

[8:05:32 PM] Lewot: So, one note first. I encourage you guys to throw out ideas, but the point of the Napkin Ghost thing was, if I stop prompting you, you're probably going the wrong way.

[8:05:56 PM] Cary Concoby: and also Napkin Ghosts are awesome.

[8:06:06 PM] Lewot: Loading last save...

[8:06:14 PM] Jared: >Wait impatiently

[8:06:34 PM | Edited 8:06:46 PM] Cary Concoby: >Could not read the data in the Memory Card in Slot A. Try Slot B? (Yes/No)

[8:06:48 PM] Lewot: You all became acquainted and bought a bestiary from the Fiddler on the Roof. You are about to leave town through the archway.

[8:06:49 PM] Andrew Cornell: >BLOW INTO CARTRIDGE

[8:07:38 PM] Andrew Cornell: "Huzzah!" I say. "Out into the open wilds beyond the outskirts of town!"

[8:08:19 PM] Jared: Jared silently nodded as they were leaving the town.

[8:08:41 PM] Lewot: As you walk through the archway, you get a sense of the surrounding landscape--there's a hill some distance in front of you and a lake to the left

[8:09:07 PM] Lewot: but what catches your eye is a group of giant bugs feasting on human remains.

[8:09:15 PM] Lewot: The bugs turn and look at you

[8:09:20 PM] Lewot: they run toward you

[8:09:27 PM] Lewot: battle initiated!

[8:09:30 PM] Andrew Cornell: "What gall!"

[8:09:38 PM] Cary Concoby: "Oh crap! Bugs!"

[8:10:03 PM] Lewot: One looks like a bee inflated to the size of a beach ball. One looks like a giant mantis, and the other looks like a giant, dull brown beetle.

[8:10:21 PM] Lewot: Nobody made a first strike, so it's the Player Phase.

[8:10:25 PM] Levity: (hold on)

[8:10:32 PM] Levity: (dad calling)

[8:10:34 PM] Lewot: You guys can act in any order.

[8:10:42 PM] Lewot: (I'll explain some stuff then.)

[8:10:50 PM] Cary Concoby: Miles equips the Bestiary.

[8:10:53 PM] Andrew Cornell: (explanations would be nice)

[8:10:58 PM] Lewot: In battle, your options are Attack, Defend, Use Item, Run Away, or Do Nothing.

[8:11:24 PM] Lewot: Attack allows you to use any of the attacks you made up, or a basic attack.

[8:11:51 PM] Lewot: Defend reduces the damage you take that turn by 1, whether it's physical or psychic damage.

[8:12:00 PM] Cary Concoby: not Magic?

[8:12:11 PM] Lewot: Well, that too.

[8:12:26 PM] Lewot: Magical damage is fueled by Magic Power, but still works against Defense Power.

[8:12:48 PM] Lewot: So defensively it's like physical damage.

[8:12:55 PM] Cary Concoby: Ah, okay.

[8:12:57 PM] Cary Concoby: Continue.

[8:13:19 PM] Lewot: Jay, you have a sword. Your basic attack will do 1 damage, but if you attack with your sword, you'll double it to 2.

[8:13:33 PM] Lewot: Levan has a lance, which can do the same thing.

[8:14:34 PM] Lewot: Miles can fire arrows, which deal 4 damage. This is because projectile weapons ignore your own stats. It means Miles' bows will be stronger right now, but they won't increase in power if he powers himself up.

[8:15:31 PM] Lewot: Rammen has PK Fire, which deals psychic damage, so instead of subtracting the target's Defense Power, it subtracts the target's Brain Power.

[8:16:28 PM] Lewot: Miles can also slap people with the Magic Gloves, whack people with the Bestiary, or use the Bestiary to Tattle on the enemies and uncover their stats.

[8:16:41 PM] Cary Concoby: lol, I can whack people with the Bestiary?

[8:16:49 PM] Andrew Cornell: that sounds hilarious XD

[8:16:50 PM] Lewot: Yeah.

[8:16:55 PM] Cary Concoby: That is friggin' amazing.

[8:17:05 PM] Lewot: If anybody forgot their special attacks, here are your sheets.
<https://sites.google.com/site/hannabartpekopon/home/game-2/player-characters>

[8:18:27 PM] Lewot: Jay can claw enemies to poison them with Uber Klaw, or use his sword to deal 4 damage with Jagermonsta.

[8:18:45 PM] Lewot: (I can't help thinking there should be an exclamation mark in the name Jagermonsta.)

[8:18:56 PM] Cary Concoby: or some umlauts

[8:19:09 PM] Jared: You can add one if you'd like. XD

[8:19:14 PM] Lewot: Levan can confuse enemies or revive you guys.

[8:19:42 PM] Lewot: Rammen can use PK Psych Up to increase the damage dealt by his PK Fire.

[8:20:09 PM] Cary Concoby: Jägermönsta!

[8:21:07 PM] Cary Concoby: Alright, well,

[8:21:10 PM] Cary Concoby: while we're waiting on Lev

[8:21:19 PM] Cary Concoby: Miles pulls out the Bestiary and uses Tattle on the mantis-looking bug.

[8:25:18 PM] Lewot: So the idea is I give KV the information in another window, so he can roleplay his Tattle.

[8:25:43 PM] Andrew Cornell: fun fun!

[8:27:01 PM] Cary Concoby: "You guys! The big mantis-looking thing is called a Slaying Mantis! The book says it has 5 HP, 5 VP, and no MP. It has 2 Attack, 1 Magic, 2 Brain, and 0 Defense... it's weak against Wind, and it has an attack called Astra that lets it do 5 consecutive hits for 1 damage each for a cost of 5 VP. That could make it pretty dangerous, so keep your wits about you!"

[8:28:00 PM] Andrew Cornell: "Hmmm, a bit of a toughie opponent, eh?" I say aloud. "But at least it can only use its multistrike once!"

[8:28:28 PM] Cary Concoby: "As long as they don't carry any VP-restoring items, and this one doesn't have any on it, so we should be okay."

[8:29:35 PM] Jared: "All right, then. Sounds like we can take him out easy!"

[8:29:47 PM] Andrew Cornell: "Verily!"

[8:29:48 PM] Lewot: So that's KV's turn used.

[8:29:53 PM] Jared: Jay would attack with his sword.

[8:30:10 PM] Jared: (Unless you'd rather wait for Lev)

[8:30:25 PM] Lewot: She probably won't appreciate being left out...

