rolling d6

( 4 )

= 4

*ESCALATION (+1)*



**Placidus:** if it's a druid iconic spell then that's actually really cool b/c the thunder are sponsored by probably the new druid



**Xarvrax:** Ah good, bonus to saves +2

Oh right.


I want to use my quick actions to determine things.



**Vraknaar:** also the druid at-will is pretty good against mooks




**Xarvrax:** rolling d20 +6

() + 6

= **9**

rolling d20 + 6

() + 6


= **15**


rolling d100


( 46 )


= **46**


Ah yes.


 **Vraknaar:** there goes your save bonus

 **banana (GM):** that's a pretty.. numeric.. number?


 **Xarvrax:** Goodbye +2 save bonus.


 **banana (GM):** but yes, quick actions!


 **Xarvrax:** But, +2 attack bonus.


 **banana (GM):** what are you looking at WOrking Out or Achieving, here  
the situation is very dynamic, in flux, complex, etc, so there are a lot of possibilities  
it's basically going to take multiple checks to Know and Do everything unless yall come up with a particularly efficient series of calculatrices

**Father Mintchop:** "Xxcklx \*dies\*" He's dead.

 **Xarvrax:** I'm going to look at ghost summon man.


 **banana (GM):** ok, give me a wisdom check to sort of generally Observe him


 **Xarvrax:** rolling d20 + 5

() + 5


= **24**


Well.


 **Placidus:** once again xarvrax proves to be the wisest among us

 **banana (GM):** that's a definite success - and what else, and go ahead and make your attack while i write stuff up


**Xarvrax:** I'm already done.


 I don't get to attack this turn.

 **banana (GM):** ah, keeping track of chaos mages is beyond me


 **Xarvrax:** I just got free HP.

All that other stuff was my next turn determination.


 **Vraknaar:** that left spooky ghost is dazed (save ends)


 **Xarvrax:** Isn't that -4 attack?

 **Vraknaar:** yes


 **banana (GM):** As Xarvrax roars and stomps and blasts lightning about, he's keeping a keen eye on the ghostornado. At its heart, sadly, is one of the reporters from Omen - does this mean you won't get that interview after all?

Two immediate observations: the energy whorling about him is \*solid\*, a mass of the ghoststuff - anything you throw at him might not hit its mark unless you can change that. And: he's screaming in terror, just like the hundreds of people down in the mosh pit.

 **Placidus:** Oh, whew. That means we were still technically correct to stick up for those guys.


 **banana (GM):** As has become routine, literally every spirit assaults Xarvrax.

rolling d20+5 vs pd, 10 damage, 19-20 crit

()+5


= **6**

rolling d20+5 vs pd, 10 damage, 19-20 crit

()+5

= **19**


rolling d20+5 vs pd, 10 damage, 19-20 crit


()+5


= **6**

two fumbles??

 **Xarvrax:** Well.

 **Travis Meacham:** let's call it MORALLY correct. maybe NOT technically correct.

 **banana (GM):** OK, one of them just sends itself flying headlong into the sauce ward.

 **Xarvrax:** They're really terrible at it, apparently.

 **Placidus:** fair enough



**banana (GM):** The ghost swoops, staggers in the air - and hurtles sideways thanks to a stray current. It's obliterated instantly when it makes contact with the béchamel.



**Xarvrax:** Xarvrax finds this hilarious.



**Vraknaar:** xomrax



**banana (GM):** There are still plenty of them left for now.  
(placidus turn, 10 damage i think)



**Xarvrax:** Yep.  
My PD is #2 defense, but it's still only 14.  
13/14/15



**Placidus:** can I take a second quick action instead of a standard



**Vraknaar:** time to use flame spear so i can continue to collaterally damage xarvrax

**Burgersear:** "My children, Her favoured seasoning will protect us! All of you behind the ward!"



**banana (GM):** you can! it works like 4e, with downgrading



**Placidus:** excellent  
then I'll move here, acquire focus, and attempt to use Occultism to acquire strange insights about this



**banana (GM):** Sounds reasonable, although not literally.



**Placidus:** rolling d20+10 unnatural philosopher +4

(15)+10

= 25



**Vraknaar:** rolling 1d20 need 11+ to retain song of heroes

(1)

= 1

**Misc. elves, tourists, staff and so on:** "Aaaah! ahh! Aaaaa! Aaagh! Aaahhhh!"



**Vraknaar:** no dice. travis, have a +2 to your next attack

rolling 1d20+7 vs AC against this ghost

(7)+7

= 14

rolling 2d8+4 damage, or 2 on a miss

$$(\text{7} + \text{8}) + 4$$

= **19**

turn over. as useful as always

Vraknaar rushes up to his brother, shouting over his shoulder at Travis. "Don't you have some sort of wizard trick to get rid of these things?" A lunging claw swipe at a ghost doesn't really do much.



**Travis Meacham:** He doesn't, but maybe if he can see what's causing this he has a neat wizard trick to get rid of IT.



**Xarvrax:** Well shoot some of the ghosts that are going to continue to fail to shred me.



**banana (GM):** Well, take a look if you like.

(Whether Placidus wants to pass on his insights is up to him, if you could even understand them)



**Vraknaar:** crap. if it was escalation 2 he could color spray them, but...



**Placidus:** "The multipliers..."



**Travis Meacham:** let's try to observe the source of the ghostornado

rolling 1d20+11 with wizardly acumen

$$(\text{7}) + 11$$

= **18**

oh that should actually be a 19

forgot the escalation die



**banana (GM):** Well, you can tell this: that stuff all around him is bog standard death magic. It shades, at the edges, into literal spirits, as death magic does, but mostly it's just Power. It has to come from somewhere, therefore - it's being continuously called into being. This stuff can't exist on its own in the unabysal world.



**Travis Meacham:** alright, well

i'm going to decay a move into a quick and observe the CROWD to see if anyone's channeling behind our backs

rolling 1d20+12

$$(\text{18}) + 12$$

= **30**



**banana (GM):** With a lightning quick sweep of the area, his own sharp eyes augmented by magical senses, Travis can definitively say that almost nobody in the crowd is part of this, except for one guy.



**Travis Meacham:** which guy and how is he a part of it!!



**banana (GM):** Shit, he's almost out of the square on the other side... of course, it's the second reporter. And the thing is, that guy ISN'T surrounded by a howling column of shades, but he's probably about to

be. Because he's struggling to keep the cap on his cylinder thing, which is being burst open from the inside by the exact same sort of force.



**Travis Meacham:** Seems like bad luck for him. Is it possible for me to like ... call a shot on the cylinder? Would that even work?



**banana (GM):** You could aim something at it, sure. Smacking it with elemental magic might not necessarily have great results?



**Travis Meacham:** i was hoping that a big ol burst of acid would destroy it entirely and NOT set off another spirit bomb.  
maybe this isnt a likely hope tohugh



**Placidus:** it's probably on the order of defusing a bomb  
which, I imagine, a giant burst of acid is a bad tool for



**banana (GM):** yeah i think without at least some other source of Prep or Thought on that you've got no confirmation that it'd do something good  
(vs bad)



**Xarvrax:** I would have an idea, if I didn't have a druid iconic, but.



**Travis Meacham:** At any rate, travis yells and points at the other reporter. "WATCH OUT! His tube's about to explode!"

**Crowd:** "Aaaahh!"

**Reporter:** : "Aaaahhh!"

**King Magician:** "Aw, no."



**Xarvrax:** "Aaaaaahhhhhh!"



**Travis Meacham:** i still have no idea how we're gonna make any progress against the ghosts so i guess im just gonna ray of frost a ghost off of xarvrax



**Xarvrax:** Make sure it's scary.



**Travis Meacham:** rolling 1d20+10 vs PD, escalation on scary ghost

(10)+10

= 20



**banana (GM):** smack



**Travis Meacham:** rolling 3d6 for this muchg damage

( 1 + 3 + 5 )

= 9


**Placidus:** trigger



**Xarvrax:** Pffft.



**Placidus:** rolling d20+8 vs pd

() + 8

= **10**

feh

well, focus is retained



**banana (GM):** The beam nearly hits the wounded Vealsgravy, but all he says is "gllabbbrrhh" while sort of dragging himself along the boards with bloodied fingernails.



**Placidus:** the ghosts take 10  
rather than 9 damage



**banana (GM):** INSTEAD, thanks perhaps to last minute course correction vibration, it hits ghosts, which is better.


Xarvrax, Besieged, At San Meat.

rolling d20+8 vs ac, 7 damage and 1 necrotic ongoing

() + 8


= **18**

rolling d20+8 vs ac, 7 damage and 1 necrotic ongoing

() + 8

= **10**

rolling d20+8 vs ac, 7 damage and 1 necrotic ongoing

() + 8

= **12**



**Xarvrax:** First one hits.



**banana (GM):** take a small amount of damage, then



**Xarvrax:** Xarvrax cackles madly, dodging around more of the ghosts, barely noticing the one who does hit him.



**banana (GM):** The Thunder's leader raises his arm, calls for another volley of bolts, as the band plays on... but in his pacing across the stage, all wrinkles and taut energy, he's come near Travis. "Mate, should we go after the other guy? Can you wrap this lot up if so?"



**Xarvrax:** Can he stop it from exploding?





**banana (GM):** maybe



**Xarvrax:** Then we should probably let him go.



**Travis Meacham:** "Probably."

**Barry:** Bitter nods and hollers. "Mob the joker with the other camera! Keep it off him!"



**banana (GM):** The braver among the crowd pull their man back into the square, and rip the canister out of his hands.. effects yet to be seen, but the Thunder are ready either way.

The priests maintain their wall, and their calls. Ghol has finished helping Kon back to his feet after the disastrous/victorious end of the Sausage - and another figure, too, stands.

roll initiative if you're ghol&kon or the possessed corpse of Father Mintchop

rolling d20+5 mintchop

( 6 )+5

= 11



**Crion:** rolling d20+2

( 15 )+2

= 17



**banana (GM):** The prettiest of the priests staggers to his feet as the light returns to his eyes.



**Ghol, Going East:** Ugh. Well, that took entirely longer than necessary. At least everyone's...okay...?



**banana (GM):** This light is wrong, however; it's the same sickly blue as the ghostornado. The mind as well as the brain have been awakened, haunted - the dead priest raises one hand and begins to cast spells, intoning in a suitably leaden voice.

