[4/28/2012 8:01:23 PM] Lewot: Oh.
[4/28/2012 8:01:31 PM] Lewot: You're at home, that's right.
[4/28/2012 8:01:41 PM] Lewot: Well
[4/28/2012 8:01:50 PM] Lewot: basically
[4/28/2012 8:01:56 PM] Lewot: you guys should go by the lake
[4/28/2012 8:02:09 PM] Cary Concoby: pretty sure that was the plan anyway
[4/28/2012 8:02:18 PM] Andrew Cornell: and so we go by the lake XD
[4/28/2012 8:02:30 PM] Lewot: Loading last save...
[4/28/2012 8:05:29 PM] Lewot: You're at the base of the hill, having been dropped off by the Queen Tumblebee
[4/28/2012 8:05:44 PM] Lewot: The lake is... technically east
[4/28/2012 8:05:55 PM] Lewot: but I drew the map the other way around
[4/28/2012 8:05:58 PM] Lewot: anyway
[4/28/2012 8:06:19 PM] Andrew Cornell: (guess we're facing south)
[4/28/2012 8:06:22 PM] Lewot: do you head straight to the middle of the lake, or to the end near the forest, or to the end near town?
[4/28/2012 8:06:36 PM] Cary Concoby: Miles heads for the middle of the lake.
[4/28/2012 8:06:51 PM] Lewot: Alright
[4/28/2012 8:06:58 PM] Lewot: I'll assume everyone follows
[4/28/2012 8:07:04 PM] Andrew Cornell: (sounds good)
[4/28/2012 8:07:09 PM] Lewot: you walk along the grass
[4/28/2012 8:07:28 PM] Lewot: parallel to the one part of the bottomless pit
[4/28/2012 8:07:37 PM] Lewot: you pass the end of the pit and keep going
[4/28/2012 8:07:48 PM] Lewot: there was that giant rock sitting by the end of the pit
[4/28/2012 8:07:55 PM] Levity: Levan sings [badly] in spanish
[4/28/2012 8:08:23 PM] Jared: Jay silently follows along.
[4/28/2012 8:08:47 PM] Lewot: As you near the lake, you see that there's actually a sharp dropoff down to the beach. It seems to stretch all along the edge of the lake. In other words, the lake is kind of in a depression in the ground.
[4/28/2012 8:09:10 PM] Lewot: However, there's wind coming from the lake, so you imagine you can use Levan's ability to lift yourselves back up if you go down there.
[4/28/2012 8:09:38 PM] Lewot: At the bottom of the ledge is sandy beachiness.
[4/28/2012 8:10:12 PM] Andrew Cornell: I look over and inspect the sandy beach
[4/28/2012 8:10:36 PM] Jared: Jay looks over the ledge, wondering how far down the dropoff is.
[4/28/2012 8:10:39 PM] Lewot: It's kind of coarse sand, I guess.
[4/28/2012 8:10:56 PM] Lewot: It looks far enough down that you might get hurt if you just jump down.
[4/28/2012 8:11:33 PM] Lewot: You could try to land in the water if you jump, or maybe use Levan's ability to try to float down, or maybe try to make some kind of bridge or something...
[4/28/2012 8:11:52 PM] Levity: Make everyone lighter so they don't get hurt if they fall at least?
[4/28/2012 8:12:07 PM] Lewot: Does the group want to try that?
[4/28/2012 8:12:27 PM] Jared: Don't see any harm in it.
[4/28/2012 8:12:51 PM] Levity: Levan uses her SUPER-AWESOME LEVITATING ABILITY GO!
[4/28/2012 8:13:09 PM] Lewot: Alright, Levan grabs everyone around the wrists and pulls them

off the cliff.
[4/28/2012 8:13:19 PM] Lewot: You all drift down onto the sand, unharmed.
[4/28/2012 8:13:32 PM] Jared: Jay would inspect the beach more closely once down.
[4/28/2012 8:13:45 PM] Lewot: Jay looks around the sand
[4/28/2012 8:14:15 PM] Lewot: then, the cliffside behind you opens up, and something dashes out and attacks Jay!
[4/28/2012 8:14:19 PM] Lewot: Battle initiated!
[4/28/2012 8:14:29 PM] Lewot: It's a group of armed humans.
[4/28/2012 8:14:34 PM] Levity: oh god
[4/28/2012 8:14:38 PM] Lewot: The guy who attacked had a sword.
[4/28/2012 8:14:45 PM] Andrew Cornell: "Oh not again..."
[4/28/2012 8:15:02 PM] Andrew Cornell: (seems we lost our Miles)
[4/28/2012 8:15:13 PM] Lewot: That could be a problem.
[4/28/2012 8:15:14 PM] Jared: "Oh geez. Would the bestiary suffice here?"
[4/28/2012 8:15:29 PM] Jared: Miles noooo.
[4/28/2012 8:15:42 PM] Levity: (There we gooo)
[4/28/2012 8:15:47 PM] Andrew Cornell: (yayyyyy)
[4/28/2012 8:15:59 PM] Jared: (Lol Miles faded out of reality for a second there.)
[4/28/2012 8:16:00 PM] Cary Concoby: (fuck, sorry)
[4/28/2012 8:16:22 PM] Andrew Cornell: (Miles took a trip to the Spirit World XD)
[4/28/2012 8:16:38 PM] Lewot: Looks like Levan lifted him a little too much.
[4/28/2012 8:16:42 PM] Andrew Cornell: (anyways, could I use the bestiary here?)
[4/28/2012 8:16:46 PM] Lewot: Yes,
[4/28/2012 8:16:59 PM] Lewot: these guys look like they've had some training, so you're not sure of their stats.
[4/28/2012 8:17:17 PM] Levity: (I'm being kicked off now)
[4/28/2012 8:17:27 PM] Andrew Cornell: (noooooooooooo :<)
[4/28/2012 8:17:30 PM] Cary Concoby: (ffffffffffffff)
[4/28/2012 8:17:44 PM] Levity: (she's going to start yelling at me)
[4/28/2012 8:18:02 PM] Lewot: Well, we did a small amount =P
[4/28/2012 8:18:03 PM] Andrew Cornell: (I love you <3)
[4/28/2012 8:18:12 PM] Cary Concoby: Miles QUICKSAVES
[4/28/2012 8:18:15 PM] Levity: (I'll try sneaking on after she called asleep)
[4/28/2012 8:18:22 PM] Cary Concoby: as a just in case
[4/28/2012 8:18:22 PM] Levity: (I LOVE YOU TOO <3)
[4/28/2012 8:18:29 PM] Lewot: Well, don't get in trouble
[4/28/2012 8:19:17 PM] Andrew Cornell: I suppose when she comes back I can use the Bestiary :3
[4/28/2012 8:19:25 PM] Lewot: I'll just note that it's a Mercenary, a Fighter, a Warrior, a Thief, and a Priest
[4/28/2012 8:19:46 PM] Andrew Cornell: oh no, a Priest :<
[4/28/2012 8:19:48 PM] Lewot: you can see their starting stats here https://sites.google.com/site/hannabartpekopon/home/default/enemies/fe1
[4/28/2012 8:19:51 PM] Andrew Cornell: I CALL HEALER
[4/28/2012 8:19:53 PM] Lewot: but these guys are stronger