[8:53:29 PM] Cary Concooby: looks like it, but it took a couple minutes for that to go through.
[8:53:38 PM] Cary Concooby: We were waiting on you.
[8:53:43 PM] Lewot: It's still being laggy.
[8:53:48 PM] Lewot: We love you though.
[8:53:48 PM] Levity: sorry
[8:53:49 PM] Levity: ugh
[8:54:05 PM] Levity: that one friend is mad at me and my dad made me waste like thury minutes
[8:54:19 PM] Cary Concooby: I'm sorry on both counts.
[8:54:23 PM] Lewot: Thury should be a character later.
[8:54:29 PM] Cary Concooby: hahaha
[8:54:37 PM] Lewot: Along with Blazdorf, which my cousin suggested.
[8:55:02 PM] Cary Concooby: There's always a villain that's hopelessly inept. Blazdorf should be it.
[8:55:29 PM] Lewot: Well, are you here now Levivu, or do you have to do your other RP thing?
[8:55:51 PM] Levity: I'm here
[8:55:53 PM] Cary Concooby: alright
[8:55:58 PM] Cary Concooby: well, Jay attacked
[8:55:59 PM] Levity: he
[8:56:09 PM] Cary Concooby: Rammen and Levan still have their turns.
[8:56:13 PM] Lewot: Okay, Slo-Time wears off and Jay's sword cuts the mantis for 2 damage.
[8:56:15 PM] Levity: s really demanding and I'm tired of him.
[8:56:16 PM] Levity: um
[8:56:22 PM] Levity: okay
[8:56:22 PM] Levity: what are we fighting
[8:56:26 PM] Levity: oh
[8:56:30 PM] Levity: mantis
[8:56:33 PM] Levity: so should levan just attack with her lance?
[8:56:35 PM] Andrew Cornell: and a bouncing bee XD
[8:56:35 PM] Cary Concooby: "The Slaying Mantis has 3 HP left!"
[8:56:40 PM] Lewot: Jay~ HP 10/10, VP 10/10, MP 5/5
Miles~ HP 10/10, VP 10/10, MP 5/5
Levan~ HP 10/10, VP 10/10, MP 5/5
Rammen~ HP 10/10, VP 7/10, MP 5/5

vs.

Bee~ ???

Slaying Mantis~ HP 3/5, VP 5/5

Beetle~ ???

[8:56:47 PM] Andrew Cornell: oh, and a beetle!

[8:56:51 PM] Andrew Cornell: okay!

[8:56:54 PM] Cary Concooby: Question

[8:56:59 PM] Andrew Cornell: answer!

[8:57:06 PM] Cary Concooby: if I passed Rammen the Bestiary, could he use Tattle on one of the other enemies?

[8:57:25 PM] Cary Concoby: He's the only other person who could, since Jay and Levan can't really read English well

[8:57:25 PM] Lewot: You would need your turn to do the passing, and you already acted.

[8:57:32 PM] Cary Concoby: okay. just curious.

[8:57:42 PM] Levity: Shuld Levan attack the mantis with her lance

[8:57:56 PM] Cary Concoby: up to you. Nobody needs healing or anything.

[8:58:05 PM] Levity: Okay dooo it

[8:58:12 PM] Lewot: You can focus on the mantis whose stats you know, or try out one of the other enemies and see if it dies.

[8:58:16 PM] Lewot: Lance the mantis, then?

[8:58:57 PM] Lewot: Well, I assume so

[8:59:02 PM] Lewot: so another 2 damage.

[8:59:10 PM] Lewot: It's down to 1 HP.

[8:59:18 PM] Andrew Cornell: Rammen uses PK Fire on the enemies!

[8:59:50 PM] Lewot: ...I completely forgot that it was multitarget XD

[8:59:56 PM] Cary Concoby: oh lol.

[8:59:56 PM] Levity: lolol

[8:59:59 PM] Lewot: Okay, all enemies receive 1 damage

[9:00:07 PM] Lewot: the bee and matis both die.

[9:00:11 PM] Lewot: Only the beetle remains.

[9:00:15 PM] Andrew Cornell: "Take that, you scoundrous bugs!"

[9:00:16 PM] Levity: hahahaha

[9:00:22 PM | Edited 9:00:39 PM] Cary Concoby: "Wow, that bee went down quick."

[9:00:34 PM] Levity: Levan just kind of floats around looking whimsical.

[9:00:47 PM] Cary Concoby: Enemy Phase?

[9:00:55 PM] Lewot: Jay~ HP 10/10, VP 10/10, MP 5/5

Miles~ HP 10/10, VP 10/10, MP 5/5

Levan~ HP 10/10, VP 10/10, MP 5/5

Rammen~ HP 10/10, VP 3/10, MP 5/5

vs.

Beetle~ ??? (taken 1 damage)

[9:01:03 PM] Levity: "Do you think the bee was poisonous?"

[9:01:09 PM] Andrew Cornell: waits for, "the enemies are now too scared to do anything" XD

[9:01:11 PM] Lewot: Enemy Phase

[9:02:06 PM] Lewot: The beetle looks afraid, but it lunges at Miles

[9:02:07 PM] Levity: "... aaaah I don't like silence. >:"

[9:02:11 PM] Lewot: it bites him for 1 damage.

[9:02:19 PM] Cary Concoby: "Ow! Crap!"

[9:02:22 PM] Lewot: Player Phase

[9:02:46 PM] Cary Concoby: Miles uses Tattle on the beetle!

[9:05:51 PM] Cary Concoby: "Okay, this is a Deadbeetle. 10 HP, no VP or MP. 1 Attack, 1 Defense, 1 Magic, 1 Brain, no special attacks. Apparently it's resistant to Plant, and it doesn't look like this one is holding any items. It's a bit tougher than the other two bugs, but we can still

probably take it down!"

[9:06:38 PM] Levity: Sorry

[9:06:39 PM] Lewot: You've done 1 damage so far, so it has 9 HP left.

[9:06:42 PM] Levity: I'm lagging again

[9:06:50 PM] Levity: Lol, Deadbeatle

[9:06:51 PM] Levity: <3

[9:07:10 PM] Lewot: (My little sister came up with the name, as a nickname for her Pinsir.)

[9:07:15 PM] Andrew Cornell: alright, Rammen uses a regular attack on the Deadbeatle!

[9:07:28 PM] Jared: Is it bad that it took me this long to get the Deadbeatle joke?

[9:07:34 PM] Levity: Levan attacks the Deadbeatle with her lance.

[9:07:36 PM] Cary Concoy: nope, not at all.

[9:07:50 PM] Lewot: Rammen thwacks the beetle with his bandages. It does zero damage, because of the beetle's 1 Defense.

[9:07:56 PM] Andrew Cornell: derp XD

[9:08:14 PM] Cary Concoy: "I told you that thing was a bit tougher, Rammen."

[9:08:23 PM] Lewot: You'll have to find a whip somewhere before you can do 2 damage.

[9:08:40 PM] Lewot: Jay and Levan left.

[9:08:50 PM] Jared: Jay uses Jaggermonsta on the Deadbeatle.

[9:08:51 PM] Levity: I attacked.

[9:08:53 PM] Levity: Err, Levan did.

[9:09:05 PM] Lewot: Oh, sorry.