**Mintchop:** "This Sauce Shall Fall"



**banana (GM):** xarvrax's turns; escalation die +2, as is the clusterfuck count



**Xarvrax:** rolling d20 + 10

( 6 )+10

= 16



**banana (GM):** like everyone else, ghol gets a small healup - the episode inside the priest's mind was solely mental, and didn't really affect his body



**Xarvrax:** To the spooky in front




**banana (GM):** vs what  
that would miss ac, hit others





**Xarvrax:** PD

rolling d20 + 10 spooky right

() + 10

= **26**



**banana (GM):** yeop



**Xarvrax:** Oh wait, nevermind

That hits a random thing.



**Vraknaar:** another random enemy takes the damage



**banana (GM):** lol



**Vraknaar:** with no attack roll



**Xarvrax:** rolling d4 + 4

() + 4

= **8**

So lets just do this, from top left going right, then down.

rolling d10

()

= **5**

Scary above gravy.

Also takes 8.



**banana (GM):** how much damage to the original top-spooky?



**Vraknaar:** Bolt And Thunder. the intentional damage is lightning and the other thunder



**banana (GM):** i've assumed 8



**Xarvrax:** Xarvrax with his quick, is going to try and figure out a way to get at the guy in the first tornado.

Also yes.



**banana (GM):** Well, assuming Travis has been communicating his insights also.. int hceck  
\*check



**Travis Meacham:** travis has been sharing deets



**Xarvrax:** rolling d20 + 6

() + 6

= **12**



**banana (GM):** There's gotta be a way! That stuff is coming from somewhere, and going to somewhere, and surely these things are related, but..? ?!?

it's honestly hard to think with so many ghosts beating you up.



**Xarvrax:** rolling d6

()

= **1**

rolling d6

()


= **3**



**banana (GM):** A new wave of them arises from the tornado, and then the existing ones mob Xarvrax, again.



**Xarvrax:** rolling d6

()

= **4**




Defensive again, blah.



**banana (GM):** Vraknaar is close enough now that he could choose to try and intercept if he likes nobody else is in the funnel, deliberately i'm guessing



**Ghol, Going East:** rolling 3d8+2

( +  + ) + 2

= **10**

fucking



**Vraknaar:** vraknaar's going to let xarvrax do it




**Xarvrax:** If that was three, then you get double.




**Vraknaar:** since he's been doing an admirable job so far





**banana (GM):** rolling d20+5 vs pd, 10 damage, 19-20 crit

() + 5

= **7**


 **Xarvrax:** Also, they're literally going to kill me.

 **banana (GM):** rolling d20+5 vs pd, 10 damage, 19-20 crit

() + 5


= **17**

rolling d20+5 vs pd, 10 damage, 19-20 crit

() + 5

= **15**


rolling d20+5 vs pd, 10 damage, 19-20 crit


() + 5


= **25**


 **Xarvrax:** Yeah.


 **Vraknaar:** damn. maybe


 **banana (GM):** he certainly did an admirable job for a while, yes


 **Xarvrax:** No, I'm at 0.


 **Vraknaar:** if i had intercepted it would have been... the first one


 **Xarvrax:** Actually, -1.


 **Placidus:** it turns out: if all of the monsters literally only attack one character, eventually that character will die


 **Xarvrax:** When does this ongoing end?

 **banana (GM):** when you're reduced to 0 hp or save against it


 **Xarvrax:** After a save? Or just never?


 **Placidus:** well, it ends when you go down, presumably


 **banana (GM):** Placidus is up. Xarvrax is down...?


 **Travis Meacham:** Placidus: it turns out: if all of the monsters literally only attack one character, eventually that character will die  
fucke dup but plausible.


**Burgersear:** The High Father knows you all now. He cries out as one of the brave defenders falls..!  
Most of his attention is taken up by the risen Mintchop, though, who's beginning to assault the barrier.  
Quite a few members of the crowd are sheltering behind it, so this would be Bad.

 **banana (GM):** i'd suggest providing medical attention to xarvrax to get him up again, if he weren't buried in ghosts?

 **Placidus:** okay, first, rebuke attack on the most damaged mook

 **banana (GM):** one of them's on 1, so that one


 **Placidus:** rolling d20+9 vs pd

(  )+9

= **13**


 **banana (GM):** hits pd 12


 **Placidus:** rolling d6+4


(  )+4

= **6**

so 5 damage rolls over to another, which if it doesn't die is getting yanked off of xarvrax


 **Travis Meacham:** i've got an idea. what if we opened the other tube and tried to hurl the two tubes together, causing a chain reaction thgat would definitely only have good results

 **banana (GM):** a stern rebuke about which ghosts do not much care

 **Placidus:** placidus is going to acquire focus, now, and then move beside vraknaar  
go  
(the ghost that I moved can't hit me until my next turn)


 **Vraknaar:** vs AC


rolling 1d20+8

(  )+8

= **15**

of course. fucker

 **banana (GM):** The spirits rage and wail, still caged away from the bulk of the hated living by two more of you and the walls of the city..... for now....  
whose ac. that hits scary ghosts but not spooky ones


 **Placidus:** "We've got to get them off him!" shouts Placidus as he just charges straight for Xarvrax, barely visible beneath all the screaming ghosts.

 **Vraknaar:** rolling 2d8+4 otherwise 2

$$(\text{8} + \text{6}) + 4$$

= **18**


a miss, then


 **Placidus:** trigger

rolling d20+9 vs md/pd on the spooky ghost

$$(\text{9}) + 9$$

= **18**


 **banana (GM):** hits the lower md


 **Placidus:** rolling 4d8+4 psychic damage


$$(\text{8} + \text{3} + \text{7} + \text{3}) + 4$$


= **25**


 **Travis Meacham:** hell yeah.

 **Placidus:** and ongoing 5 psychic


 **banana (GM):** You have blown the ghost's mind.


 **Placidus:** if it's not dead  
or, idk, disorporated  
whatever


 **Vraknaar:** my turn is over as usefully as ever. no healing...


 **banana (GM):** it is the turn of: ghol  
zones: the stage, the crowd area, the ghostornado vortex


 **Ghol, Going East:** Is Xarvrax "nearby?"

 **banana (GM):** if you move onto the stage he then will be, otherwise no

 **Vraknaar:** Vraknaar leaps into the swarm of ghosts, trying fruitlessly to pull them off his brother.  
"Bastards! Try that shit on me!"


 **Ghol, Going East:** move, quick action: heal on xarvrax

 **Travis Meacham:** move into the ghostornado vortex and try to shut it down, in my O. although maybe  
thats gonna be my move


 **Placidus:** Vraknaar, clawing for his brother, holds a ghost in his hands but can't figure out how to tear it

apart. But as he holds it, it vibrates, rattling the scion of the Red from his teeth to his tail, and the ghost just... dissolves in his hands. There's an anguished look on its face as it disintegrates into discrete perfectly square flakes of ectoplasm that evaporate before they hit the ground.

 **Ghol, Going East:** Who here isn't a mook?

 **banana (GM):** the scary ghosts are mooks  
the spooky ones don't have a lot of hp, but are not mooks  
father mintchop, as he once was, is also no mook


 **Ghol, Going East:** Ghol will go after Father Mintchop, I guess...? I don't think he can get in melee range, though

 **banana (GM):** that'd be a second move action, yeah  
previously kon was blocking up that exit from the stage btw, now ghol and kon both are

 **Ghol, Going East:** Oh, am I strategically keeping ghosts from running into the crowd or whatever?


 **banana (GM):** presently, yes

 **Ghol, Going East:** lovely

 **banana (GM):** The conjured wall of white sauce produced by the remaining priests does the rest of the work.  
Speaking of priests: Vealsgravy is not long for this world; he's as collapsed as Xarvrax is (or was)

 **Ghol, Going East:** vs Scary Ghost mook

rolling 1d20+8

() + 8

= **10**

rolling 2d8+5


( + ) + 5


= **15**


ON MISS: 2 DAMAGE

fucking

sure, why ever succeed at anything

 **banana (GM):** An arrow from the East- a ghostly limb detached.

 **Vraknaar:** what? that's a 2

 **Ghol, Going East:** no  
it's a bow attack

 **Vraknaar:** oh



**Ghol, Going East:** so it's a wasted 2



**banana (GM):** what's the effect of this heal on xarvrax!



**Ghol, Going East:** anyway, I have performed my actual function as a melee character, which is to kick an important character a free recovery



**Xarvrax:** rolling 2d6 + 3

( 2 + 4 )+3

= 9



**Travis Meacham:** ok seriously i have NO IDEA what we're supposed to be doing here



**banana (GM):** Thankfully a hint's just turned up.



**Xarvrax:** Well, if you don't kill all but one of the scary ghosts, I'm just going to fall over again.



**banana (GM):** Down off the stage, the Thunder's fans are holding the reporter down while King Magician holds the canister thing and mutters curses. The lid blows off!

Sickly-turquoise energy bursts forth - a whorl and then a spiral, arrowing toward.. the second reporter. The man thrashes and tries to get away from it, but he can't, because the crowd is already bearing him away.

A fucked-up chase begins with the guitarist running in one direction and a bunch of white elves carrying a crowdsurfing screaming ass in the other as fast as they can, magic tendrils desperately spurting forth through the air to try and cross the distance. So far, they aren't making it.

And with the stuff not having someone to anchor to and consume, no actual ghosts are being called forth.



**Travis Meacham:** well, i've got no way to move or save the reporter. so, bad luck, mate, but you'll have to die.



**banana (GM):** These things happen.



**Travis Meacham:** he's Far from me, right?



**banana (GM):** yep



**Travis Meacham:** rolling 1d20+8 acid arrow, evoked, on the reporter. i always wanted to kill a reporter.

( 14 )+8

= 22

that's 40 acid, ongoing 5



**banana (GM):** Travis turns to the crowd of fans screaming in delight (the other Thunder are still playing!) and tourists screaming in terror. He, too, is killing it.