[4/28/2012 8:20:07 PM] Cary Concoby: lol, givin' us some time to strategize, huh?
[4/28/2012 8:20:18 PM] Andrew Cornell: KILL THE WHITE MAGE
[4/28/2012 8:20:22 PM] Andrew Cornell: ...erm, Priest
[4/28/2012 8:20:56 PM] Cary Concoby: I don't see Warrior on this list.
[4/28/2012 8:21:09 PM] Lewot: These don't include the higher classes.
[4/28/2012 8:21:12 PM] Lewot: Those come later.
[4/28/2012 8:21:20 PM] Cary Concoby: ah, okay.
[4/28/2012 8:21:25 PM] Lewot: Oh
[4/28/2012 8:21:28 PM] Lewot: I said Warrior
[4/28/2012 8:21:32 PM] Lewot: I meant Soldier.
[4/28/2012 8:21:40 PM] Cary Concoby: hah, nice.
[4/28/2012 8:21:43 PM] Lewot: Warrior is a class-changed Fighter.
[4/28/2012 8:21:51 PM] Lewot: Some of them have pretty unremarkable names.
[4/28/2012 8:22:26 PM] Lewot: So we're FINALLY fighting Fire Emblem enemies, as we thought we would be doing from the start.
[4/28/2012 8:22:33 PM] Cary Concoby: awesome!
[4/28/2012 8:22:43 PM] Cary Concoby: I imagine with the monsters in our party, it'll happen increasingly often.
[4/28/2012 8:23:03 PM] Lewot: That was the plot point I was going to use to make it work, yeah.
[4/28/2012 8:23:15 PM] Lewot: You escaped from the mages.
[4/28/2012 8:23:59 PM] Andrew Cornell: good ol mind powers :3
[4/28/2012 8:24:10 PM] Cary Concoby: My old teacher would've kicked my ass anyway.

~INTERMISSION~

[9:40:40 PM] Lewot: Mentally I'm a little eh but we can play somewhat.
[9:40:51 PM] Jared: Hooray.
[9:40:53 PM] Cary Concoby: okay, well, uh
[9:40:55 PM] Cary Concoby: I quicksaved...
[9:40:58 PM] Lewot: Yes.
[9:41:06 PM] Lewot: Loading quicksave.
[9:41:24 PM] Lewot: The Mercenary had just made a first strike against Jay for 1 damage.
[9:41:37 PM] Lewot: Mercenary "Hiya!"
[9:41:47 PM] Andrew Cornell: "Well hello there!"
[9:42:03 PM] Andrew Cornell: "You seem to be unusually excited folk!"
[9:42:09 PM] Andrew Cornell: "Maybe we can talk about this?"
[9:42:27 PM] Lewot: Fighter "Silence, foul beast!"
[9:42:30 PM] Levity: "Eeeh?"
[9:42:40 PM] Levity: "Hi?"
[9:42:41 PM] Cary Concoby: Miles rolls his eyes. "Greeeat. I bet we'll be getting a lot of THESE types."
[9:42:47 PM] Lewot: Soldier "Hold up! There's a woman and a child with them."
[9:42:58 PM] Andrew Cornell: "Something tells me they're not going to be friendly about this."
[9:43:05 PM] Levity: "Hiii!~"
[9:43:17 PM] Lewot: (It is the player phase.)

[9:43:24 PM] Levity: "Wait up, the soldier guy is talking."

[9:43:28 PM] Jared: "Oi..."

[9:44:20 PM] Andrew Cornell: "Well, I could either try and see if my powers can help our situation, or else we'll have to just get right down to the nitty-gritty and fight em head on. Something tells me they're more inclined to the latter," I whisper to the others.

[9:44:52 PM] Cary Concoby: "I don't think these guys'll be as easy to sway as the others. Look in that book, see what you can find on human fighters."

[9:45:16 PM] Andrew Cornell: "Alright then."

[9:45:27 PM] Andrew Cornell: Rammen uses the Bestiary on the Fighter!

[9:47:08 PM] Andrew Cornell: "Alright, that brawny fellow over there with the axe? He's most likely an Intermediate FIghter."

[9:47:11 PM] Levity: Can Levan test her UNNAMED ATTACK this time?

[9:48:10 PM] Andrew Cornell: "He's wielding an Iron Axe and isn't wearing any armor, so his offense is greater than his defense."

[9:48:41 PM] Andrew Cornell: "20 HP, 15 VP, 5 MP, 2 ATK, 1 MAG, 0 DEF, 1 BRA"

[9:49:29 PM] Levity: (listening to the arcadia boss music :3c)

[9:49:46 PM] Andrew Cornell: "He's been trained in the art of Daunt, which makes him fairly intimidating and Dodgy somewhat, mainly cause we're supposed to be...well, intimidated."

[9:50:18 PM] Andrew Cornell: "Nothing he's weak, resistant, or immune to, so all bets are off!"

[9:50:36 PM] Cary Concoby: "Right." Miles pulls his goggles down over his eyes and walks over to Jay.

[9:50:55 PM] Cary Concoby: He lays his hands on Jay's sword and concentrates as hard as he can.

[9:50:58 PM] Cary Concoby: Miles used Imbue!

[9:52:09 PM] Lewot: (calculating...)

[9:52:35 PM] Lewot: Miles imbues Jay's sword with Fire!

[9:53:24 PM] Lewot: Levan uses Vigorizamos!

[9:53:36 PM] Lewot: Levan raises everyone's Attack Power by 3!

[9:53:42 PM] Lewot: (For 3 turns.)

[9:54:18 PM | Edited 9:54:31 PM] Jared: "Ho boy." Jay attacks the Fighter.