[9:09:07 PM] Levity: [9:07 PM] Levity:

<<< Levan attacks the Deadbeatle with her lance.

[9:09:13 PM] Levity: IT's okay <3

[9:09:21 PM] Lewot: The lance pierces the beetle's shell for 1 damage.

[9:09:26 PM] Lewot: 8 HP.

[9:09:40 PM] Lewot: Jay uses Jagermonsta!

[9:09:53 PM] Lewot: His sword cleaves the beetle for 3 damage.

[9:09:56 PM] Lewot: 5 HP.

[9:09:59 PM] Lewot: Enemy Phase.

[9:10:13 PM] Lewot: The beetle bites Jay for revenge, but Jay has 1 Defense as well. Zero damage.

[9:10:18 PM] Lewot: The beetle looks afraid again.

[9:10:23 PM] Lewot: Player Phase.

[9:10:28 PM] Levity: "Aww, it's kind of cute!"

[9:10:40 PM] Cary Concoy: "Jay, you're a monster. Do you think you could talk to it?"

[9:10:50 PM] Cary Concoy: "Uhh... that's not offensive, is it?"

[9:11:01 PM] Andrew Cornell: "Well, he's a little toughie, ain't he?"

[9:11:33 PM] Levity: "He's adorable!"

[9:11:41 PM] Levity: "I feel bad stabbing it."

[9:12:29 PM] Jared: Jay chuckled softly, "Uh, not really offensive I guess. I mean I technically am. I will attempt to speak to it. Perhaps try to intimidate it to run away? He looks terrified..."

[9:12:51 PM] Lewot: How about we put monster talk... inside <>s, or something?

[9:12:56 PM] Levity: "I wish I could speak to it!"

[9:13:09 PM] Levity: (Is that Jay's field ability or something?)

[9:13:11 PM] Jared: Sounds good Lewot. Will do.

[9:13:14 PM] Cary Concooby: (Yes, yes it is.)

[9:13:17 PM] Andrew Cornell: "If ya need help convincing it, I might be able to help with that."

[9:13:20 PM] Levity: (I can't remember)

[9:13:22 PM] Jared: (Yeah, it is.)

[9:14:44 PM] Jared: Jay would raise his sword, pointing it at the Deadbeatle, <Oi, you! Get out of here and maybe we'll let you live.>

[9:15:20 PM] Lewot: Deadbeatle <Yipe! ...Must kill... but... others dead... going to die...>

[9:15:44 PM] Lewot: (He can't run away until the Enemy Phase, so you'll have to wait and see if it worked =P)

[9:15:58 PM] Lewot: The talking doesn't take up your turn, though.

[9:16:07 PM] Andrew Cornell: maybe attack him in the meantime, tempt him to go flee

[9:16:22 PM] Jared: Jay turned to the others, "I dunno about letting him go, guys. He craves killing, it sounds like..."

[9:16:36 PM] Cary Concooby: Miles equips his Bow. "Right."

[9:17:01 PM] Cary Concooby: Miles uses a regular Bow attack on the Deadbeatle!

[9:17:17 PM] Lewot: The arrow sticks in the beatle's shell for 3 damage.

[9:17:25 PM] Lewot: 2 HP left.

[9:17:47 PM] Jared: Jay would proceed with a normal sword attack.

[9:18:04 PM] Lewot: 1 damage, 1 HP left.

[9:18:08 PM] Levity:):

[9:18:16 PM] Levity: "I'm going to feel bad if I kill it!"

[9:18:21 PM] Levity: "no lo quieroooo"

[9:18:30 PM] Lewot: You could eat some noodles instead.

[9:18:36 PM] Lewot: You have Dried Pasta.

[9:18:38 PM] Cary Concooby: "Levan, if what Jay says is true, it's more focused on killing than being cute."

[9:18:50 PM] Levity: "But..."

[9:19:40 PM | Edited 9:19:48 PM] Jared: "Aye, I wouldn't trust keeping it alive to do that again" he would motion towards the half-eaten remains of the fallen human that the Deadbeatle was consuming earlier.

[9:20:29 PM] Levity: "Okay, fine. But youuuu owe me." She points at Jay out of everyone else and proceeds to attack the Deadbeatle with her lance.

[9:20:48 PM] Lewot: The lance blow kills the beatle.

[9:20:58 PM] Lewot: You all gain 15 XP.

[9:21:10 PM] Lewot: You dance around a little, then the screen fades back to the field.

[9:21:17 PM] Jared: Proceed with Final Fantasy fanfare.

[9:21:26 PM] Andrew Cornell: "I feel more powerful!"

[9:21:37 PM] Andrew Cornell: "Wah ha ha ha!!"

[9:21:38 PM] Lewot: Now that that's over, you have a chance to properly look around.

[9:22:06 PM] Lewot: There's the dead body lying a little ways over, which you could inspect.

[9:22:46 PM] Lewot: The archway from town was facing south. Farther south, you can see what appears to be a bottomless pit stretching across the land.

[9:23:01 PM] Cary Concooby: Miles trods over to the corpse, munching on his Dried Shroom as

he does.

[9:23:34 PM] Jared: Jay would follow Miles to examine the corpse as well.

[9:23:44 PM] Andrew Cornell: I look around, examining the overall location

[9:24:20 PM] Lewot: The pit connects at a T-junction to another pit to the west, so you're heading in the direction of an intersecting corner of bottomless pits. But the body is of course on hard land.

[9:24:27 PM] Lewot: You reach the body.

[9:24:45 PM] Levity: Levan kinda floats over, twirling her lance around in her hands.

[9:24:50 PM] Lewot: It's a woman.

[9:25:07 PM] Lewot: She looks chewed on, but as you look closer... she's breathing!

[9:25:16 PM] Levity: (Sorry, my internet is spotty tonight)

[9:25:16 PM] Cary Concoby: Miles kneels down to get a closer look at the barely-living woman.

[9:25:47 PM] Jared: "Whoa, hey! She's still alive! Hey hey, can you hear me?" Jay would kneel by the woman.

[9:25:49 PM] Andrew Cornell: I stand triumphant in the glory of the moment before realizing everyone else is investigating the body and go over myself

[9:26:24 PM] Cary Concoby: "Jay, back off a bit, you might scare her!" Miles waves him away

[9:26:29 PM] Lewot: She doesn't respond to your voices.

[9:26:32 PM] Levity: Levan floats above them, keeping her distance.

[9:26:51 PM] Levity: "Is she going to die?"

[9:27:19 PM] Andrew Cornell: I look over their shoulders and grimace a bit at the woman dying

[9:27:53 PM] Jared: Jay backs away after Miles urges him to, folding his ears back. "Aye, sorry... She isn't responding. Think she'll survive?"

[9:28:23 PM] Levity: "Awww, I already asked that."

[9:28:33 PM] Cary Concoby: Miles checks the woman's injuries. "I don't know. It looks pretty bad." He turns back to look at his teammates. "Does anyone know any healing magic?"