**Placidus:** Ah, well, can't be helped.





**Travis Meacham:** "Kill the reporter! It's the only way!"



**Placidus:** I mean, literally: no one will save him from his horrific death.



**banana (GM):** Specifically he's killing that guy down there. With no ghostornado around the other man from Omen, a blast of acid takes out all his HP before I can even add a health bar to his token.



**Travis Meacham:** wait  
i meant the guy in the tornado



**banana (GM):** oh. he's in a tornado, though



**Travis Meacham:** well i thought that just meant he was Far



**banana (GM):** would you settle for killing the one you can hit



**Travis Meacham:** but that's really harsh since he wasn't actually channeling necromantic energies through his soul...



**Placidus:** he was about to, though



**banana (GM):** they're both Far, so i got confused. status quo is that the one in the tornado is also \*protected\* by it right now, it's nearly solid



**Vraknaar:** not sure the other guy was either though, at least not intentionally



**Placidus:** he committed the precrime of being a necromancer's unwitting pawn



**Vraknaar:** since he looked real scared



**banana (GM):** but i'll definitely let you take back killing the untornadoed man if you like  
& potentially act against the other instead



**Travis Meacham:** i would rather not kil lthe untornadoed man. how do i get to the tornadoed man



**banana (GM):** ok: you know now that the stuff from the canister is anchored to him. it's also PROTECTING him. so the thing you have to do is basically get it away



**Placidus:** I bet we'll have to move the canister  
yeah



**banana (GM):** Without benefit of further insight, Travis can essentially see one way to do that: if someone goes in there and picks it up.



**Travis Meacham:** That'll be him, then. Time for a move into the tornado.



**banana (GM):** With Ghol, Kon, Placidus and Vraknaar keepign the two ends of the stage bottled up, Travis is free to go around them and slip into the vortex.

He takes 10 necrotic damage for the pleasure, and will every time that he starts his turn in or moves into the zone



**Travis Meacham:** Mmm. Okay, so i still have a standard and a quick.

**Burgersear:** "You seriously can't go in there, human. Just stay behind the ward!"





**Travis Meacham:** "I have to!"  
can i turn my standard into a second move, and use it + the quick to grab the canister



**banana (GM):** yep



**Xarvrax:** Just a note, when you did your recoveries, you did 3d8 + 2, which seems wrong to me, unless you doubled it.



**banana (GM):** i think he used an advance on +recovery



**Xarvrax:** Crion, that is.



**Travis Meacham:** I'm going to do that, then, grabbing it away from him.



**Xarvrax:** Oh.



**banana (GM):** make a dex check, travis



**Travis Meacham:** rolling 1d20+4

(19)+4

= 23



**Ghol, Going East:** oh I should have doubled it



**banana (GM):** Again, the wizard snatches a container or evil glowing liquid.



**Ghol, Going East:** that was prefight healing



**Travis Meacham:** hopefully it doesn't bring a bunch of stags trying to kill us this time.



**banana (GM):** The involuntary ghostornado of a man staggers as the whorls rip away from him - he's clearly visible, now, and mostly flensed. You better hope the guy has little consciousness remaining because his soul is being burned to power the summons, and ghosts are flying out of his extremities at an increasing rate.

They're still coming, but unless he gets back the canister from Travis, he's vulnerable...

On that note.

With the source(?) disconnected(?), there isn't as much of a gap for the increasing ghostpower to come through. From now on, the new waves are congealing into a single extra-powerful specter.

hence the init roll of 17 way back when..



**Travis Meacham:** splendid.



**Placidus:** thaaaaaat sounds bad



**banana (GM):** As the new one forms, the old attack Travis, and, of course, anyone else nearby.

Which is going to be Vraknaar in a few cases, Ghol in others..


Specters swoop through the air! Specters roll 20 sided dice!

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs travis

() + 5


= **20**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs travis

() + 5

= **11**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs travis


() + 5

= **17**




**banana (GM):**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs travis

() + 5


= **17**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs ghol

() + 5


= **7**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs ghol

() + 5

= **12**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs ghol

() + 5

= **21**



**Ghol, Going East:** miss miss hit

**Possessed Mintchop:** "Your Goddess Is Ridiculous And Beholden To A Charlatan"





**Travis Meacham:** so i take 30 there


i'm going to die at the start of my turn




**Ghol, Going East:** Oh fuck off, Mintchop.

 **Placidus:** Possessed Mintchop's got a point, thinks Placidus. But this is not the venue to make it.


 **banana (GM):** The ex-priest holds one hand high, channeling some other power from beyond the grave. Waves of invisible batter at the dripping shield, thinning it into a premature reduction. The bechamel is in danger of entirely evaporating.

 **Vraknaar:** did vraknaar not incur ghost attacks there btw

 **banana (GM):** oh shit


nice

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs vraknaar

() + 5


= **12**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs vraknaar

() + 5


= **8**

rolling d20+5 vs pd, 19-20 crit, 10 damage on hit, vs vraknaar

() + 5


= **7**

oh.

 **Placidus:** Argh, the sauce is breaking...! Do you have any idea how hard it is to save one of these?!


**Barry:** "Come on, put your legs in it."


**The Singer:** "Caught! In the middle of a ghost attack!"

 **banana (GM):** They're having some success down there, separating the camera(?) from its target. Looks like at least one additional clusterfuck averted.

And finally Xarvrax is restored to consciousness by Ghol's dramatic entrance.


### ESCALATION (+3)

 **Placidus:** things are... escalating...!

 **Xarvrax:** Xarvrax stands up, battered and bleeding, roaring before snapping his fingers.  
Travis is far away now isn't he?

**Vealsgravy:** "..no.. a- alabastien.. gragh blugh \*blood\*"

 **banana (GM):** yep

 **Xarvrax:** Well then I'm picking me and god damned Vealsgravy.

I'm one, he's two.

rolling d2

( 2 )

= 2



**banana (GM):** whassat do to him



**Xarvrax:** He gets a recovery.



**banana (GM):** did you chaos a priest  
dang



**Xarvrax:** No more reanimated priests.

**Vealsgravy:** "i go.. to my heaven of porks and thighs.. i.. die... i, what. what's this creeping chaos. This energy."



**Xarvrax:** Xarvrax points at the priest, his eyes glowing the same color as the elves for a moment,  
"You're not dying today."



**Travis Meacham:** He might die today.



**Xarvrax:** And then an extra arm bursts out of Xarvrax's side.



**Placidus:** He's not dying \*right this instant\*.



**Xarvrax:** Xarvrax looks down at it, flopping about uselessly.

"Well, that's new."

Good.

Got a 5.

Though it's acting funny.



**banana (GM):** Well, the mess of spooky ghosts WERE going to leave Xarvrax alone, since he was unconscious and bleeding out.



**Xarvrax:** And got the Priestess for my Iconic.



**banana (GM):** As of right now it looks like they're about to mindlessly tear into him, again.  
Anyone object?



**Xarvrax:** rolling d6

( 5 )

= 5

rolling d12

( 10 )

= **10**

rolling d6

( **6** )

= **6**

Aha!



**Vraknaar:** i would, but i'm up to my cloaca in ghosts here



**Xarvrax:** And next turn I can use my iconic daily, and maybe not lose it.

**Burgersear:** "To think that one dragon would give his life for the Goddess \*twice\*...! I object! Acolyte whatevername, save him and also Vealsgravy."

**Acolyte:** :-(



**banana (GM):** The good thing about the ward fading is it doesn't take all of them to maintain it, and as religious fanatics, you basically have to do this sort of thing, so,

rolling d20+7 spooky ghost vs ac, 7 physical damage and 1 necrotic, vs xarvrax

( **16** )+7

= **23**

rolling d20+7 spooky ghost vs ac, 7 physical damage and 1 necrotic, vs xarvrax

( **8** )+7

= **15**

rolling d20+7 spooky ghost vs ac, 7 physical damage and 1 necrotic, vs xarvrax

( **10** )+7

= **17**

rolling d20+7 spooky ghost vs ac, 7 physical damage and 1 necrotic, vs acolyte

( **15** )+7

= **22**

rolling d20+7 spooky ghost vs ac, 7 physical damage and 1 necrotic, vs acolyte

( **11** )+7

= **18**



**banana (GM):** The spectres make a noise that's unnervingly arara-like, a form of laughter. It's not quite the same tongue-rolling rock-crackling thing - more of an 'ajajajaja'.  
placidus up



**Xarvrax:** Ah fun.  
I get to fall right back over.



**Placidus:** is placidus engaged with these guys



**banana (GM):** he's actually not, they've all attacked dragonbros



**Vraknaar:** wait  
nevermind



**Placidus:** cool. I'm gonna acquire focus and then spend my standard action trying to make a heal check on xarvrax



**Xarvrax:** Xarvrax's extra arm is gone as fast as it appeared, as he's thrashing and swearing and bleeding.



**banana (GM):** Struggle free of the mass of ghosts, then sink back beneath...  
To be fair, literally every PC and NPC warned him that this would happen.



**Placidus:** rolling d20+7 amateur physician +1

(12)+7

= 19

**The Ghostornado:** "aaaaaaaa AAAAA aaaaaa AAA" Even the moans it makes whirl.



**Placidus:** I think that gives him a success on a death save? I forget the exact heal check mechanics in combat, let me look real quick  
turn end, though



**banana (GM):** gl..!



**Vraknaar:** hopefully i can successfully roll a die (or otherwise just die)

rolling 1d20+9 vs AC, scary ghost

(12)+9

= 21

good

**Vealsgravy:** "Ghh. You've.. got to staunch the scale joint there. That's what knocks them out so quick. It's not the actual blood, it's a muscular fluid."



**Vraknaar:** rolling 2d8+4 damage

$$(\text{4} + \text{3}) + 4$$

$$= 11$$



**Xarvrax:** So I get a recovery?



**Vraknaar:** after placidus' healing hopefully

so you'll have more? idk

rolling 3d4 you add this much extra to your recovery in any case

$$(\text{1} + \text{2} + \text{1})$$

$$= 4$$



**banana (GM):** 110% of a ghost destroyed



**Vraknaar:** ah yes. those vraknaar dice

also can it have been the ghost closer to xarvrax that i slashed

rolling 1d20-1 disengage to move next to xarvrax

$$(\text{19}) - 1$$

$$= 18$$

**King Magician:** "Get back in the tube! GET BACK IN THE TUBE!"



**banana (GM):** sure



**Xarvrax:** So how much do I get healed from Placidus?

Just another recovery?