[9:54:21 PM] Lewot: Jay~ HP 19/20, VP 25/25, MP 5/5, Fire Imbue (2 turns), Attack +3 (3 turns)
Miles~ HP 20/20, VP 15/15, MP 10/15, Attack +3 (3 turns)
Levan~ HP 20/20, VP 25/25, MP 5/5, Attack +3 (3 turns)
Rammen~ HP 20/20, VP 25/25, MP 5/5, Attack +3 (3 turns)

vs.

Mercenary~ ???
Fighter~ HP 20/20, VP 15/15, MP 5/5
Soldier~ ???
Thief~ ???
Priest~ ???

[9:54:36 PM] Lewot: Jay slices the Fighter for...

[9:55:20 PM] Lewot: (4 base power +1 Imbue power +3 Increased power +1 for Weapon Triangle

advantage =) 9 damage!

[9:55:40 PM] Andrew Cornell: (daaaaaaaaaaaamn)

[9:55:44 PM] Lewot: He's down to 11 HP.

[9:55:53 PM] Lewot: Fighter "Ow! Hot!"

[9:55:58 PM] Lewot: Enemy Phase

[9:56:04 PM] Cary Concoby: (Arora, you should focus on the Thief. He'll have a knife, and you have a Whip, so you have the Triangle advantage.)

[9:56:40 PM] Lewot: Mercenary "Form up, team!"

[9:56:55 PM] Cary Concoby: "Oh, hell."

[9:57:08 PM] Andrew Cornell: "Well that can't be good!"

[9:57:32 PM] Lewot: The Mercenary makes a strange motion with his sword, and then oddly does nothing.

[9:57:37 PM] Lewot: What is he up to?

[9:57:48 PM] Lewot: The Fighter attacks Rammen with his Iron Axe for 3 damage.

[9:58:32 PM] Lewot: The Soldier picks up his lance and throws it at Jay for 4 damage.

[9:58:42 PM] Andrew Cornell: "Figures they'd attack us first."

[9:58:43 PM] Levity: "Huh..."

[9:58:43 PM] Lewot: Wait, no

[9:58:50 PM] Lewot: 2.

[9:58:53 PM] Lewot: damage

[9:59:23 PM] Jared: "Aye, Rammen. Bluh."

[9:59:27 PM] Cary Concoby: (I thought Lances beat Swords?)

[9:59:33 PM] Lewot: They do.

[9:59:41 PM] Lewot: Wait...

[10:00:02 PM] Lewot: Yes, it's 2 damage.

[10:00:20 PM] Lewot: The Thief...

[10:00:57 PM] Lewot: Sidles up to Jay and tries to steal his 1-Up Mushroom!

[10:01:30 PM] Lewot: He succeeds!

[10:01:38 PM] Lewot: Thief "I'll be takin' this, see?"

[10:02:08 PM] Lewot: Lastly, the Priest

[10:02:11 PM | Edited 10:03:05 PM] Cary Concoby: "Agh, Jay, keep a better hold on your items, huh?"

[10:02:24 PM] Lewot: You mean jay.

[10:02:24 PM] Levity: "If we kill him, he's going to resurrect now. Great."

[10:02:36 PM] Andrew Cornell: "I'll be sure to remember that regardless!"

[10:03:12 PM] Lewot: The Priest heals the Fighter by 7 HP.

[10:03:34 PM] Lewot: Player Phase

[10:03:36 PM] Jared: "Ugh, lousy theif... Yeah, I will next time."

[10:03:37 PM] Andrew Cornell: "Somehow I knew that Priest was going to be trouble."

[10:04:07 PM] Cary Concoby: Miles uses Rain of Arrows!

[10:04:31 PM] Andrew Cornell: Rammen lashes out at the Thief with his Whip!

[10:04:40 PM] Lewot: Let's see...

[10:04:46 PM] Lewot: Arrows strike all opponents for...

[10:05:31 PM] Lewot: 3 to the Mercenary and Soldier, 4 to the other three

[10:05:39 PM] Lewot: Rammen whips the Thief

[10:05:46 PM] Lewot: for 3 damage
[10:05:54 PM] Lewot: Wait, wait
[10:05:59 PM] Lewot: I'm forgetting Levan's boost.
[10:06:07 PM] Levity: (sorry)
[10:06:07 PM] Lewot: +3 to all damage previously stated.
[10:06:14 PM] Andrew Cornell: (super-duper BOOSTER calculations)
[10:06:23 PM] Andrew Cornell: (also, you accounted for that Triangle thing too?0
[10:06:36 PM] Cary Concoby: (what's the VP/MP cost for Levan's booster move?)
[10:06:45 PM] Lewot: Wait, except, the boost doesn't affect arrows.
[10:06:53 PM] Cary Concoby: looooool
[10:07:03 PM] Lewot: So the arrows were what I said, Rammen's whip did 6.
[10:07:07 PM] Lewot: Levan's move costs 9 VP.
[10:07:30 PM] Jared: Jay uses his sword to attack the Fighter, then.
[10:07:46 PM] Levity: Levan lances the priest with her iron lance
[10:07:57 PM] Lewot: Fighter takes another 9 damage
[10:08:05 PM] Lewot: Priest takes
[10:08:07 PM] Lewot: 5
[10:08:18 PM] Lewot: oh, actually, that was smart.
[10:08:40 PM] Lewot: The Flame Lance does more damage, but it's magical damage, and the Priest's robe protects against magic damage.
[10:08:47 PM] Levity: :3
[10:08:57 PM] Cary Concoby: nice
[10:09:14 PM] Lewot: Was that all four of you? =P
[10:09:18 PM] Lewot: Yes, it was.
[10:09:34 PM] Lewot: Enemy Phase
[10:09:42 PM] Andrew Cornell: (Would you like to start talking like the great Dr. Toad? I'm sure you would. :P)
[10:09:55 PM] Lewot: Oh, that guy.
[10:10:02 PM] Lewot: I think it was Toadley or something.
[10:10:10 PM] Andrew Cornell: (yessss, Dr. Toadley~
[10:10:25 PM] Lewot: Nobody attacked the Mercenary, right?
[10:10:36 PM] Cary Concoby: aside from Rain of Arrows
[10:10:38 PM] Lewot: Well, Rain of Arrows did
[10:11:00 PM] Lewot: okay
[10:11:41 PM] Lewot: the Priest heals the Thief by 7 HP
[10:12:43 PM] Lewot: Mercenary "They may be women and children, but they're attacking us. Don't hold back!"
[10:13:14 PM] Lewot: The Fighter attacks Levan for 4 damage.
[10:13:15 PM] Cary Concoby: "Hey, screw you, pal! Just because they're monsters doesn't mean they're not on your side!"
[10:13:25 PM] Andrew Cornell: "Hey
[10:13:27 PM] Andrew Cornell: !"
[10:13:30 PM] Levity: "Oh..."
[10:14:10 PM] Lewot: The Soldier attacks Jay for 2 more damage.
[10:15:19 PM] Lewot: The Thief tries to steal Levan's 1-Up Mushroom!