[9:28:40 PM] Levity: She makes 'piyo' noises as she drifts about in the air.

[9:28:50 PM] Cary Concoby: (also, Lewot, don't forget I used my Dried Shroom, I'm back up to full health.)

[9:29:05 PM] Lewot: I saw that.

[9:29:17 PM] Andrew Cornell: "I've still got some Dried Shrooms with me," I say

[9:29:30 PM] Lewot: You can try feeding her items.

[9:29:38 PM] Cary Concoby: "Rammen, can you spare any of your bandages?"

[9:29:47 PM] Cary Concoby: "I mean, she sort of has a gaping hole in her side."

[9:30:19 PM] Levity: "Would some pasta help?"

[9:30:32 PM] Cary Concoby: "Sure, we could try feeding it to her."

[9:30:32 PM] Andrew Cornell: I have a sort of anime moment where I go into an invisible dark corner and twirl my fingers on the floor, dark lines and purple fog over my head

[9:30:51 PM] Jared: She can't respond to us... Think she has the energy to eat solid food?"

[9:31:01 PM] Cary Concoby: "I'll force-feed it to her."

[9:31:05 PM] Levity: "I'm not sure!"

[9:31:12 PM] Andrew Cornell: "Hold that thought!"

[9:31:21 PM] Andrew Cornell: I stand up and dramatically look up to the sky

[9:31:29 PM] Levity: "Oh..." Levan gives a Dried Pasta to Miles, then stops moving.

[9:31:34 PM] Andrew Cornell: "It would be impolite to force a lady to eat her food

[9:31:50 PM] Jared: "At the angle she's at, she'll choke. I could prop her up, though, I suppose."
[9:31:56 PM] Andrew Cornell: there must be more care and loving in giving her nourishment!"
[9:32:12 PM] Andrew Cornell: "Yes, propping her up would be most beneficial to her."
[9:32:34 PM] Lewot: She looks kind of old but fit (other than being chewed on and all), and she's a redhead, but her hair's going gray.
[9:32:42 PM] Cary Concoby: "Rammen, we don't have time for manners, she could die! Jay, prop her up. Levan, could you hold open her mouth?"
[9:33:08 PM] Andrew Cornell: I take note of a loose bandage and rip off a neat chunk of it in order to wrap a wound
[9:33:16 PM] Jared: "It will be a loving force-feeding, Rammen, not to worry." Jay joked as he approached the woman once again, carefully propping her up with his arms.
[9:33:27 PM] Andrew Cornell: luckily, seems that strand didn't reveal anything
[9:33:27 PM] Cary Concoby: Miles mutters to himself. "Gods... she looks the same age as my mom..."
[9:34:04 PM] Andrew Cornell: I take the loose bandage and work on wrapping her wound
[9:34:43 PM] Levity: Oh, Levan does as she is told.
[9:34:50 PM] Cary Concoby: Miles breaks the Dried Pasta into smaller, more manageable pieces and places a few of them in the dying woman's open mouth.
[9:34:51 PM] Levity: Well, asked.
[9:35:30 PM] Lewot: A heart with the number 1 in it appears over her head, and she starts to stir.
[9:35:33 PM] Levity: "It's sad that we don't have a way to cook this! The noodles would be easier to digest and swallow if they were boiled."
[9:35:44 PM] Lewot: (Normally Dried Pasta heals the whole party by 1 HP.)
[9:36:01 PM] Cary Concoby: "We'll have to make do, Levan." Miles feeds the woman a few more pieces.
[9:36:14 PM] Levity: "Ooooh, I think we did something!"
[9:36:18 PM] Lewot: She starts to chew more quickly.
[9:36:33 PM] Levity: A breeze causes Levan to drift away again.
[9:36:36 PM] Lewot: Then she spits the rest out. "Bleah! What is this, raw noodles?!"
[9:36:47 PM] Lewot: She blinks.
[9:36:57 PM] Lewot: "Who are you people?"
[9:37:00 PM] Andrew Cornell: I catch Levan before she drifts off too far
[9:37:03 PM] Cary Concoby: "Ma'am, are you feeling alright?"
[9:37:09 PM] Cary Concoby: "My name is Miles."
[9:37:31 PM] Jared: Jay held onto her still, feeling a little awkward.
[9:37:40 PM] Jared: He was a monster, after all.
[9:38:13 PM] Lewot: Woman "Miles, huh? Hmph. Looks like you've saved me from something or another. I guess I should thank you."
[9:38:32 PM] Lewot: She gets up, a little shakily at first, but then she stands fine.
[9:38:47 PM] Lewot: Woman "I'm Cassima."
[9:38:47 PM] Levity: Ho--hi! Levan's trying to keep herself from flying away.
[9:39:18 PM] Lewot: Cassima "Is that woman flying, or am I still out of it?"
[9:39:31 PM] Andrew Cornell: "Good to see you're feeling a little better," I note. "And don't mind Levan, she's just fine!"
[9:39:36 PM] Cary Concoby: "It's not just you. She's kinda floaty."

[9:39:42 PM] Levity: "It's a thing!"

[9:40:02 PM] Lewot: From her midair vantage point, Levan sees a hill shaped like a wedding cake on the other side of the bottomless pit.

[9:40:19 PM] Jared: Jay would stand once the woman got up on her own, fairly silent and standing around in the background of the conversation.

[9:40:20 PM] Levity: "Oh... guys, there's a hill over there from where I'm at!"

[9:40:30 PM] Levity: "It looks peculiar and I like it."

[9:40:30 PM] Andrew Cornell: "Oh, and I'm known as Rammen," I tell Cassima.

[9:40:42 PM] Andrew Cornell: "Eh wot?" I ask Levan

[9:41:13 PM] Lewot: Cassima "Rammen, eh? Those were your noodles, then? You're really supposed to cook them before feeding them to strangers."

[9:41:17 PM] Levity: "These guys can't cook, by the way. I prefer boiled noodles, myself."

[9:41:50 PM] Andrew Cornell: Another anime downer moment

[9:41:56 PM] Levity: "I was carrying some extraaaaaa--pasta around." Her speech tick acts up again.

[9:42:01 PM] Jared: (Oh I get it. Boiled noodles. Rammen. Ahaha.)

[9:42:08 PM] Lewot: Cassima "Well, since you folks seem to have saved me from certain death, perhaps I could cook for you. It's something of a talent of mine."

[9:42:38 PM] Levity: "But really, this hill is--" Levan stops in her tracks.

[9:42:38 PM] Levity: "Did you sa--say fooood?"

[9:42:52 PM] Lewot: Cassima "Hmm, now I remember. I came out looking for a Koopa Leaf. You can usually find them in those bushes."

[9:43:10 PM] Andrew Cornell: I stand back up. "A Koopa Leaf?"