**Placidus:** okay so I looked it up, and what I've done is Stabilize xarvrax

meaning that he can ignore failed death saves



**banana (GM):** well, that's better than dying



**Xarvrax:** So it's basically useless now.



**Vraknaar:** well he's up again now

i mean it doesn't matter. not like placidus needs standard actions anyway




**Xarvrax:** rolling 2d6 + 7


$$(\text{6} + \text{5}) + 7$$


$$= 18$$





**Vraknaar:** blue dice are just categorically superior to red ones it seems


 **banana (GM):** only for ranged attacks  
you've played enough descent to know this


 **Vraknaar:** i guess blue dice do have that 1/6 chance of betraying you


 **Xarvrax:** You know, I'm curious.

 **Ghol, Going East:** quick action hammer of the gods


 **Vraknaar:** but, critically, they are also the ones with a big X on them.

 **Xarvrax:** If we kill that guy... will the ghosts go away?  
Or will they just stop showing up...

 **banana (GM):** so far, of course, he's not even slightly killed


 **Xarvrax:** We've also been forgetting to use quick actions to check these things.

 **Travis Meacham:** i haven't been.

 **Placidus:** I've been spending all my actions


 **Ghol, Going East:** vs engaged ghosts

rolling 1d20+10

() + 10


= **25**

rolling 2d12+6


( + ) + 6


= **23**


ON MISS: 2 DAMAGE


 **banana (GM):** hit - is that an aoe or not?


 **Vraknaar:** clobber

 **banana (GM):** (they're mooks)

 **Ghol, Going East:** will that roll over to affect mooks in the travis cluster?  
it's a basic attack


 **banana (GM):** yes

 **Ghol, Going East:** melee

 **Xarvrax:** I would surprising that, since it'll still hit.

 **Ghol, Going East:** if so, then surprising



 **banana (GM):** ok, we've got... 10 and 8 and 2 hp in the three on you  
10, 10, 10, 10 on travis

 **Ghol, Going East:** rolling 1d20+9

(  )+9


= **22**


rolling 2d12+5


(  +  )+5


= **20**


ON MISS: 2 DAMAGE


 **Xarvrax:** So that's 43 total damage to them.

 **Placidus:** man this fight is a lot more manageable now that we have more than half our party here


 **banana (GM):** ok, flavour killing five ghosts total in and out of the maelstrom

 **Xarvrax:** Plus whatever Kon can do?


 **Vraknaar:** now that he's a scalebeast

 **Ghol, Going East:** done


**Biggest Ghost Yet:** "eeeeeeeeeeeeeee"


 **Ghol, Going East:** Ghol's eyes burn green. The Rune and carving axe burn green, too -- there's no flesh to rend, but their blows land anyhow, smiting the ghosts as the young elf-orc roars.

**Biggest Ghost Yet:** "eee.."


 **Kon:** And as he does, Kon (...?) lopes over to the embattled Travis and tosses him one of the party's remaining healing potions...


**Biggest Ghost Yet:** The shade hesitates within the maelstrom. It really, really, really wants to fully penetrate the land of the living, get out there, and probably kill Xarvrax again.

 **banana (GM):** But the remaining loops and whorls of light that now hang only loosely on the Anchor's figure jerk at his body, and he turns involuntarily to point at Travis, in whose hands the canister jiggles..


 **Travis Meacham:** how much do i get from the potion


 **banana (GM):** 1 recovery

 **Travis Meacham:** rolling 1d6+2 this, doubled


(  )+2

= 8

 **Xarvrax:** I could've sworn they gave a bonus.

 **banana (GM):** maybe they do but i've forgotten it ;\_;

 **Travis Meacham:** hooray


 **Vraknaar:** they do  
1d6 i believe for the adventurer ones

 **Travis Meacham:** hooray

rolling 1d6

( 4 )

= 4

 **banana (GM):** The eerie ghost spreads its arms wide, body coalescing into the detailed shape of a humanoid androgyne; then its ectoplasmic chest splits open, ghostly blue bones spilling forth, revealing a core of torn fleshstuff and pulsing light, which dazzles and confounds.


rolling d20+6 vs travis md, 12 damage and dazed save ends, 0 damage and dazed save ends


on miss

( 2 )+6

= 8


 **Ghol, Going East:** ghol? more like ghol


 **Travis Meacham:** that's a miss. so what does dazed do

 **banana (GM):** Travis is up. Behind the eerie figure, more gates to the underworld are forming around the Anchor, to pull through more of the ranged-attacking ghosts.

-4 to hit


it sucks! you don't want to be dazed


 **Vraknaar:** beats weakened, at least right now

 **Travis Meacham:** so i take my 10 necrotic

**Burgersear:** "The reduction.. cannot hold.."

 **Travis Meacham:** and uh

 **Xarvrax:** I would honestly evoke the arrow at that guy anyway.  
And try to get out of the cloud.

 **Travis Meacham:** and provoke 2 attacks? hel lno



**Xarvrax:** Move first, then blast?

rolling d100

( 37 )

= **37**

**Barry:** "We'll be up there in a moment, hold your liquor!" All four bards are now engaged in a comical tug of war from both ends, stretching the ghostendrils in the hope that they'll snap. The second anchor has actually stopped screaming and is cooperating by running with his own legs.



**Travis Meacham:** i'm going to try to disengage

rolling 1d20

( 8 )

= **8**

that's a fail



**Xarvrax:** Ah.

**Ghosts:** "AJAJAJA"



**Xarvrax:** It isn't though.



**Travis Meacham:** uh ... i'm going to literally move away and provoke 2 opportunity attacks, then.



**Xarvrax:** So.

Because I forgot my weirdness, I think disengages count as saves, right?



**banana (GM):** i have no idea which weirdness number is which, sorry



**Travis Meacham:** a normal save, yes



**banana (GM):** rolling d20+8 vs ac 7 damage, 1 ongoing necrotic

( 4 )+8

= **12**

rolling d20+8 vs ac 7 damage, 1 ongoing necrotic

( 5 )+8

= **13**



**Xarvrax:** It makes saves fail where they succeed, or succeed where they fail.



**Placidus:** lol



**Vraknaar:** so those miss right



**banana (GM):** it what



**Xarvrax:** So instead of failing, you succeed.



**Ghol, Going East:** lol



**banana (GM):** well, good thing he failed then



**Travis Meacham:** that's weird! so i successfully disengage



**Placidus:** how deliciously random



**Vraknaar:** i'm pretty sure disengage checks are not actually saves



**Travis Meacham:** it is



**banana (GM):** in this case travis is ok regardless



**Travis Meacham:** p. 163



**Vraknaar:** either way it doesn't matter though



**Xarvrax:** Now whack the sucka.



**Travis Meacham:** BUT since my disengage succeeded, i now can make an attack, which is gonna be a ray of frost against a scary ghost near xarvrax



**Vraknaar:** oh, you're right then



**Travis Meacham:** oh wait  
no im just gonna use acid arrow evoked here. fuck it.



**banana (GM):** Travis ducks behind the sauce ward with a quaking teen white elf. "Sir wizard, can you help us with this?" The strain is evident on the acolyte's face, even though he's not even doing freaking real magic, just using some god's borrowed powers.



**Travis Meacham:** rolling 1d20+5 with dazed and escalation, vs pd, on the involuntary guy

(17)+5

= 22

splendid. 40 acid, ongoing 5



**Ghol, Going East:** Teen elves...gotta protect them



**Xarvrax:** Pchew.



**Placidus:** IT'S JUST BEEN INVOKED  
evoked


**Anchor:** "Hssssssssssck."


 **Travis Meacham:** rolling 1d20 save


(10)


= 10


daze clears

 **banana (GM):** fail.


 **Travis Meacham:** oh no its 11+ isnt it. FUCK

 **Placidus:** yes, but  
that means it succeeded  
right?


 **banana (GM):** ^^


 **Xarvrax:** That's good.

 **Travis Meacham:** This is very wacky.

 **banana (GM):** i'm laughing out loud in real life

 **Placidus:** It's EXCEEDINGLY wacky.

 **Xarvrax:** Exactly.

 **Travis Meacham:** and quick action, "Yes, of course I'll help." \*thinking to self\* Did you see what I just did. Come on. I am a damn hero and you want me to help hold your wall.


rolling 1d20+14 wizard

(15)+14

= 29

**Anchor:** This is the noise of bubbling flesh. The man can no longer speak or even scream, since most of his organs have been consumed for power.

And yet some volition remains.

 **Travis Meacham:** yeah SPEAKING OF the tornado didnt see mto be stripping away his hit points

**Anchor:** Once aroused by violence...

 **banana (GM):** rolling d20+10 init

(19)+10

= 29

 **Placidus:** er



**banana (GM):** looks like.. ghost turn? there are a LOT of turns now



**Vraknaar:** fuck. shit



**banana (GM):** OK, these ones are going after Kon and Vraknaar, ALTHOUGH Vraknaar could probably shove them away around the ward if he wants.



**Vraknaar:** nope  
if i can shove them into the ward, obliterating them i'd do that  
but not after random elves



**banana (GM):** rolling d20+8 vs ac 7 physical damage and 1 ongoing necrotic, kon

( 3 )+8

= 11

rolling d20+8 vs ac 7 physical damage and 1 ongoing necrotic, kon

( 20 )+8

= 28



**Ghol, Going East:** sigh



**banana (GM):** shoving some ghosts into the ward is feasible, but it'd take an action on your turn and some sort of cool check



**Ghol, Going East:** miss hit



**banana (GM):** rolling d20+8 vs ac 7 physical damage and 1 ongoing necrotic, vraknaar

( 1 )+8

= 9

rolling d20+8 vs ac 7 physical damage and 1 ongoing necrotic, vraknaar

( 8 )+8

= 16



**Xarvrax:** FUUUUMBLE



**Vraknaar:** two misses



**banana (GM):** ...or that  
ok, if you do want to try, strength check...



**Xarvrax:** Shove that ghost good!

**Mintchop:** Still those leaden tones from the bishonen priest. "I Never Liked Your Sermons"

He raises one hand for another blast at the barrier, but:



**Vraknaar:** rolling 1d20+6 str is 8, but Dragon Forged obviously applies here

( 7 )+6

= 13

**Vealsgravy:** "Come on, they weren't that bad."



**banana (GM):** rolling d20+6 mintchop channels some pretty evil divine energies

( 2 )+6

= 8

rolling d20+6 vealsgravy channels some basically ok divine energies

( 19 )+6

= 25



**Xarvrax:** Basically ok is my favorite kind of energies.



**banana (GM):** The living and dead priests' wills clash in an eruption of force and breadcrumbs.

For now, the possessed Mintchop doesn't seem to be getting anywhere, though he's drawing the attention of the remaining spirits to the healed Vealsgravy.