[10:15:29 PM] Lewot: But fails.
[10:15:33 PM] Jared: "Uf! I'm getting a bit sick of these folk..."
[10:15:36 PM] Lewot: Thief "Oops... slipped."
[10:16:07 PM] Lewot: The Mercenary makes the same strange gesture.
[10:16:12 PM] Lewot: Player Phase.
[10:16:33 PM] Cary Concoby: Miles slaps the Thief with his heavy gloves.
[10:16:46 PM] Levity: "Hahaha, he missed me~"
[10:16:55 PM] Lewot: Jay~ HP 15/20, VP 25/25, MP 5/5, Attack +3 (1 turn)
Miles~ HP 20/20, VP 15/15, MP 10/15, Attack +3 (1 turn)
Levan~ HP 16/20, VP 16/25, MP 5/5, Attack +3 (1 turn)
Rammen~ HP 17/20, VP 25/25, MP 5/5, Attack +3 (1 turn)

vs.

Mercenary~ ???
Fighter~ HP 5/20, VP 15/15, MP 5/5
Soldier~ ???
Thief~ ???
Priest~ ???
[10:16:59 PM] Andrew Cornell: Rammen checks the Bestiary for the Priest!
[10:18:45 PM] Andrew Cornell: "Alright guys, that Intermediate Priest over there's got 15 HP, 5 VP, 20 MP, 1 Atk, 1 Mag, 0 Def, and 2 Bra!"
[10:19:24 PM] Andrew Cornell: "Not only can he heal the players as we've seen, but he knows PK VimUp, which can revive players with psychic powers! Oooooh..."
[10:19:59 PM] Jared: "We'd best get rid of him next, then, huh?"
[10:20:03 PM] Andrew Cornell: "The staff he carries is a Heal Staff, which boosts his healing magic with an extra 5 HP!"
[10:20:26 PM] Cary Concoby: "Well crap!"
[10:20:28 PM] Andrew Cornell: "He's able to Heal for 7 and Mend for 9 HP!"
[10:20:41 PM] Levity: Levan lances the priest again.
[10:21:15 PM] Andrew Cornell: "He doesn't have any weaknesses or resistances, but he does have magical robes which shield him with 3 Def on magical attacks - but luckily not physical or psychic attacks!"
[10:21:15 PM] Lewot: Now that you know that, you can see he's at
[10:21:16 PM] Lewot: Priest~ HP 6/15, VP 5/5, MP 10/20
[10:21:35 PM] Lewot: Now then...
[10:22:13 PM] Lewot: Miles slaps the Thief twice for 4 damage each
[10:22:40 PM] Lewot: Levan lances the Priest
[10:22:47 PM] Lewot: for another 5
[10:23:11 PM] Jared: Jay uses his sword on the Priest.
[10:23:26 PM] Lewot: Jay's sword strike kills the Priest.
[10:23:32 PM] Lewot: Enemy Phase
[10:23:43 PM] Lewot: the Thief uses the stolen 1-Up Mushroom on the Priest!
[10:23:48 PM] Lewot: He's revived to 10 HP.
[10:24:07 PM] Cary Concoby: "What a sleaze! Using our own items to heal his party!"

[10:24:20 PM] Andrew Cornell: "Better to get rid of the both of them then!"
[10:24:30 PM] Lewot: The Priest, in turn, heals the Thief by 7 again
[10:25:12 PM] Lewot: yet again, the Mercenary, who seems to be the leader, oddly only makes his sword gesture.
[10:26:56 PM] Lewot: The Fighter makes a more intimidating gesture with his axe and gives a battle cry. You're intimidated enough that he becomes Dodgy.
[10:27:11 PM] Cary Concoby: "Yikes! That guy looks tough..."
[10:27:45 PM] Andrew Cornell: "He certainly looks a little larger now!"
[10:27:47 PM] Lewot: And the Soldier throws his lance at Miles for 2 damage. In Fire Emblem, the throwable lances just kinda reappear in the thrower's hands again afterward.
[10:27:56 PM] Levity: (heehee)
[10:28:01 PM] Cary Concoby: (funny how that works.)
[10:28:01 PM] Andrew Cornell: (lol~)
[10:28:02 PM] Lewot: So that happens here as well.
[10:28:46 PM] Lewot: There's a lot going on, so I hope I'm catching it all.
[10:28:54 PM] Lewot: Player Phase; Levan's power boost has worn off.
[10:29:09 PM] Lewot: Jay~ HP 15/20, VP 25/25, MP 5/5
Miles~ HP 18/20, VP 15/15, MP 10/15
Levan~ HP 16/20, VP 16/25, MP 5/5
Rammen~ HP 17/20, VP 25/25, MP 5/5

vs.

Mercenary~ ???
Fighter~ HP 5/20, VP 13/15, MP 5/5, Dodgy (2 turns)
Soldier~ ???
Thief~ ???
Priest~ HP 10/15, VP 5/5, MP 5/20
[10:29:59 PM] Andrew Cornell: "Time to see what they've got!"
[10:30:12 PM] Andrew Cornell: Rammen unleashes PK FIre Beta on the opposing team!
[10:30:15 PM] Levity: Levan RISES ALL TO ATTACK ONCE AGAIN
[10:30:15 PM] Levity: '
[10:31:07 PM] Lewot: Alright, the boost doesn't affect psychic attacks, so it doesn't matter who goes first
[10:31:32 PM] Cary Concoby: Miles uses Doubleslap on the Fighter.
[10:32:58 PM] Lewot: Fire Beta hits the Dodgy Fighter for 3 damage
[10:33:06 PM] Andrew Cornell: (ha!)
[10:33:12 PM] Lewot: first slap misses, second one hits
[10:33:16 PM] Lewot: Fighter is dead
[10:33:31 PM] Lewot: meanwhile, Fire Beta hits everyone else...
[10:34:54 PM] Lewot: Soldier is Burned
[10:35:03 PM] Lewot: Thief is Burned
[10:35:13 PM] Andrew Cornell: (BURRRRRN, BABY, BURRRRRN)
[10:35:14 PM] Lewot: the others aren't
[10:35:22 PM] Cary Concoby: but no damage?