[9:43:11 PM] Lewot: There are bushes growing along the T-junction in the bottomless pit.

[9:43:25 PM] Levity: Levan tries to float over there.

[9:43:38 PM] Lewot: Cassima "Yes, it's a leaf named after strange turtle creatures called Koopas. You don't see them often."

[9:43:56 PM] Lewot: The bushes aren't across the pit, they're on your side.

[9:44:09 PM] Lewot: I'm trying to figure out how to describe the map now that I've drawn it =P

[9:44:11 PM] Levity: She's trying to float over to where they are.

[9:44:19 PM] Levity: She doesn't feel like walking.

[9:44:21 PM] Lewot: Levan floats into the bushes.

[9:45:30 PM] Cary Concoby: Miles grins at Cassima. "Thanks a lot for the offer to cook, Miss Cassima! We'll be sure to take you up on that sometime!"

[9:46:00 PM] Jared: Jay keeps an eye on Levan, hoping she wouldn't manage to float into the bottomless pit.

[9:46:16 PM] Lewot: _____
 OOOOO|
 OOOO|
 OOO|
 OO|
 O|
 |

[9:46:22 PM] Lewot: That's the general idea

[9:46:26 PM] Lewot: circles are bushes

[9:46:30 PM] Lewot: lines are pits
[9:46:33 PM] Cary Concoby: alrighty
[9:46:40 PM] Lewot: Except there's a lot more room
[9:46:52 PM] Levity: Levan attempts to search the bushes.
[9:46:54 PM] Andrew Cornell: naturally!
[9:47:11 PM] Lewot: So like, do you search the upper-left part, the lower-right part, or farther in the middle?
[9:47:25 PM] Levity: The middle.
[9:47:42 PM] Lewot: Levan searches the middle of the bushes, and...
[9:47:49 PM] Lewot: Three Slaying Mantises jump out!
[9:48:01 PM] Lewot: Battle initiated!
[9:48:06 PM] Andrew Cornell: "Oh blast, not more of these critters!"
[9:48:08 PM] Levity: "Ayyyyyaaaaaaa"
[9:48:13 PM] Cary Concoby: "Dangit! More?!"
[9:48:18 PM] Levity: "Ayu--HELP ME"
[9:48:27 PM] Lewot: This is what happens when I am actually prepared >:3
[9:48:40 PM] Cary Concoby: Prepared is awesome.
[9:48:46 PM] Andrew Cornell: lol XD
[9:48:48 PM] Lewot: Player Phase
[9:49:00 PM] Levity: "Ayudame ;~;"
[9:49:02 PM] Jared: "Ah, geez! More?" Jay draws his sword for combat.
[9:49:26 PM] Cary Concoby: Miles equips his Magic Gloves and pulls his goggles down over his eyes.
[9:49:38 PM] Cary Concoby: Miles uses PK Dark Step on Levan!
[9:49:55 PM] Levity: Levan attacks Mantis #1 with her lance out of impulse.
[9:50:03 PM] Andrew Cornell: Rammen uses PK Psych Up!
[9:50:20 PM] Jared: Jay attacks Slaying Mantis #1 with his sword.
[9:50:38 PM] Lewot: Let me get the stats up real quick... wasn't as prepared as I thought =P
[9:51:14 PM] Lewot: Jay~ HP 10/10, VP 6/10, MP 5/5
Miles~ HP 10/10, VP 7/10, MP 5/5
Levan~ HP 10/10, VP 10/10, MP 5/5
Rammen~ HP 10/10, VP 4/10, MP 5/5

vs

Mantis~ HP 5/5, VP 5/5
Mantis~ HP 5/5, VP 5/5
Mantis~ HP 5/5, VP 5/5
[9:51:26 PM] Lewot: Miles used PK Dark Step
[9:51:32 PM] Lewot: Levan became Dodgy.
[9:51:47 PM] Levity: "Eeeee~"
[9:52:17 PM] Lewot: Rammen uses PK Psych Up. He receives a Brain Power Increase of 2.
[9:52:32 PM] Lewot: Jay and Levan attack the first mantis for 2 damage each.
[9:53:34 PM] Lewot: Jay~ HP 10/10, VP 6/10, MP 5/5
Miles~ HP 10/10, VP 7/10, MP 5/5

Levan~ HP 10/10, VP 10/10, MP 5/5 Dodgy (3 turns)
Rammen~ HP 10/10, VP 1/10, MP 5/5, Brain +2 (3 turns)

vs

Mantis~ HP 1/5, VP 5/5
Mantis~ HP 5/5, VP 5/5
Mantis~ HP 5/5, VP 5/5
[9:53:55 PM] Lewot: Mantis A uses Astra on Levan!
[9:54:02 PM] Lewot: He does zero damage 5 times =P
[9:54:23 PM] Levity: "Did you hear the pingy noises?"
[9:54:30 PM] Lewot: Mantis B uses Astra on Jay!
[9:54:32 PM] Lewot: Same thing.
[9:54:40 PM] Lewot: The mantises look confused.
[9:54:48 PM] Lewot: Mantis C uses Astra on Miles!
[9:55:05 PM] Lewot: Pchew pchew pchew pchew pchew! 5 damage!
[9:55:41 PM] Levity: "Miles D:"
[9:55:42 PM] Lewot: Player Phase
[9:56:18 PM] Jared: Jay will attack Mantis A once more with his sword.
[9:56:39 PM] Lewot: Jay~ HP 10/10, VP 6/10, MP 5/5
Miles~ HP 5/10, VP 7/10, MP 5/5
Levan~ HP 10/10, VP 10/10, MP 5/5 Dodgy (2 turns)
Rammen~ HP 10/10, VP 1/10, MP 5/5, Brain +2 (2 turns)

vs

Mantis~ HP 1/5, VP 0/5
Mantis~ HP 5/5, VP 0/5
Mantis~ HP 5/5, VP 0/5
[9:56:50 PM] Lewot: Mantis A dies from the sword attack.
[9:57:21 PM] Andrew Cornell: shoot, I'm almost out of VP XD
[9:57:31 PM] Lewot: Yep.
[9:57:55 PM] Levity: Levan uses Reanimamos on Miles <3
[9:58:21 PM] Lewot: Levan's willpower flows into Miles, healing him by 5 HP.
[9:58:39 PM] Lewot: Jay~ HP 10/10, VP 6/10, MP 5/5
Miles~ HP 10/10, VP 7/10, MP 5/5
Levan~ HP 10/10, VP 5/10, MP 5/5 Dodgy (2 turns)
Rammen~ HP 10/10, VP 1/10, MP 5/5, Brain +2 (2 turns)

vs

Mantis~ HP 0/5, VP 0/5
Mantis~ HP 5/5, VP 0/5
Mantis~ HP 5/5, VP 0/5
[9:59:04 PM] Andrew Cornell: Rammen attacks Mantis B with a normal attack!