**Burgersear:** "Most pious. MOST pious."

**Anchor:** "Chhhxxck."



**Vraknaar:** 'they weren't that bad.' - the height of religious fervor

**Anchor:** \*conjures ghosts\*



**banana (GM):** rolling 1d4

( 2 )

= 2



**Xarvrax:** Oh wow.

**ESCALATION (+4)**



**Placidus:** this is proving increasingly impractical



**Vraknaar:** i think that perhaps that guy needs to die. also anyone who is holding on to dailies needs to stop holding





**banana (GM):** it is pretty clearly the worst situation you've ever been in, yeah



**Placidus:** I've used both my big recharge powers already



**Ghol, Going East:** So basically Ghol has to suicide charge that guy, I guess



**Xarvrax:** rolling d20 + 10 vs low health spooky

(18)+10

= 28



**banana (GM):** definite!



**Xarvrax:** rolling d8 + 4 holy damage

(5)+4

= 9



**Placidus:** trigger



**Vraknaar:** i have a big power still to use but i have to claw my way out of ghosts



**Placidus:** rolling d20+10 vs md/pd

(10)+10

= 20

**L'Angelo:** To the second anchor: "Run, you pathetic little man. Run for all our lives depend upon it!"



**banana (GM):** hit the lower md



**Vraknaar:** kinda hope xarvrax doesn't get a new warp, so that my disengage check stacked against me will have better odds



**Placidus:** rolling 2d6+4 additional damage to xarvrax's attack

(5 + 2)+4

= 11



**banana (GM):** rolling d20+4 here's the anchor's athletics roll

(11)+4

= 15

nice! looks like he's finally got far enough away



**Xarvrax:** Xarvrax's eyes pulse with divine light once more, before a blast of holy fire erupts from his mouth into the ghost in front of him.



**banana (GM):** With a burst of speed, helped/harried along by the fans, the second anchor has outrun the twisting tendrils. The Thunder strum and strut.

Unsurprisingly, the ghost in front of Xarvrax is totally obliterated.



**Xarvrax:** Rather than tired, Xarvrax actually feels a little better after channeling the gods through him again.

rolling d6

( 6 )

= 6

Iconic again, woo!



**Vraknaar:** shit.



**Xarvrax:** rolling d12

( 3 )

= 3

Diabolist.



**Vraknaar:** wait have you gone through five spells?



**Xarvrax:** Yes?

1 attack, two defensive and this is the second iconic.

This turn, I mean.



**Vraknaar:** i thought you had two iconic already but if so you're fine either way



**Xarvrax:** rolling d6

( 4 )

= 4



**Vraknaar:** guess i'm wrong though



**Xarvrax:** +2 save bonus again.

rolling d100

( 88 )

= 88

Pfft, useless.

Xarvrax flickers just a little bit more out of reality.

And now I'm done.



**banana (GM):** The power in and around him isn't going away. He's bouncing in and out of consciousness and crossing that line between life and death.. but who isn't, in this battle?

Even Ghol, not ordinarily sensitive to such things, feels..

Frankly, he feels as if eighty eight thousand voices suddenly cried out in terror, and were suddenly silenced.



**Ghol, Going East:** Wh--



**banana (GM):** Just two of the original flavour ghosts remain.

Let's see whether they can destroy Xarvrax for a third time. It is now tradition.

rolling d20+5 vs pd, 19-20 crit, 10 damage

(19)+5

= 24

rolling d20+5 vs pd, 19-20 crit, 10 damage

(5)+5

= 10

that's a maybe



**Xarvrax:** No.



**banana (GM):** No?



**Xarvrax:** Literally 1 HP.



**Placidus:** lol



**banana (GM):** No!



**Xarvrax:** Crit. Miss.



**Vraknaar:** urgh. i want to blast that ghost thing but otoh i need to try and heal xarvrax...



**banana (GM):** The tide of the battle... it might arguably be in your favour.

From where Vraknaar's standing: there are fewer ghosts than before, if larger, and the second threat has been removed...




**Placidus:** okay so the first thing I do is re-acquire focus


the SECOND thing I do is spend my standard feeding xarvrax a potion





**banana (GM):** One of the two dying priests who might have risen against you is instead on your side. Travis has the Canister, rendering the ghostornado's anchor vulnerable. MAYBE you could just leave Xarvrax to die,

But Placidus foils this brilliant plan.

 **Placidus:** so take a recovery plus 1d8  
the third thing I do is move here

 **Xarvrax:** rolling 2d6 + 3


(  +  )+3

= **8**


rolling d8


(  )

= **2**

 **Placidus:** the fourth thing I do is pass the turn



**ghosts who were about to attack fr. vealsgravy:** "hhhhajaja?"

 **Vraknaar:** rolling 1d20+10 vs AC, mook ghost

(  )+10

= **21**

rolling 2d8+4 damage

(  +  )+4

= **14**


rolling 4d4 plus a recovery for xarvrax


(  +  +  +  )

= **11**

**Burgersear:** "This is glorious! The sacred rite, nearly destroyed, now salved by HEROES! This is proof of our faith!"

**King Magician:** "fucking madman"

 **Vraknaar:** turn over.  
does that kill both of them, hopefully

 **Placidus:** Placidus literally clambers up onto Xarvrax's back, uncorking a vial with his teeth as he does so. "Down the hatch!" he shouts, upending the vial into Xarvrax's throat before doing a kickflip off the man-dragon's shoulders and landing flat on his ass near Father Vealsgravy.



**Vraknaar:** good



**Placidus:** That looked more impressive in his head.



**Vraknaar:** Vraknaar slashes wide with his talons, disincorporating two ghosts. "Get it together, brother! We need to end this!"

it was badass, placidus. it was

**Dead Mintchop:** "Nothing Ever Ends"



**Xarvrax:** rolling 2d6 +14

( 4 + 4 )+14

= 22

Xarvrax stands up.



**Ghol, Going East:** Kon takes 12 damage at the beginning of his turn due to this ridiculous cacophony of necromancy.



**Xarvrax:** The smirk is back, "Oh we will brother, we will." He shortly devolves back into maddened cackling.



**banana (GM):** Kon just ate REALLY well - and really fast. He's in better shape than usually to withstand lifesapping energy.

Not for much longer, though.



**Ghol, Going East:** Ghol draws another arrow back on his bow, and this time fires it into the Ghostornado.

**Anchor:** "Khhlilllck?"

\*flesh bubbles\*



**banana (GM):** oh yeah

rolling d20 did it save vs acid..?

( 8 )

= 8

nope



**Ghol, Going East:** rolling 1d20+10

( 12 )+10

= 22

rolling 2d12+5

( 12 + 2 )+5

= **19**

ON MISS: 2 DAMAGE

ugh



**banana (GM):** a hit



**Xarvrax:** That's okay, I hopefully will kill him, if you and Travis don't manage to.



**Kon:** Kon disengages...or tries to...

rolling 1d20

(**18**)

= **18**



**Xarvrax:** Woo! Yay!



**Kon:** Is that a wacky failure?



**Vraknaar:** i might have killed him if you weren't a dumb baby who keeps getting killed himself

**Anchor:** "Khhlh. Klllm. Kill me."



**Xarvrax:** Nope, success.



**Vraknaar:** no. all is right with the world again

**Anchor:** "KILL ME!"

You know what. It might be a cliché, but he sounds like he means it.



**Xarvrax:** My Weirdness is over now.



**Kon:** He retreats behind Ghol, who positions himself to intercept any attempt to get at the weirdly changed warg.

done



**Vraknaar:** your weirdness is never over



**Travis Meacham:** Eyo.



**banana (GM):** With a sort of vweeering noise, the larger ghosts bob forward. Safely shrouded in the maelstrom, they twist this way and that, opening their chestanalogues with crackling noises to reveal the pulsing lights again...

But, who's the target of this?



**Xarvrax:** Yeah, well guess who's eating damage next turn.



**banana (GM):** Travis WOULD be on the hit list if he wasn't behind that freaking barrier


rolling d20 just how smart are they

()

= **6**


Not very, so they use a basic plan: Daze Everyone

rolling d20+5 vs md ghol

() + 5


= **9**

rolling d20+5 vs md placidus

() + 5

= **12**

rolling d20+5 vs md father vealsgravy

() + 5

= **20**



**banana (GM):** anyone who was hit takes 12 damage, everyone is dazed save ends regardless of hit



**Ghol, Going East:** miss



**Placidus:** miss on me, however trigger

[ ] DIVERSION OF PAIN (Recharge 6+ Level 3) Interrupt, Close Quarters, Expend Focus, Retain 1-15

- Trigger: A nearby enemy hits an ally with an attack that could've targeted me or a different ally.

- Redirect the attack to another legal target. Keep the same attack roll.

I'm taking vealsgravy's damage and daze



**banana (GM):** :O ok



**Xarvrax:** I don't think it stacks, so.



**banana (GM):** The priest doesn't notice what Placidus did. He might not, technically, be able to comprehend it. But it saves his life, again.



**Placidus:** indeed



**banana (GM):** t. meacham



**Xarvrax:** Escalation is even, wreck up the place with wacky wizard wonders.



**Travis Meacham:** well

i COULD color spray, here

but i can't hit the ghostornado guy because my only Far spell is acid arrow and i'm fresh clean out of acid arrows





**Xarvrax:** I mean.



**Placidus:** Vealsgravy is too focused on his duel to notice the screaming lights coming for him... luckily they never do, arcing instead to hit Placidus, who was almost bowled over anyway.