[10:35:29 PM] Levity: "Yes!"
[10:35:31 PM] Lewot: the attack did 3 damage to all except 2 to the Priest.
[10:35:42 PM] Jared: Jay, Sword, Preist. Yeah.
[10:36:04 PM] Lewot: Let's see, 4 base damage +3 is 7...
[10:36:54 PM] Lewot: Jay~ HP 15/20, VP 25/25, MP 5/5, Attack +3 (3 turns)
Miles~ HP 18/20, VP 15/15, MP 10/15, Attack +3 (3 turns)
Levan~ HP 16/20, VP 7/25, MP 5/5, Attack +3 (3 turns)
Rammen~ HP 17/20, VP 20/25, MP 5/5, Attack +3 (3 turns)

vs.

Mercenary~ ???
Fighter~ HP 0/20, VP 13/15, MP 5/5, Dead
Soldier~ ???, Burn (3 turns)
Thief~ ???, Burn (3 turns)
Priest~ HP 1/15, VP 5/5, MP 5/20
[10:37:12 PM] Lewot: I guess everyone went?
[10:37:37 PM] Andrew Cornell: (yep!)
[10:37:41 PM] Lewot: Enemy Phase
[10:38:11 PM] Lewot: Priest uses PK VimUp to revive the Fighter to 5 HP!
[10:38:20 PM] Andrew Cornell: (what a surprise)
[10:38:35 PM] Lewot: He's now nearly out of VP and MP, though.
[10:38:45 PM] Andrew Cornell: (true true~)
[10:39:02 PM] Lewot: Fighter "Whoozit? Whuzzat? Whoa!"
[10:39:16 PM] Lewot: He attacks Levan for 4 damage.
[10:40:00 PM] Lewot: The Soldier throws his lance at Jay, receiving 1 damage from the Burn in the process.
[10:40:07 PM] Lewot: ...And doing 2 damage.
[10:41:25 PM] Lewot: The Thief attempts to steal Jay's VOLCANO BAKEMEAT
[10:41:39 PM] Lewot: and succeeds, but also takes 1 Burn damage.
[10:41:58 PM] Lewot: Ah, KV's gone.
[10:42:02 PM] Andrew Cornell: (NOT THE VOLCANO BAKEMEAT)
[10:42:06 PM] Lewot: That probably means he won't come back.
[10:42:13 PM] Lewot: We could leave it on that cliffhanger, I guess.
[10:42:21 PM] Andrew Cornell: KV's gone? (think)
[10:42:40 PM] Lewot: He said if he goes offline, it's probably his computer going Blue Screen of Death
[10:42:45 PM] Lewot: and that he won't be able to come back.
[10:42:53 PM] Andrew Cornell: strange, I have him online
[10:43:03 PM] Andrew Cornell: no wait
[10:43:05 PM] Andrew Cornell: there he goes
[10:43:14 PM] Andrew Cornell: CLIFFHANGER
[10:43:18 PM] Andrew Cornell: Rammen quicksaves!
[10:43:24 PM] Andrew Cornell: ...oh wait
[10:43:26 PM] Lewot: There he is.

[10:43:27 PM] Cary Concoby: (sorry about that)
[10:43:32 PM] Andrew Cornell: (s'alright)
[10:43:47 PM] Lewot: Theif "What the heck is this chunk of meat?"
[10:43:49 PM] Andrew Cornell: (I quicksaved in case we stopped, but hey, now you're back :P)
[10:43:49 PM] Cary Concoby: (internet blipped)
[10:44:07 PM] Levity: (sorry, I was lagging a bit too)
[10:44:13 PM] Lewot: Where are we...
[10:44:36 PM] Lewot: The Mercenary does his thing again.
[10:44:55 PM] Cary Concoby: "Alright, SERIOUSLY, what the hell?!"
[10:45:21 PM] Andrew Cornell: "We better get those items back after this!"
[10:45:26 PM] Levity: "... Qué..."
[10:45:31 PM] Andrew Cornell: (though we probably won't)
[10:45:33 PM] Lewot: Jay~ HP 13/20, VP 25/25, MP 5/5, Attack +3 (2 turns)
Miles~ HP 18/20, VP 15/15, MP 10/15, Attack +3 (2 turns)
Levan~ HP 12/20, VP 7/25, MP 5/5, Attack +3 (2 turns)
Rammen~ HP 17/20, VP 20/25, MP 5/5, Attack +3 (2 turns)

vs.

Mercenary~ ???
Fighter~ HP 5/20, VP 13/15, MP 5/5
Soldier~ ???, Burn (2 turns)
Thief~ ???, Burn (2 turns)
Priest~ HP 1/15, VP 0/5, MP 5/20
[10:45:47 PM] Levity: "We would have to steal them back for that to happen, I think..."
[10:45:47 PM] Cary Concoby: (well, I mean, we already lost the 1-Up mushroom)
[10:46:02 PM] Levity: "Although, in Fire Emblem, you do get the last stolen item back."
[10:46:08 PM] Lewot: You do actually get all the items they are carrying, but yeah, he used the 1-Up.
[10:46:41 PM] Jared: "Guuh, I'm tired of these guys. I'll just tear the stuff from their bodies one we're done." Jay would attack the priest with his sword again.
[10:46:55 PM] Lewot: Jay kills the Priest with his sword.
[10:47:12 PM] Cary Concoby: Miles uses Doubleslap on the Thief.
[10:47:31 PM] Lewot: Miles slaps the Thief to death.
[10:47:39 PM] Andrew Cornell: "That takes care of them!"
[10:47:42 PM] Cary Concoby: looool.
[10:47:46 PM] Andrew Cornell: Rammen uses the Bestiary on the Mercenary!
[10:49:11 PM] Levity: Levan will attack the Mercenary with her Flame Lance after Rammen gets the info on him.
[10:49:51 PM] Andrew Cornell: "Well well, the Mercenary is a sword user, 20 HP, 20 VP, 5 MP, 1 Attack, 1 Magic, 0 Defense, and 1 Brain."
[10:50:05 PM] Andrew Cornell: "He's also wearing a Light Armor, which gives him an extra 1 Def."
[10:50:40 PM] Andrew Cornell: "...ahhhh!"
[10:51:21 PM] Levity: well I guess flame/iron doesn't matter then