[9:59:21 PM] Lewot: The bandage thwack does 1 damage, leaving it with 4 HP.
[10:00:50 PM] Cary Concoby: Sorry about that. Miles uses a basic attack with his Gloves on Mantis C
[10:01:54 PM] Lewot: Alright, Miles slaps the mantis twice for 1 damage each.
[10:02:06 PM] Cary Concoby: (router screwed up on me.)
[10:02:10 PM] Lewot: Enemy Phase
[10:02:32 PM] Lewot: The mantises mutter to themselves a little
[10:02:43 PM] Levity: "Ooooh, what are they saying"
[10:02:46 PM] Levity: ?
[10:02:47 PM] Lewot: <That one can heal... get her first...>
[10:02:50 PM] Levity: ζ
[10:03:02 PM] Lewot: Mantis B slices Levan for 2 damage!
[10:03:06 PM] Lewot: Er
[10:03:09 PM] Lewot: for 1 damage
[10:03:11 PM] Cary Concoby: She IS Dodgy, though.
[10:03:17 PM] Lewot: Oh yes, sorry D=
[10:03:26 PM] Jared: Jay perks his ears, "Levan, they're both coming after you!"
[10:03:28 PM] Lewot: Heads
[10:03:30 PM] Lewot: he hits.
[10:03:39 PM] Lewot: Mantis C attacks Levan as well.
[10:03:48 PM] Lewot: Tails.
[10:03:51 PM] Lewot: He misses.
[10:04:11 PM] Lewot: Jay~ HP 10/10, VP 6/10, MP 5/5
Miles~ HP 10/10, VP 7/10, MP 5/5
Levan~ HP 9/10, VP 5/10, MP 5/5 Dodgy (1 turns)
Rammen~ HP 10/10, VP 1/10, MP 5/5, Brain +2 (1 turns)

vs

Mantis~ HP 0/5, VP 0/5
Mantis~ HP 2/5, VP 0/5
Mantis~ HP 5/5, VP 0/5
[10:04:15 PM] Cary Concoby: "Heh heh, harder to hit a Dodgy foe, ain't it, monsters?"
[10:04:29 PM] Lewot: Player Phase
[10:05:02 PM] Cary Concoby: Miles puts his goggles back down over his eyes and casts Tornado!
[10:05:50 PM] Lewot: Miles generates a magical tornado and shoots it at the mantises
[10:06:13 PM] Lewot: Mantis A becomes Dizzy for 2 turns
[10:06:25 PM] Lewot: and so does Mantis B. Unlucky.
[10:06:57 PM] Cary Concoby: "Dang! Just off-target."
[10:07:25 PM] Jared: Jay attacks Mantis B with his sword.
[10:07:40 PM] Lewot: Mantis B dies.
[10:07:43 PM] Levity: Levan attacks Mantis C with her lance.
[10:08:28 PM] Lewot: Levan and Rammen?
[10:08:50 PM] Lewot: Ah, there it is.

[10:09:11 PM] Lewot: The remaining mantis is down to 3 HP.

[10:09:19 PM] Lewot: Also Dizzy.

[10:09:22 PM] Andrew Cornell: Rammen attacks the last Mantis!

[10:09:35 PM] Lewot: Thwack! 1 damage, 2 HP left.

[10:09:41 PM] Lewot: Enemy Phase.

[10:09:50 PM] Lewot: The mantis aims for Miles.

[10:09:59 PM] Lewot: He misses due to Dizziness.

[10:10:03 PM] Lewot: Player Phase.

[10:10:17 PM] Cary Concoby: Miles attacks the Mantis with his Gloves once more.

[10:10:30 PM] Lewot: He slaps the mantis to death.

[10:10:38 PM] Lewot: You all get 15 more XP.

[10:10:40 PM] Lewot: You all level up!

[10:10:51 PM] Andrew Cornell: "Wah ha ha ha!"

[10:10:59 PM] Cary Concoby: "Sweet! I can feel the power coursing through me!"

[10:11:00 PM] Lewot: You can increase either HP, VP, or MP by 5.

[10:11:23 PM] Jared: >VP

[10:11:28 PM] Cary Concoby: >HP

[10:11:39 PM] Levity: "Sorry

[10:11:40 PM] Levity: sorry

[10:11:43 PM] Andrew Cornell: >VP

[10:11:45 PM] Levity: my internet

[10:11:58 PM] Levity: >HP

[10:13:12 PM] Lewot: Oh, I didn't see Rammen.

[10:13:19 PM] Lewot: Okay...

[10:13:54 PM] Lewot: So the mantises are dead, and you're all standing in the bushes.

[10:14:08 PM] Lewot: Cassima was watching from back on non-bushified ground.

[10:14:20 PM] Andrew Cornell: I now investigate the upper bushes!

[10:14:47 PM] Lewot: Rammen rummages through the upper-left bushes, but finds nothing.

[10:14:58 PM] Andrew Cornell: "There's nothing over here!"

[10:15:29 PM] Jared: Jay examines the lower bushes.

[10:15:30 PM] Cary Concoby: Miles inspects the cliff on the other side of the T-junction.

[10:15:37 PM] Levity: Can Levan check the remaining area--oh. never mind

[10:15:42 PM] Levity: Levan follows Jay.

[10:15:58 PM] Lewot: Miles sees that the pit is indeed bottomless, or at least deep enough to appear so.

[10:16:10 PM] Lewot: Jay and Levan inspect the remaining bushes

[10:16:17 PM] Lewot: and they each find one Koopa Leaf.

[10:17:14 PM] Cary Concoby: "Levan, you said something about a hill on the other side of that cliff, right?"

[10:17:26 PM | Edited 10:17:34 PM] Jared: Jay would give the Koopa Leaf an experimental lick, the Koopa Leaf reminding him of his adoptive mother's love of tea. "Hm..."

[10:18:01 PM] Lewot: So like, to the bottom-right, the bottomless pit just leads back into town. To the upper-left, it stretches toward a lake, but it looks like it cuts off, so you could go around it that way.

[10:18:13 PM] Lewot: If you go that way, there's a hill on the other side of the pit.

[10:18:33 PM] Lewot: It has three layers that get smaller toward the top, like a wedding cake. On top of the hill is something big, round, and yellow.

[10:19:00 PM] Cary Concoby: "Guys, there's a lake up that way." Miles pointed a ways out. "If we go that way, we could get to that hill Levan spotted."

[10:19:04 PM] Lewot: You could try to jump across the bottomless pit, either up or right, but it looks pretty darn wide.

[10:19:48 PM] Lewot: To the right looks kinda barren, almost as if I haven't made it up yet.

[10:20:10 PM] Levity: (sorry, give me a minute)

[10:20:27 PM] Lewot: Levan receives 1 minute.

[10:20:53 PM] Levity: Can Levan use her ability here?

[10:21:09 PM] Lewot: You could try, but the wind doesn't seem very strong.