**Xarvrax:** You can probably hit the three big ghosts, or the other two?



**Vraknaar:** well if you can't hit him, hit those ghosts because we're still going to have to kill them probbaly



**Xarvrax:** Or any of the 4 groups of enemies?

**Barry Bitter:** "Get it back together, ladies and assholes. Time to fight for your city one last time. Yours, not the Emperor's, not the King's."



**Travis Meacham:** i'll cast color spray on the scary ghosts above kon also above ghol. but mainly above kon.

rolling 1d4

( 2 )

= 2

so its on both of them



**banana (GM):** ok, we'll say those were close enough due to the interstitial



**Travis Meacham:** rolling 1d20+10 vs pd

( 19 )+10

= 29

rolling 1d20+10 vs pd

( 19 )+10

= 29

so close.



**Vraknaar:** limited powers on two mooks...



**Travis Meacham:** rolling 2d8 psychic damage

( 3 + 7 )

= 10

10 to each

**Vraknaar:** oh.



**Travis Meacham:** and since it's cyclic it stays up



**Vraknaar:** i guess it doesn't do that much anyway



**Travis Meacham:** tha'ts my turn i suppose.



**banana (GM):** 10 damage to each, and they each have 10 hp



**Travis Meacham:** roasted.



**banana (GM):** The ghost category count is reduced at last.

The possessed priest casts a longing glance through the weakened ward at his former superior, looks at the resoluter Vealsgravy, at the maelstrom.. unlike the spectres and the anchor, a malign twisting of the elf's own intelligence guides this being.

**Mintchop:** It runs a hand glowing with borrowed divine energy down its own chest, sealing wounds- and makes a break for it.



**banana (GM):** if Ghol wants to try and intercept he can



**Ghol, Going East:** yes

**Mintchop:** "You Will Never Know Whom Among You Is Draugr"



**Ghol, Going East:** He should still be blocking the exit, it's why he fired his bow instead of moving to engage.

Oh, shut up.



**banana (GM):** Make a basic attack, then!

(or whatever kind of OA you can make)

He's just going to try and leg it



**Travis Meacham:** im pretty sure we will know

considering that he was killed and then had a horrifying evil light in his eyes and was immediately obviously soulless

has that happened to any of the rest of the group?



**banana (GM):** nope



**Placidus:** plus his token is slightly darker



**Travis Meacham:** well there you have it



**Ghol, Going East:** rolling 1d20+7

( 8 )+7

= 15

rolling 2d12+6

( 3 + 9 )+6

= **18**

ON MISS: 2 DAMAGE

come on



**Xarvrax:** Eveeeeeeen.




**Travis Meacham:** i was gonna say "++7????"  
but you are dazed.



**banana (GM):** The priests aren't actually warriors, though they have some powerful divine patrons





**Ghol, Going East:** rolling 1d20+6

(  )+6

= **14**

rolling 2d12+5

(  +  )+5

= **17**

ON MISS: 2 DAMAGE



**Vraknaar:** don't daze me, bro



**Ghol, Going East:** COME ON.



**banana (GM):** consequently, both hit  
he's staggered



**Ghol, Going East:** still  
rolls 8s, like a clown



**Xarvrax:** Xarvrax yells at Barry, "Could you shoot these damned things already?"



**banana (GM):** Hissing in pain, the undead creature leaps past and into the sausage trestles. Stale meat goes everywhere, and ketchup mixes with his flowing blood.

**Barry Bitter:** "You heard the man."



**Xarvrax:** We're not letting that thing escape.  
No more escaped villains, only dead ones.



**banana (GM):** A few fans hang back to hold onto the Second Anchor, just in case.



**Xarvrax:** Re-dead ones, I guess.



**banana (GM):** The rest..



**Vraknaar:** Look, we've got enough problems without chasing a corpse.

**The Singer:** "Travelling through ghosts and zombies ~ in a holy land full of fried sausage"



**banana (GM):** rolling 1d4, more scattered crossbow bolts for now

( 2 )

= 2

The crowd goes wild, again, and for the first time in several lifetimes Xarvrax the dragon is not at the bottom of a pile of ghosts.

*ESCALATION (+5)*

**The Anchor:** "If... you won't kill me."

"Of course I'll kill you. Incentive program. Very popular.. with the folks at home. Shout. Out."

"Oh, Mottle and Mailer, he's in my head. I'm not even dead and he's got me."

"I can't even."



**Ghol, Going East:** Who CAN even, these days.



**Vraknaar:** Ghol can, evidently.



**Placidus:** ghol's got a power to-



**banana (GM):** The man(?) stumbles forward, trying to shield himself by hiding behind the huge hovering ghosts. He makes grabby-hands motions toward Travis, and the canister or camera.  
He's still shielded... the Anchor makes a desperate motion. The vortex surges forward.  
It's repelled by the ward (Ghol still takes 10 damage, though). But will it hold any longer?



**Ghol, Going East:** Of course he does.



**Vraknaar:** maybe don't stand on the edge of the raging ghost tornado  
just sayin'



**banana (GM):** rolling 1d4

( 4 )

= 4



**Ghol, Going East:** aaaa



**Placidus:** no!



**banana (GM):** Xarvrax's turn.



**Placidus:** stop it  
stop ghosting me

**Xarvrax:** I'm moving to be nearby to him.

And then I'm using my power.



**banana (GM):** The veil of life and death is thin, now. Too thin, which is perhaps why you haven't seen Skeleton all evening. The sun has set, and the stars are not yet out.

In the moonless Realm, it's hard to say how many ghosts there may be now. It may be nearly academic.



**Xarvrax:** rolling d6

( 6 )

= 6



**banana (GM):** if you want to be Nearby, you have to move into the maelstrom zone



**Xarvrax:** Vraknaar takes that much.



**banana (GM):** (and take 10 necrotic)

i'm not recommending this, obviously  
just saying, that's what it would involve



**Xarvrax:** Okay, but if I don't do it, this just goes on forever.

**Barry:** "Come on, get the fuck in there. I'm pretty sure you can do it."



**Xarvrax:** rolling d20 + 11 vs MD

( 13 )+11

= 24



**banana (GM):** hit



**Xarvrax:** rolling 3d6 + 4

( 3 + 4 + 1 )+4

= 12

Die you stupid fucker.

But of course that isn't going to kill it.



**banana (GM):** Not quite. No.



**Xarvrax:** rolling d6

( 5 )

= 5



**banana (GM):** It's not clear to what extent the Anchor is alive, but he remains, to that extent, alive.



**Xarvrax:** rolling d12

( 7 )

= 7

rolling d6

( 5 )

= 5

rolling d100

( 80 )

= 80



**Vraknaar:** suddenly that high druid daily is looking pretty sweet

**Father Vealsgravy:** "My Goddess, won't you help us? This can't go on."



**Xarvrax:** I guess I'm done.

**High Father Burgersear:** "Ugh."

A grunt of effort is all he can manage right now.



**Xarvrax:** My warp will at least make it so I can't be crit.



**banana (GM):** it's placidus's turn, then vraknaar and ghol, and i'm brb a sec



**Xarvrax:** We literally need to do one damage.



**Ghol, Going East:** Ghol's bow can do that regardless.

So if other people have other things to accomplish, they should.



**Xarvrax:** Yes, but if anyone else can do it, we can maybe take out other things with your d12s.



**Ghol, Going East:** (Rangers get ranged damage on miss.)



**Placidus:** should I try to kill the ghosttornado with my rebuke attack? nothing else is really hurt enough that 1d6+4 is useful

and I get level damage on a miss




**Travis Meacham:** yeah kill the tornado on your turn


then maybe ghol can do soemthing useful





**Vraknaar:** you have to move into the zone but imean... ghol's attacks are much more damaging


**Placidus:** I can fade a couple hits


 **Vraknaar:** so perhaps it'd be worth it?

 **Xarvrax:** Just a note, I'm going to die almost certainly.


 **Placidus:** let's almost certainly die... together

 **Xarvrax:** Unless all those ghosts go away when he dies.


 **Placidus:** rebuke on the tornado


 **Xarvrax:** Which seems... unlikely.


 **Placidus:** rolling d20+8 vs md/pd

() + 8

= **18**


 **Xarvrax:** That hits, I'm pretty sure.


 **Placidus:** rolling d6+4 force/psychic

() + 4


= **10**

focus go

 **Xarvrax:** Have to wait for Banana now.

 **Placidus:** oh wait, also daze save  
is there currently a bonus to that from chaos  
or w/e

 **Xarvrax:** No.


 **Placidus:** rolling d20 11+ then


()


= **6**

alas


and the daze go by (let the water hold me down)

 **banana (GM):** back

 **Xarvrax:** My weirdness is rallying for something that already rallied.  
But nothing has.

 **banana (GM):** It's not really been a night for rallying, until now.





 **Placidus:** what's the ghost-tornado's md/pd


I need to know if this is psychic or force damage to Flavour


 **banana (GM):** pd is lower


 **Placidus:** force then


 **banana (GM):** The instant he's freed of ghosts, Xarvrax strides into the storm. Chaos spirals outward to combat necromancy. Even that is not enough, and the darkness closes in.


 **Xarvrax:** Having ripped the fire from his brother, it turns a deeper more violent red, before being hurled into the tornado.

 **Vraknaar:** so these two left to kill then, is it


 **Placidus:** The gnome strides directly into the darkness, wand held tight in a knife-fighter's grip. The humming intensifies until Placidus levels his wand directly at the epicenter of the necromancy. In that moment, everything goes silent.


 **Vraknaar:** fuck it. i'm going to vicious mockery one of them since it's a recharge


 **Placidus:** "This is only a beginning."  
"This is only its end."


 **Vraknaar:** oh. nevermind then i guess


**Acolyte:** "Holy pesto."


 **Placidus:** The tornado changes hue, ghostly white energy subsumed by a whirling vortex of violet light, reaching out, piercing the moonless sky, rising higher and higher, a warning, a promise, the consummation of terms.