[10:51:25 PM] Andrew Cornell: "You've noticed that thing he does with the sword? It's the Vantage technique!"
[10:52:05 PM] Andrew Cornell: "It seems to be a counterattack of some kind, as when you get into close combat with him once he's prepared, he'll counter it and hit you instead!"
[10:52:30 PM] Cary Concoby: (disregard the previous warning, it appears my internet is more likely to cut out than my computer is to blue screen)
[10:52:40 PM] Andrew Cornell: "It won't work against projectile attacks, and he's only able to use it against one attack each turn."
[10:53:02 PM] Andrew Cornell: "Just like the others, he also doesn't have any weaknesses, resistances, or immunities."
[10:53:19 PM] Lewot: Do you still want to attack him, then, Levan?
[10:53:59 PM] Lewot: And the Iron Lance deals Attack x2 while the Flame Lance deals Magic x2 +1. So against a defenseless opponent, the Flame Lance does more because right now both your Attack and Magic are 1.
[10:54:42 PM] Levity: flame lance then
[10:55:00 PM] Lewot: (Also Miles would have Weapon Level Upped by now, but he doesn't have a stronger bow so it doesn't matter.)
[10:55:12 PM] Levity: also uh
[10:55:13 PM] Levity: I thought flame lances were thrown
[10:55:22 PM] Lewot: Oh, right =P
[10:55:24 PM] Levity: in the game they are anyway?
[10:55:33 PM] Lewot: Levan throws the Flame Lance at the Mercenary
[10:55:45 PM] Lewot: for 3 damage
[10:56:07 PM] Andrew Cornell: (hehehe :P)
[10:56:44 PM] Lewot: Uh, where are we now?
[10:57:14 PM] Lewot: We're up to the Enemy Phase again, I guess.
[10:57:22 PM] Andrew Cornell: (yes!)
[10:57:34 PM] Cary Concoby: (so Enemy Phase?)
[10:57:48 PM] Lewot: (Also, yes, the Flame Lance didn't get the +3 because it's magical damage.)
[10:59:22 PM] Lewot: Erm, crap. Hold on a second...
[11:01:08 PM] Lewot: Jay~ HP 13/20, VP 25/25, MP 5/5, Attack +3 (1 turns)
Miles~ HP 18/20, VP 15/15, MP 10/15, Attack +3 (1 turns)
Levan~ HP 12/20, VP 7/25, MP 5/5, Attack +3 (1 turns)
Rammen~ HP 17/20, VP 20/25, MP 5/5, Attack +3 (1 turns)

vs.

Mercenary~ HP 11/20, VP 16/20, MP 5/5
Fighter~ HP 5/20, VP 13/15, MP 5/5
Soldier~ ???, Burn (2 turns)
[11:01:56 PM] Lewot: Mercenary "Well, now that they've figured that out, it probably won't work anymore..."
[11:02:11 PM] Lewot: Mercenary attacks Rammen!
[11:02:25 PM] Andrew Cornell: "Grah!"

[11:02:33 PM] Lewot: He's armed with a Venin Edge, so although the attack only does 1 damage, Rammen is Poisoned for 3 turns!
[11:03:19 PM] Andrew Cornell: *cough* "Oh that's fantastic..."
[11:03:36 PM] Lewot: The Fighter attacks Levan for 4 damage
[11:04:04 PM] Lewot: and the Soldier attacks Jay for 2.
[11:04:49 PM] Cary Concoby: "I wonder why these guys haven't been attacking me...?" Miles mused.
[11:04:54 PM] Levity: "Nooo, Rammen!"
[11:05:05 PM] Lewot: The Soldier receives 1 Burn damage while attacking.
[11:05:17 PM] Jared: "These guys... Bleh."
[11:06:03 PM] Lewot: (Also, they probably don't want to attack a kid, whereas there are female characters on the battlefield in Fire Emblem. Then again, they'll kill kids sometimes...)
[11:06:14 PM] Andrew Cornell: "I imagine it's because they think there's a hope that we haven't corrupted you with our dark monster powers."
[11:06:23 PM] Lewot: Player Phase, Rammen is hurt by Poison.
[11:06:42 PM] Cary Concoby: Miles uses PK Dark Step on himself!
[11:06:44 PM] Andrew Cornell: *cough cough* "I'll be fine!"
[11:06:56 PM] Andrew Cornell: Rammen checks the Bestiary on the Soldier!
[11:07:01 PM] Lewot: Jay~ HP 11/20, VP 25/25, MP 5/5, Attack +3 (1 turn)
Miles~ HP 18/20, VP 15/15, MP 10/15, Attack +3 (1 turn)
Levan~ HP 8/20, VP 7/25, MP 5/5, Attack +3 (1 turn)
Rammen~ HP 15/20, VP 20/25, MP 5/5, Attack +3 (1 turn), Poison (2 turns)

vs.

Mercenary~ HP 11/20, VP 16/20, MP 5/5
Fighter~ HP 5/20, VP 13/15, MP 5/5
Soldier~ ???, Burn (1 turns)
[11:07:35 PM] Lewot: Miles~ HP 18/20, VP 12/15, MP 10/15, Attack +3 (1 turn), Dodgy (3 turns)
[11:07:57 PM] Cary Concoby: (I should be at 9 VP, I've used Rain of Arrows once)
[11:09:27 PM] Andrew Cornell: "Alright, our last friend here is a Soldier, 20 HP, 15 VP, 5 MP, 1 Attack, 1 Magic, 0 Defense, and 2 Brain."
[11:09:54 PM] Lewot: (Thank you =P)
[11:10:20 PM] Andrew Cornell: "There's...nothing particularly remarkable about this Soldier. No weaknesses, no resistances, no special abilities."
[11:10:44 PM] Andrew Cornell: "He does have a Javelin equipped, which as a lance user is pretty neat. After all, he can throw it!"
[11:11:11 PM] Andrew Cornell: "That seems to be about it."
[11:11:22 PM] Lewot: Jay~ HP 11/20, VP 25/25, MP 5/5, Attack +3 (1 turn)
Miles~ HP 18/20, VP 9/15, MP 10/15, Attack +3 (1 turn), Dodgy (3 turns)
Levan~ HP 8/20, VP 7/25, MP 5/5, Attack +3 (1 turn)
Rammen~ HP 15/20, VP 20/25, MP 5/5, Attack +3 (1 turn), Poison (2 turns)

vs.