[10:21:19 PM] Levity: Hmm.

[10:21:31 PM] Levity: Someone has to make wind somehow.

[10:21:40 PM] Jared: What's the distance between the two things of land?

[10:22:23 PM] Lewot: Well, pretty far. Like a football field or something.

[10:23:56 PM] Levity: Can anyone make wind?

[10:24:17 PM] Lewot: So like, right: bottomless pit that you apparently can't go around, up: bottomless pit that you can go around if you go to the left, left: there's a lake in the distance, down: back toward town, though the arch is somewhat left from the bushes.

[10:24:27 PM] Lewot: Miles could use Tornado, but that makes random wind.

[10:24:59 PM] Lewot: He can't control the direction.

[10:25:33 PM] Levity: So her ability absolutely cannot work?

[10:25:49 PM] Lewot: It could work if the wind randomizes in the right direction.

[10:26:09 PM] Lewot: But I haven't drawn the right side of the map yet :x

[10:27:40 PM] Levity: "Are you guys up for weather roulette?"

[10:27:42 PM] Levity: "

[10:28:03 PM] Cary Concoby: "Eh, I don't know..."

[10:28:30 PM] Lewot: If you get across the upper pit, you'll be stuck battling by yourself until the other three walk around it.

[10:29:05 PM] Lewot: Or, wait, oh, you can lift everyone, though.

[10:29:11 PM] Lewot: Right =P

[10:29:14 PM] Lewot: So that might work.

[10:29:21 PM] Andrew Cornell: "Maybe Cassima knows a way over the pits?"

[10:29:49 PM] Lewot: She's just kinda watching you curiously. She has kind of a glare, but you get the feeling that's her normal look.

[10:30:19 PM] Andrew Cornell: "Why not just ask her about that?"

[10:30:24 PM] Jared: Well if we all end up going in random directions...

[10:30:41 PM] Levity: "Cassima! Do you know a way over the pits?"

[10:30:47 PM] Lewot: You can hold hands to stay together.

[10:31:49 PM] Levity: Levan has to hold hands in the group to make it her thing anyway

[10:32:08 PM] Lewot: Cassima "What? Oh, these pits? Well, if you walk toward the lake there, you can go around this one. To get past the other one, you'd have to go through the forest, which is over past this first one anyway."

[10:32:46 PM] Lewot: Cassima "There used to be a bridge across that long one in town, but the monsters broke it recently."

[10:33:09 PM] Andrew Cornell: "Hmmm, perhaps we should go around the pits for now, and maybe even build a bridge when we can!"

[10:34:20 PM] Lewot: (Are we getting tired, or is everybody just thinking a lot?)

[10:34:56 PM] Jared: (I'm waiting for some sort of action to occur. We're all just standing in the bushes, lol)

[10:35:03 PM] Andrew Cornell: (I just got distracted with something)

[10:35:10 PM] Andrew Cornell: (that's all :P)

[10:35:21 PM] Cary Concoby: (sorry, uncle Skype-called from Shanghai, kinda focused on that for now)

[10:35:34 PM] Lewot: k

[10:35:35 PM] Cary Concoby: "I say we go around to the lake."

[10:36:37 PM] Lewot: Maybe my descriptions weren't very clear. The shape of the pits is like -l only much bigger and connected, and you're in the lower corner there.

[10:37:17 PM] Jared: "Aye, it'd be a bit safer than trying to float over." Jay would agree with Miles.

[10:37:59 PM] Levity: "Yeah, as fun as it may be, I don't want to take the chance."

[10:38:06 PM] Andrew Cornell: "Then it's settled!"

[10:38:45 PM] Andrew Cornell: DRAMATIC POINTING "TO THE LAKE"

[10:38:58 PM] Lewot: Okay

[10:38:59 PM] Lewot: so

[10:39:05 PM] Lewot: you walk left

[10:39:11 PM] Lewot: you pass by Cassima again

[10:39:14 PM] Andrew Cornell: (lol, apparently there's no dramatic pointing action or something on Skype XD)

[10:39:33 PM] Lewot: Cassima "Well, thanks again, I suppose. I'll be heading back to town."

[10:40:09 PM] Jared: "Take care!" Jay shouted towards Cassima as he followed the group.

[10:40:47 PM] Lewot: You keep walking

[10:40:52 PM] Lewot: la di da

[10:40:58 PM] Lewot: let's see

[10:41:47 PM] Andrew Cornell: THE GREAT DRAMA OF WALKING

[10:41:52 PM] Lewot: Yeah

[10:42:09 PM] Levity: "estamos caminando."

[10:42:10 PM] Lewot: I was looking at your items, but only Levan has 1 damage

[10:42:16 PM] Levity: Levan nods wisely.

[10:42:41 PM] Lewot: Do you want to eat your Dried Shroom, Levan?

[10:45:45 PM] Lewot: (Let me plug my laptop in real quick...)

[10:46:09 PM] Cary Concoby: (alright, I'm back, sorry about that.)

[10:47:16 PM] Levity: "Awww, I was getting a little attached to this dried shroom, but I am feeling a bit famished..."

[10:48:20 PM] Lewot: Okay.

[10:48:26 PM] Lewot: Levan eats the Dried Shroom.

[10:48:56 PM] Lewot: Several of you are down on VP, but the only thing that restores VP is the Mistake that Rammen made from the dead chicken, and it only restores 1.

[10:49:09 PM] Cary Concoby: Miles takes out the Bestiary again, flipping through it and admiring the pictures of the monsters.

[10:49:20 PM] Cary Concoby: (doesn't the Honey Shroom heal HP as well as VP?)

[10:49:26 PM] Lewot: Oh, right.

[10:49:28 PM] Lewot: Forgot about that.

[10:49:33 PM] Lewot: Somebody could eat that.

[10:49:45 PM] Andrew Cornell: huh

[10:49:54 PM] Andrew Cornell: I didn't even know the Mistake did that!

[10:50:40 PM] Lewot: It heals 1 HP, 1 VP and 1 MP, but has the alcohol content of a beer.

[10:51:14 PM] Andrew Cornell: how much is that?

[10:51:24 PM] Andrew Cornell: and more importantly, where'd that alcohol come from? XD

[10:52:02 PM] Lewot: It's 0.01. It won't make you drunk right now.

[10:52:19 PM] Lewot: And that's just how the cooking system works =P

[10:52:36 PM] Lewot: If you brew your own beer, the can appears out of nowhere.

[10:52:37 PM] Andrew Cornell: lol, I'm just saying, I burned that chicken with psychic fire

[10:52:40 PM] Levity: "Alcohol!"

[10:52:44 PM] Cary Concoby: Miles and the party approached the lake.

[10:52:49 PM] Andrew Cornell: I'm not sure where that alcohol's coming from XD

[10:52:59 PM] Cary Concoby: (The psychic energy took the physical form of alcohol.)