 **Ghol, Going East:** Ghol will immediately turn and fire on the fleeing Mintchop, unless given reason otherwise.


 **banana (GM):** None is given!


 **Vraknaar:** oh hey  
can i get in on that action too


 **banana (GM):** sure

 **Vraknaar:** if i move would mintchop still be Nearby


 **Xarvrax:** Xarvrax nods at Placidus, almost understanding.


 **Travis Meacham:** Travis is making sure this evil necromatnic canister he has isn't doing anything else horrifying at the moment.

 **banana (GM):** The canister has shattered to pieces in Travis's hands.  
The news anchor falls over. Incredibly, breathing.

 **Ghol, Going East:** Ghol draws back the barbed arrow on his bowstring, as Vraknaar acts...

**Dead Father Mintchop:** "Oh Come On"


 **Placidus:** The column of violet light stops flowing upward, and the light in the sky pulls apart, spinning into massive, dizzying fractals that light the square and the city besides. This algebraic aurora falls apart from the inside, spinning out into twelve tiny purple stars, which gutter out one by one, leaving only darkness.


 **Vraknaar:** rolling 1d20+11 vs MD







() + 11

= **16**


there's a shocker


 **banana (GM):** lol  
but it does hit the priest, who as mentioned is not really a warrior

 **Vraknaar:** rolling 6d6+4 psychic damage if that hits, only 2 if it misses


( +  +  +  +  + ) + 4


= **29**


 **Travis Meacham:** i mean thing have Escalated really out of cotnrol here.


 **Placidus:** get dead mintshop

 **banana (GM):** yeah seriously


 **Ghol, Going East:** ...and then relaxes as the dude just, fucking, explodes basically. Wow.


 **Xarvrax:** I'm not sure why you bother wasting that.  
bothered\*


 **banana (GM):** The priest halts, mind held utterly in the grip of dragonsong(?). He turns to face Ghol's bow and spreads his arms wide, waiting, a perfect target.


 **Vraknaar:** A dragon's fire is great. His ire, greater. Vraknaar literally stares down the fleeing corpse with such a fierce intensity that the force of his hatred flays it apart at the seams.  
oh i thought i wrecked him

 **banana (GM):** you did yeah

 **Xarvrax:** You did.  
Like, half again as much HP as he had, I'm pretty sure.

 **banana (GM):** Let's say he flies apart as the arrow flies through the air.

 **Placidus:** nothing is more draconic than dealing way too much damage to your enemies  
the red would be proud

 **Vraknaar:** i hope i hated him so much that some was transmitted to his master

**Ghol, Going East:** Ghol is immediately at Kon's side. The warg has stubbornly sort of half-collapsed on



the stage, wheezing.

What is going on here??

**Burgersear:** "He.. that thing was wearing the face of my colleague, but thank you."



**Xarvrax:** "Brother, I'm the one who does crazy things, stop exploding things with hatred."



**Vraknaar:** "Well, it was that or let the face of your colleague wear the blood of your friends. Your choice."



**Ghol, Going East:** (using another 3 recoveries, urgh)



**Vraknaar:** rolling 1d20 11+ for song of heroes

(17)

= 17

rolling 1d20 11+ for vicious mockery

(5)

= 5



**Ghol, Going East:** rolling 3d8+2

(2 + 4 + 4)+2

= 12

fuck

+24



**Travis Meacham:** "The One-Eyed King has to be destroyed."



**Placidus:** rolling d20 recharge 1, diversion of pain

(2)

= 2



**banana (GM):** gain an advance, y'all



**Vraknaar:** rolling 2d8+4 recovery

(7 + 1)+4

= 12

**Placidus:** spending my power to daily recharge a 6+ power on diversion

**Barry:** "Too fuckin' right."



**Xarvrax:** rolling 4d6 + 6

( 5 + 5 + 5 + 6 )+6

= 27



**Placidus:** rolling d20 16+ bitter lessons

( 15 )

= 15

fuck off!!

**Vealsgravy:** "This should not have happened. Threats like this... the guard and the garrison. With them gone, we're unprotected."



**Placidus:** rolling d20 16+ inevitable fall

( 5 )

= 5

Ugh.



**Vraknaar:** i hope bitter lessons is the power you failed to retain focus on because you rolled a 16



**banana (GM):** GUESS IT WAS PRETTY EVITABLE AFTER ALL



**Xarvrax:** That's advance number...?



**Placidus:** on the bright side with an advance I can jack up the damage on one of my at-wills



**Ghol, Going East:** 3?



**banana (GM):** 3



**Placidus:** this is our third level 3 advance



**Vraknaar:** i'm not sure i took the last one



**Placidus:** recovery 1

rolling d6+1 double this

( 4 )+1

= 5



**Vraknaar:** oh wait i did. vicious mockery

**King Magician:** "Hey, good stuff. Love to see magic in action."



**Placidus:** who is king mob talking to



**banana (GM):** travis



**Placidus:** he fucking better be.



**Travis Meacham:** Travis sits down heavily on the stage. "Urghhhh. That stuff was horrible."



**Xarvrax:** Hmm... no idea what to spend it on.

**Barry:** "We'll be org- helping you to organise the people of the city. San Meat can form a militia, no problem. We've got techniques and guidelines for protecting ourselves without an army. Proven practices."



**Placidus:** "It's going to happen again, you know," Placidus says to Xarvrax.  
"And it's going to be worse next time."



**Xarvrax:** We're still at two levels above normal HP right?



**Placidus:** "The rate of change is changing too quickly."

**Burgersear:** "I know what 'practices' you mean, traitor/champion! We won't have it."



**Xarvrax:** "I mean, Chaos will do that to things."



**banana (GM):** xarvrax: yep



**Xarvrax:** Well then I have 72 now.



**Placidus:** "It's not chaos. It's simple mathematics."



**Travis Meacham:** rolling 1d6+2 double this

( 1 )+2

= 3

mmm let's have another one.

rolling 1d6+2

( 6 )+2

= 8



**Placidus:** noice



**Travis Meacham:** there we go



**Ghol, Going East:** as is Ghol



**Xarvrax:** "Well Chaos is the variable in your equation then, and it's a big one with me around."

Clearly I need more fucking HP.

Since I died every other turn.



**Travis Meacham:** He gets back up, although he's still obviously pale and drawn. "What happened to the second canister? It should be disposed of safely."



**banana (GM):** The square isn't entirely empty. It's lit by starlight now, and the thousands of tourists who packed it have largely fled, but a few hundred spectators remain - mostly white elves of San Meat.

King Magician tosses Travis the other cylinder. It's one of the 'cameras', naturally.

Also, it's still empowered. Better be careful.



**Ghol, Going East:** Ghol is primarily worried about two things at the moment: what's wrong with Kon, who he's getting bundled up in blankets -- for the wounds and for his...appearance -- and why 88,000 orcs were screaming in his head.

**The Singer:** "Mmm-mm, mm lalala la-mmm..."



**Travis Meacham:** well, they WERE for transmitting things.



**Xarvrax:** Xarvrax moves over to Travis and holds out a hand, motioning for him to give it over.



**banana (GM):** Kon's skin feels real rough, albeit not to Kon. Kon feels like he'd have been fine if it weren't for the necrotising energy.



**Placidus:** Placidus just sits down cross-legged on the stage.

He's so tired.



**Travis Meacham:** Travis hands it over. "Be careful with it. It might still go off."



**Vraknaar:** "I don't know if that's a good idea. You and unfamiliar magical devices..."



**Travis Meacham:** Actually, why is he even giving it to Xarvrax? He's too tired to refuse, I guess.

**The Anchor:** "Kghll. Didn't kill me."



**Vraknaar:** "Shall I?"



**banana (GM):** They probably WILL in a sec, if anyone looks over and notices he's moving.



**Xarvrax:** Xarvrax hurls it into the air, leveling a building sized column of lightning at it.



**banana (GM):** rolling d20

( 8 )

= 8

It blows into bits, and the bits fall inert onto the ruined sausages.

**Barry:** "...secular council for the administration. We've got a nominee in each quarter of the city to count ballots."

**Xarvrax:** Xarvrax turns back to the crowd, a scowl on his face, "And that's what will happen to the next





one of you that messes with powers beyond your control!"

**Burgersear:** "You can't be serious. This is a templecity, not one of your guilds."



**Ghol, Going East:** Ghol's only half-paying attention, but it sounds like someone's seizing power over there.

**Barry:** "Didn't notice you wanting much to do with civil admin when it was a monarch. Thing is, we have a few hundred heroes here who saved your asses.."

**K.M.:** "Excuse me."



**banana (GM):** The guitarist heads over to join the argument.

**Vealsgravy:** "The Games must go on."



**Xarvrax:** Xarvrax moves over to listen, still angry enough that reality is slightly warping around him.

**Barry:** "Sure. They at least must."

**Vealsgravy:** "That's what's really important, right?"



**Travis Meacham:** "The sacred rites."

**Burgersear:** "Damn it, we are going to be hanged as traitors when the garrison returns triumphant at the end of the week."



**Xarvrax:** "The garrison is probably dead, actually."



**Travis Meacham:** they're trying to turn the kingdom of the papal states into the vatican



**Xarvrax:** "That dragon that one of your idiot priests took away from me said the horde was as far as Fulcrum, I believe."



**banana (GM):** (The anchor didn't respond to Vraknaar, he just fell unconscious again)



**Vraknaar:** "So, what, one little scuffle when the army marches to war and you're going to secede?"

"And do what? Join the other side, that's behind the attacks? Strike out on your own, when the fact that we were here is all that saved you from becoming a literal ghost town?"



**Ghol, Going East:** The MOVEMENT.

You racist FUCK

**Barry:** "Hi, Vraknaar. Nobody's seceding from anything, but we're -" he gestures to several score elves who've climbed up onto the stage - "informing the Father here of the citizens' organisation which will be taking charge of security to root out the rest of these necroshitheads."



**Travis Meacham:** To Vraknaar, but loud enough that everyone can hear. "You know these guys are with the Fisher, right?"