Mercenary~ HP 11/20, VP 16/20, MP 5/5
Fighter~ HP 5/20, VP 13/15, MP 5/5
Soldier~ HP 13/20, VP 15/15, MP 5/5
[11:12:00 PM] Cary Concoby: (http://i.imgur.com/PAjAk.jpg)
[11:12:17 PM] Jared: Jay uses a sword attack on the Fighter.
[11:12:30 PM] Lewot: Jay kills the Fighter again.
[11:12:40 PM] Levity: Again, lol~
[11:12:49 PM] Levity: Levan lances the Soldier.
[11:12:55 PM] Lewot: Flame or Iron?
[11:13:02 PM] Levity: flame
[11:13:14 PM] Andrew Cornell: (lol at the Bruceman comic...I mean Bat Wayne...DAMMIT)
[11:13:33 PM] Lewot: I think I forgot to mention the Soldier is wearing the same Light Armor as the Mercenary.
[11:13:38 PM] Lewot: Flame Lance does 2 damage.
[11:14:01 PM] Levity: that would have been helpful yes
[11:14:14 PM] Lewot: But the Flame Lance still does more.
[11:14:35 PM] Andrew Cornell: (haha, Light Armor, another thing to make the uninteresting Soldier slightly more interesting :P)
[11:14:49 PM] Lewot: Regular armor works on physical and magical damage. Priest robes only work on magical damage, and other special armor can work on psychic damage.
[11:15:28 PM] Lewot: I think we're left with Miles.
[11:15:46 PM] Lewot: Both Soldier and Mercenary have 11 HP.
[11:15:54 PM] Cary Concoby: I used PK Dark Step already.
[11:16:00 PM] Lewot: Oh, right.
[11:16:15 PM] Lewot: So Enemey Phase.
[11:16:18 PM] Lewot: -e
[11:16:32 PM] Cary Concoby: (Nemey Phase? That hardly makes sense.)
[11:16:50 PM] Lewot: Mercenary "Looks like this is it..."
[11:16:52 PM] Andrew Cornell: (neither does Enereney Phase :3c)
[11:17:01 PM] Lewot: He attacks Miles.
[11:17:08 PM] Lewot: 2 damage, 3 turns of Poison.
[11:17:21 PM] Cary Concoby: "Nngh, that stings..."
[11:17:35 PM] Lewot: Wait, never mind. He misses due to Dodginess.
[11:17:50 PM] Lewot: Soldier throws his Javelin at Jay for 2 damage.
[11:18:08 PM] Cary Concoby: "...is what I WOULD say if you could hit me! Ha HA!"
[11:18:38 PM] Andrew Cornell: (lolololol)
[11:18:42 PM] Lewot: Player Phase
[11:18:46 PM] Lewot: Rammen is hurt by Poison.
[11:19:06 PM] Andrew Cornell: *cough* "This poison doesn't feel that great..."
[11:19:22 PM] Lewot: Jay~ HP 9/20, VP 25/25, MP 5/5
Miles~ HP 18/20, VP 9/15, MP 10/15, Dodgy (2 turns)
Levan~ HP 8/20, VP 7/25, MP 5/5
Rammen~ HP 14/20, VP 20/25, MP 5/5, Poison (1 turns)

vs.

Mercenary~ HP 11/20, VP 16/20, MP 5/5
Fighter~ HP 0/20, VP 13/15, MP 5/5, Dead
Soldier~ HP 11/20, VP 15/15, MP 5/5
Thief~ ???, Dead
Priest~ HP 0/15, VP 0/5, MP 5/20, Dead
[11:19:39 PM] Cary Concoby: Miles fires an arrow at the Mercenary.
[11:19:51 PM] Lewot: 3 damage.
[11:20:20 PM] Andrew Cornell: Rammen unleashes PK Fire Beta on the enemies!
[11:20:42 PM] Lewot: 3 damage to the Mercenary and 2 to the Soldier
[11:20:49 PM] Lewot: and...
[11:21:12 PM] Lewot: Mercenary's Burned.
[11:21:24 PM] Levity: Levan flame lances the soldier again
[11:21:41 PM] Lewot: 2 damage.
[11:21:46 PM] Andrew Cornell: "That'll teach you to poison me, you barbaric poisonous sword-wielding brute!"
[11:22:45 PM] Lewot: And Jay?
[11:23:09 PM] Jared: "Hang in there, Rammen. We'll get through this soon enough, I hope." Jay attacks the soldier with his sword.
[11:23:17 PM] Jared: (Sorry. Enter button being derp. XD)
[11:23:28 PM] Lewot: 2 damage.
[11:23:39 PM] Lewot: -1 for his armor and -1 for the Weapon Triangle.
[11:23:52 PM] Lewot: Both enemies are down to 5 HP.
[11:23:56 PM] Lewot: Enemy Phase.
[11:24:17 PM] Lewot: The Mercenary attacks Rammen again!
[11:24:42 PM] Lewot: 1 damage, 3 more turns of Poisn.
[11:24:58 PM] Andrew Cornell: (oh come on!)
[11:25:00 PM] Lewot: Soldier attempts to lance Miles
[11:25:07 PM] Lewot: and hits.
[11:25:14 PM] Cary Concoby: "Agh!"
[11:25:21 PM] Lewot: 2 damage.
[11:25:34 PM] Lewot: Player Phase, Rammen is hurt by Poison
[11:25:43 PM] Lewot: also, the Mercenary took 1 Burn damage from his attack.
[11:26:08 PM] Lewot: Jay~ HP 9/20, VP 25/25, MP 5/5
Miles~ HP 16/20, VP 9/15, MP 10/15, Dodgy (1 turn)
Levan~ HP 8/20, VP 7/25, MP 5/5
Rammen~ HP 12/20, VP 15/25, MP 5/5, Poison (3 turns)

vs.