[10:53:10 PM] Lewot: Okay, so yeah, you reach the end of the bottomless pit.

[10:53:26 PM] Lewot: There's a giant boulder sitting there, as if someone had started to push it into the pit.

[10:53:44 PM] Lewot: To what is now your left, there's kind of a patch of earth where no grass is growing.

[10:53:57 PM] Lewot: Forward is the lake.

[10:54:01 PM] Levity: "I don't want to know what tried to push that, I don't think!"

[10:54:23 PM] Lewot: If you go around the boulder and loop back around, you'll have gone around the pit.

[10:55:28 PM] Jared: Jay would round the boulder, not particularly interested in the lake right now, but would walk slow enough in case his compatriots had other plans.

[10:55:47 PM] Lewot: I THINK these are the current stats:

[10:55:48 PM] Lewot: Jay~ HP 10/10, VP 11/15, MP 5/5
Miles~ HP 15/15, VP 7/10, MP 4/5
Levan~ HP 15/15, VP 5/10, MP 5/5
Rammen~ HP 10/10, VP 6/15, MP 5/5

[10:55:58 PM] Andrew Cornell: "That sure is a large boulder," I note, as I go around it

[10:56:04 PM] Cary Concoby: We don't get refills for leveling up, then?

[10:56:04 PM] Levity: Levan would be distracted by the lake, probably.

[10:56:14 PM] Lewot: You gain the points that you add, at least.

[10:56:24 PM] Cary Concoby: Miles walks next to Levan as she nears the lake.

[10:56:53 PM] Lewot: The lake is actually at a lower level of ground, and as you approach, you see that it's a sharp dropoff.

[10:57:09 PM] Lewot: This cliff face appears to stretch all along the edge of the lake, but below is a sandy beach.

[10:57:28 PM] Lewot: There's wind blowing from the lake toward y'all.

[10:57:37 PM] Levity: "Oooh..."

[10:57:45 PM] Cary Concoby: Miles peers down the sheer face of the cliff. "Kind of a long way

down, and it might be a challenge to get back up."

[10:58:17 PM] Andrew Cornell: "Not with this wind and Levan's abilities," I note

[10:58:19 PM] Cary Concoby: He turns to Levan. "We should get back to the others. Next time we come back to Trelvet, we'll come and check out the lake. Sound okay?"

[10:59:52 PM] Levity: "That would be nice if weee--could do that..."

[10:59:54 PM] Lewot: The lake is pretty big. Maybe as big as one of the Great Lakes in real life.

[11:00:00 PM] Lewot: Anyway, you go around the pit.

[11:00:04 PM] Andrew Cornell: that's pretty big :O

[11:00:07 PM] Lewot: Now you're on the other side.

[11:00:27 PM] Cary Concoby: Miles looks out, trying to relocate the cake-shaped hill.

[11:01:03 PM] Lewot: It's some ways in front of you and slightly left, assuming you're facing away from the lake.

[11:01:20 PM] Lewot: Nothing appears to be in the way.

[11:01:27 PM] Lewot: No visible monsters.

[11:02:02 PM] Cary Concoby: "Doesn't look like there's a whole lot else on this side of the pit but that hill. Shall we head on over?"

[11:03:26 PM] Andrew Cornell: "Without delay!"

[11:03:36 PM] Lewot: You make toward the hill.

[11:03:59 PM] Levity: (sorry, some things are going on)

[11:04:15 PM] Cary Concoby: (we can drive the story, Lev, no worries)

[11:04:43 PM] Levity: (I'm actually sick and my concentration is waning)

[11:04:51 PM] Lewot: Do you want to stop now?

[11:04:58 PM] Lewot: It's getting pretty late.

[11:05:03 PM] Levity: (I can keep going for a bit longer if you guys want)

[11:05:11 PM] Cary Concoby: (I'd like to at least check out the hill...)

[11:05:15 PM] Jared: (Whoa, 2 AM, when did that happen?)

[11:05:27 PM] Levity: "TO THE HILL"

[11:05:29 PM] Lewot: Well, let's say you reach the bottom of the hill, and I'll give you the following two things:

[11:05:31 PM] Levity: "VAMINOS"

[11:05:36 PM] Lewot: one, there's a cave in the bottom

[11:05:59 PM] Lewot: and two, Jay, who has the highest Clever stat, realizes that the giant yellow ball on top of the hill looks like a beehive.

[11:06:18 PM] Andrew Cornell: Dun dun DUNNNNNNNNNNNNNNNNN

[11:06:42 PM] Levity: "Um... guys..."

[11:06:42 PM] Lewot: (The ominous callback to the bee that died from 1 damage)

[11:06:50 PM] Levity: "Are the bees poisonous?"

[11:07:05 PM] Cary Concoby: "I don't know, Lev. They might be."

[11:07:12 PM] Andrew Cornell: "What's the bestiary say about bees?"

[11:07:25 PM] Cary Concoby: Miles flips through his Bestiary, but...

[11:07:32 PM] Cary Concoby: "There are so many different bees in here!"

[11:07:38 PM] Lewot: Unfortunately, it died so quickly you don't remember it in enough detail to find the entry.

[11:07:46 PM] Cary Concoby: "Some of them are poisonous and some of them aren't."

[11:07:56 PM] Cary Concoby: "I'd have to see one up close to figure out what kind we'd be

dealing with."

[11:08:01 PM] Andrew Cornell: "That figures..."

[11:08:14 PM] Jared: "Well then, wanna head up there?"

[11:08:29 PM] Lewot: You can try to climb the hill or go into the cave.

[11:08:35 PM] Andrew Cornell: "It's the only way of knowing what we're dealing with."

[11:08:37 PM] Lewot: We might want to stop here, though.

[11:08:41 PM] Andrew Cornell: "I say we go through the cave!"

[11:08:57 PM] Cary Concoby: (Why might we want to stop here?)

[11:09:01 PM] Levity: "Going into theeee--cave sounds nice..."

[11:09:27 PM] Lewot: Well, I don't want to strain Levity if she's sick.

[11:09:43 PM | Edited 11:10:18 PM] Cary Concoby: (Lev, do you think you can keep this up for a bit longer?)

[11:10:06 PM] Cary Concoby: Miles looks up. "I kinda wanna see what these bees look like..."

[11:10:08 PM] Andrew Cornell: well, I do need to get up in the morning anyway, so anytime soon that we stop would be alright

[11:11:02 PM] Lewot: We already accomplished a lot more than was typical in Game 1.

[11:11:18 PM] Andrew Cornell: YEAH GREAT ACCOMPLISHMENTS

[11:11:18 PM] Cary Concoby: Miles looks around for a Save Block.

[11:12:12 PM] Lewot: Alright, I'll give you one.

[11:12:29 PM] Lewot: Save & Quit

[11:12:32 PM] Lewot: Saving...

[11:14:45 PM] Lewot: Save Complete.