**Xarvrax:** 88000 anything is a horde, whether orcs or mice.



**Travis Meacham:** "That's why they've got a rep as heroic outlaws."



**Placidus:** Placidus finally recovers enough to toddle over to this argument. "What's going on now?"





**Travis Meacham:** "And while I don't hold with citizen's democracy or popular militias as a general rule, in this case I find it hard to argue. I mean, they DID save us, while we were saving them."



**Vraknaar:** "Yeah, well, their outlaw status will end very quickly if the Empire's forces march back in to find out they've settled themselves into being In Charge."

**An elf you don't know:** "No striking out. No ceasing to pay Roland's taxes. We're just going to rearrange how things work locally is the deal."

**Burgersear:** "The first step, you mean. We've READ your manifesto."

**Barry:** Bitter grins. "Not all of you have. Would you like a copy?"



**Placidus:** "Can I... can I make a suggestion, High Father?"



**Ghol, Going East:** Ghol can't openly support this, but...



**Xarvrax:** "I couldn't care less about the Emperor, but if you all fuck up this city after the literally blood I've put into keeping it standing, there will be pain involved."



**Ghol, Going East:** ...the Movement, when they get here, would probably look far more favorably on a Fisher administration than the Conqueror's.



**Xarvrax:** literal\*

**Another elf citizen:** "These are heroes, fathers. They won the favour of the Goddess already, and now they've saved all our lives."

**Vealsgravy:** "There are two different groups involved here. Heroes all, yes, but..."



**Ghol, Going East:** The Movement, when they get here, will be also be led by a mad chef, so who knows which way things will fall. At least she shares their love of meat.



**banana (GM):** Burgersear is listening to Placidus. The priest might be a bit.. zealous, but he paid attention at the end, there.\



**Placidus:** "High Father, I'm going to say this very plainly. Please understand I mean no disrespect."  
"Your Goddess left you to die."  
"Your Emperor left you to die."  
"At some point you have to think about what you mean to this city when there's no higher authority to hide behind."

**Acolytes, and some crowd members:** \*shocked gasps\*



**Xarvrax:** Xarvrax turns to Placidus, "Actually, I don't think their goddess left them to die."

**Burgersear:** "No indeed."



**banana (GM):** "She sent you."



**Placidus:** "Ahahahahahahaha"  
"Heeeheeeheeeheeehee"



**Xarvrax:** "One of the chaotic powers swirling through me was of a divine variety back there."

**Burgersear:** "Who am I to argue," he lies, "with the past and future champions of our city?"



**Ghol, Going East:** Ghol shakes his head and returns to tending to his friend.



**Vraknaar:** "So did the Empire, didn't it? The Dragon Empire is not a fanciful name, Father."



**Placidus:** Placidus has that woodpecker laugh. Finally he calms down. "Gods keep you, High Father."



**Xarvrax:** "I am set on being Emperor one day, it does have a nice ring to it, don't you think? Dragon Emperor Xarvrax."

**Burgersear:** "Certainly there's a need for.. interim governance. The Empire will restore its guardianship shortly. This I believe, and I'd advise all of you to wear the same thought on your cuffs."



**Ghol, Going East:** "Placidus! Come over here a minute, will you?"

Best get him away from politics before a riot starts.



**Placidus:** Placidus does.

**Burgersear:** "But if many of our eminent citizens"- the crowd doesn't look particularly eminent, but they're citizens - "are backed by actual divinely appointed champions, why not allow them to organise self-defence? Why not. This can't be against the will of the Goddess after all."



**Ghol, Going East:** "Look at this." Ghol has gently shaved off a bit of fur near one of Kon's paws to reveal what appear to be...scales?

**Father Vealsgravy:** "Well, it probably isn't."



**Placidus:** Placidus hisses. "This is probably a consequence of contingent vibrations."



**Ghol, Going East:** Ghol arches an eyebrow.



**banana (GM):** The scales which have formed in parts of Kon's flesh are not rigid, but integrated somehow into his hide. It isn't full coverage, but more like pieces of plating, armour over limbs and joints... there's no way it's natural.



**Travis Meacham:** Travis smiles. "Glad we'



**Xarvrax:** "If you all let this city fall, " Xarvrax begins, "well, you'd best hope you fall with it, because I've bled for this city now, and I don't take kindly to things I've bled for being destroyed."



**Travis Meacham:** ve got all this in order. Now, are the improv sandwiches still on the agenda for tomorrow?"

"You're gonna love what me and Xarvrax have in mind."



**banana (GM):** Barry attempts to clap Xarvrax on the shoulder. "We're of one mind. Tell me, have you hearda the Distribution System?"



**Placidus:** "The Five, you see. The term was agitated - I agitated it a bit, but my oscillation alone couldn't have produced this. But in pursuit of balancing out our waveform, we've incorporated a hanging term."



**banana (GM):** It IS very late. The surviving priests have gathered - just a few full fathers and a number of acolytes. Of course, some are left in other parts of the city.



**Xarvrax:** Xarvrax looks at the hand, kind of surprised it isn't being warped, " Not especially, no."

**High Father(?) Burgersear:** To Travis: "The Games must go on." He sounds very tired.



**Ghol, Going East:** "Not that I dislike dragons, but...how long do you think this'll last?"

**An elf in the crowd, who you don't know, but he's got a lot of jewelry on:** "The tourists will return, you can be sure of that. We've got messengers in place to assure people that the situation is dealt with, and it's not like the roads are any safer."



**Placidus:** "I'm not sure. It might go away on its own after a good long rest. Molting and the like. Do dragons shed scales? I'm not sure. It might require some active effort to slough off."

"But it's very very unlikely that it'll be anything more than an annoyance to reverse."



**banana (GM):** Looks like there's going to be a bit more desultory revolutionary chatter, but overall the mood here is STRONGLY that wow, that was horrible, and we all need to go to bed and rest and have nightmares about it.

L'Angelo is taking the second anchor away... somewhere. He's not protesting, and a number of the 'fans' (agents?) are with them.



**Xarvrax:** Xarvrax doesn't have nightmares, his other self just takes over while he's asleep.



**Travis Meacham:** Travis claps father Burgersear on the shoulder. "I'm sorry that all this happened. But with luck and the blessings of the gods, the one-eyed king will be defeated."



**banana (GM):** Dragons do shed. They grow back, normally, but Kon doesn't GROW scales, so.. Maybe there's no problem?? in the long run?? But it looks really weird. Like he's marked.



**Placidus:** "As long as there's no behavioral changes then I'm confident Kon will be physically fine soon enough."



**Ghol, Going East:** Ghol runs his hands idly through Kon's fur. The warg has fallen asleep, following his meal and the fight. He seems to be healing naturally, more quickly than normal too.



**Placidus:** "So, just... keep an eye out in case he suddenly starts acting smug."



**Ghol, Going East:** Still worried: "Okay. Thanks."



**Vraknaar:** what should actually worry you is if he starts acting smaug

**Burgersear:** As the priests are departing, an acolyte approaches Vraknaar - clearly sent by the High Father. "A moment?"



**Placidus:** if he starts acting smaug then that means that he'll be useless in fights against dwarves



**Travis Meacham:** This.



**Vraknaar:** "Yes?"

**Burgersear:** Burgersear to Travis: "Gods and wizards willing, eh?"

**Acolyte:** "The high father says, he says: 'They're in for the shock of their lives. Don't worry, we'll keep you out of the backlash.'"



**Travis Meacham:** "We all have to do what we can. It's" he pauses to retch slightly "it's really too horrifying not to."

**Ghol, Going East:** Resting would be nice...but...

To Placidus: "I think the orcs might have all died."



**Vraknaar:** "The backlash of what? Who's in for a shock?"



**Placidus:** Placidus: "What?"

or rather

"What?"

"What makes you say that?"

**Acolyte:** To Vraknaar: "Um, I think the High Father means that it's the traitors who're in for a shock. The fishers. And that you, that is, the heroes who're also doing really well in the competition, that we'll make sure you aren't blamed for it. But I'm just guessing at his most holy mind, here."



**Travis Meacham:** oh my god vraknaar ... vraknaar is slow



**Ghol, Going East:** The young orc-elf sighs. "I think the orcs might have all died. Xarvrax, when he was...doing his magic, channeling and such, I caught a tendril of backlash, coming out from the west. Screaming and death, 88000 strong."

"...Maybe it was nothing."



**Vraknaar:** i thought she was relating something he was saying to her, not relating a message to me



**banana (GM):** \*he

They only allow men to serve the Goddess here. Cults vOv



**Travis Meacham:** thats a VERY bishie acolyte.



**banana (GM):** white elves.



**Vraknaar:** that looks like a female elf

vraknaar doesn't know things about these weird things!!



**Placidus:** "Do you have any way to find out?"



**Vraknaar:** "Oh. Alright. Tell him thanks, then."



**banana (GM):** Mind you, it's hard to even conceive of a force that could destroy a hundred thousand orcs.



**Ghol, Going East:** Ghol sighs. "I dunno. I could ask the Queen...?"

And, implicitly, the Diabolist.



**Vraknaar:** "Was there anything else? Did he say what was going to shock them?"



**Xarvrax:** Xarvrax could try chaosing it out of your mind, but well, then you'd have to let him in your head.

**Acolyte:** "Well, no."



**Travis Meacham:** I can conceive of a couple.



**Placidus:** "This has been a very upsetting fortnight."

**Acolyte:** "Also, it's a huge honour to meet you, and my girlfriend's also, do you have any of the

pictures? The leaflets with pictures are getting really expensive now."



**Vraknaar:** "Uh..." Vraknaar doesn't really carry much. "Sorry. Maybe I can get one to you after one of the events."



**Ghol, Going East:** Ghol nods. Father Mintchop was already dead, but he came very close to three elves murdered in one day's span...



**banana (GM):** The curiously well-organised citizens disperse with everyone else, but in groups, with little nods and handshakes and exchanges of information. Some of them are going off with priests bearing keys to, presumably, the city. San Meat's bureaucratic infrastructure might look a little different in the morning.

You don't know much about the Fisher - just this rumoured figure of radical ideas. They say that she teaches, well, this sort of thing - ordinary people working together in large groups to run things for their own benefit. It's probably not a big deal for now.

After all, these may be the last days of the eleventh age of the world. Or worse, as Placidus claims, it could be a beginning.