Mercenary~ HP 4/20, VP 16/20, MP 5/5, Burn (2 turns)
Fighter~ HP 0/20, VP 13/15, MP 5/5, Dead
Soldier~ HP 5/20, VP 15/15, MP 5/5
Thief~ ???, Dead

Priest~ HP 0/15, VP 0/5, MP 5/20, Dead
[11:26:22 PM] Cary Concoby: Miles fires an arrow at the Soldier.
[11:26:29 PM] Lewot: 3 damage.
[11:26:45 PM] Andrew Cornell: Rammen strikes down on the Soldier with his whip!
[11:27:01 PM] Lewot: 1 damage.
[11:27:05 PM] Lewot: 1 HP left.
[11:27:10 PM] Andrew Cornell: (DAMMIT)
[11:27:20 PM] Lewot: That armor.
[11:27:29 PM] Andrew Cornell: (dat armor indeed)
[11:28:07 PM] Jared: Jay attacks the mercenary with his sword.
[11:28:43 PM] Lewot: 3 damage
[11:28:54 PM] Lewot: 1 HP left =P
[11:29:02 PM] Cary Concoby: "Levan?"
[11:29:18 PM] Lewot: You can kill one of them.
[11:29:33 PM] Cary Concoby: "Go for the Soldier, the Mercenary will go down to the burn!"
[11:29:39 PM] Levity: sorry
[11:29:52 PM] Levity: Levan attacks the Soldier with whatever does most damage!
[11:30:09 PM] Lewot: That would be Flame Lance for 2 damage, and he's dead.
[11:31:27 PM] Lewot: Mercenary "You have proven your skill. I will face my death with dignity."
[11:31:51 PM] Lewot: He attacks Rammen again!
[11:31:55 PM] Levity: "Awww, that's so sad..."
[11:32:13 PM] Levity: Levan sings something heartfelt in Spanish for him.
[11:32:17 PM] Lewot: 1 damage, 3 more turns of Poison.
[11:32:21 PM] Andrew Cornell: *gack* "I respectfully beg to differ..."
[11:32:40 PM] Lewot: And remember that Poison carries over to future battles
[11:32:51 PM] Lewot: that said, the Mercenary takes 1 Burn damage and dies.
[11:33:02 PM] Lewot: Y'all are victorious.
[11:33:10 PM] Levity: VICTORY FANARE
[11:33:14 PM] Lewot: I'm pretty sure you level up.
[11:33:15 PM] Levity: FANFARE
[11:33:17 PM] Jared: "Woo! Finally!"
[11:33:19 PM] Andrew Cornell: "Victory!" *cough cough cough*
[11:33:30 PM] Cary Concoby: (how much XP, yo?)
[11:33:36 PM] Levity: Levan is secretly grateful that she did not get poisoned.
[11:33:37 PM] Cary Concoby: "Hoo, that was a tough one."
[11:34:01 PM] Lewot: It amounts to all 20 XP between all five enemies.
[11:34:06 PM] Cary Concoby: lol.
[11:34:12 PM] Lewot: What stats shall you increase?
[11:34:16 PM] Cary Concoby: >MP
[11:34:22 PM] Levity: >VP
[11:34:33 PM] Lewot: Also, somebody's holding an Iced Tea. I suggest Rammen drink it to cure the Poison.
[11:34:35 PM] Andrew Cornell: lol, nice~
[11:34:51 PM] Levity: ... I could go for an iced tea right now

[11:34:55 PM] Levity: ughhh
[11:34:57 PM] Andrew Cornell: I gurgle down the Iced Tea as a refreshing victory cure!
[11:34:58 PM] Levity: so thirsty
[11:35:01 PM] Andrew Cornell: "Wah ha ha ha!"
[11:35:17 PM] Lewot: You also receive back the stolen VOLCANO BAKEMEAT
[11:35:22 PM] Andrew Cornell: >VP
[11:35:41 PM] Lewot: and you receive a Venin Edge, and Iron Axe, a Javelin, a Knife, and a Heal Staff.
[11:36:01 PM] Jared: "Ah, there we go. I dunno what I'd do without my precious VOLCANO BAKEMEAT."
[11:36:20 PM] Andrew Cornell: "That Venin Edge is useful for poisoning, I can tell you that much," I joke to the others while avoiding the blade myself.
[11:36:47 PM] Cary Concoby: Miles looks at the items. Nothing of much use to him here, but he picks up the Heal Staff just in case.
[11:37:14 PM] Levity: "I am not touching the blade or going anywhere near it nononoooo"
[11:37:40 PM] Cary Concoby: (Jay, did you pick a stat?)
[11:37:42 PM] Levity: Levan takes up the Javelin.
[11:39:16 PM] Lewot: The other thing is you can peel off the semi-used armor from the dead bodies of the Mercenary and Soldier (and also the Priest's Robe which is undamaged), but I didn't calculate how much damage the armors took
[11:39:25 PM] Lewot: and I also have to calculate your weapon levels
[11:39:34 PM] Lewot: so is it okay if we end here for tonight?
[11:39:39 PM] Lewot: That was a pretty intense battle.
[11:39:46 PM] Cary Concoby: (sure thing. I should be off anyway, exam in the morningtimes)
[11:39:53 PM] Andrew Cornell: (sounds good to me~)
[11:40:00 PM] Cary Concoby: Miles looks around for a Save Block
[11:40:07 PM] Lewot: You'll have to Quicksave
[11:40:14 PM] Cary Concoby: Not finding one, he Quicksaves
[11:40:15 PM] Lewot: does anyone want the armor, though?
[11:40:26 PM] Andrew Cornell: I'll grab onto the Light Armor
[11:40:44 PM] Cary Concoby: Miles takes the Priest's Robe
[11:41:05 PM] Lewot: One more Light Armor left.
[11:41:38 PM] Levity: Hi
[11:41:46 PM] Jared: Welp I might as well have some armour if no one else wants it, lol.
[11:41:50 PM] Jared: I'm nekkid here.
[11:41:54 PM] Levity: but I said hi first >:
[11:42:03 PM | Edited 11:42:10 PM] Jared: Ah, then Lev gets it. XP
[11:42:09 PM] Lewot: They'll break pretty quickly anyway, I imagine.
[11:42:13 PM] Levity: but now I feel bad
[11:42:22 PM] Andrew Cornell: Levs, take the armor XD
[11:43:07 PM] Levity: OKAY
[11:43:07 PM] Jared: It's all right Lev, really. :3
[11:43:10 PM] Levity: <#
[11:43:11 PM] Levity: <#
[11:43:13 PM] Levity: 3

[11:43:14 PM] Levity: <3
[11:43:18 PM] Cary Concoby: (hahahahahahaha)
[11:43:22 PM] Andrew Cornell: <3
[11:43:23 PM] Levity: <3
[11:44:17 PM] Lewot: Crap, I forgot that the Imbued sword could have caused Burns. But at least we had some Burns going around from PK Fire.
[11:44:35 PM] Cary Concoby: Eh, it's fine. We didn't end up needing it. =P
[11:45:07 PM] Lewot: Wait, Jay still needs to pick a level up stat.
[11:45:36 PM] Jared: Oh, sorry. XD
[11:45:38 PM] Jared: >HP
[11:46:02 PM] Lewot: k
[11:46:27 PM] Cary Concoby: Miles Quicksaves!
[11:46:36 PM] Lewot: Indeed.