

CHAP Masks 4 – Ill-Prepared and Off Balance

Content Warnings:

- Kidnapping & hostage situation
- Robbery
- Physical violence & injury
- Loss of consciousness
- Discussions of: weapons
- Mentions of: death, knives
- SFX: hissing

[Show Theme - Intro]

THE ETERNAL TAVERN KEEPER

Rusty Quill presents Chapter and Multiverse

[SFX: Tavern ambience]

THE ETERNAL TAVERN KEEPER

Come on in, come on in! Get yourself out of the cold. It's nice and warm in here, as it always is, of course. I'll get you your usual tippie right away. Oh! And I mustn't forget to continue the tale of our young superheroes! They had been sent on their first mission rather hurriedly by their supervisor, Vera Constantine, and just made their way inside the mall where their target, the supervillain known as the Green Needle, was making his presence felt...

[SFX: Portal whoosh]

MADDY

Hello and welcome back to Chapter and Multiverse, the actual play podcast where we explore the same city across multiple parallel universes. I am your game-master, Maddy Searle, my pronouns are she/her, and today we will be playing our campaign of Masks: A New Generation, which is designed by Brendan Conway and allows players to take on the role of young superheroes. But before we go any further, I must introduce our wonderful and talented players. Could you please let me know your name and pronouns and your character's name and pronouns, starting with Pip.

PIP

Hi, I'm Pip Gladwin. I will be playing Joseph Teller or his superhero alter-ego, Zenith, and we're both he/hims.

MADDY

Incredible. And Lowri?

LOWRI

Hey, I'm Lowri Ann Davies and I am playing Blodeuwedd Morgan, aka Siphon – new shiny name – she/her and very thoroughly underprepared for this mission!

[laughter]

MADDY

And Ahmed?

CHAP Masks 4 – Ill-Prepared and Off Balance

AHMED

Hi, I'm Ahmed Aljabry and I am playing Adeen, aka The Turban. His pronouns are he and him.

MADDY

Cool, and Lydia?

LYDIA

Hi, I am Lydia Nicholas and my pronouns are she/they and I am playing Mini Smithson, whose hero name is Solartrix. And they're more stylish than I am... well, um, her pronouns are... they're a she/they with much more weighting on the she.

MADDY

Perfect. Okay, and, yes, last we left off you had just infiltrated this mall which had been taken over by...

LYDIA

Have we infiltrated it? Really?

LOWRI

We are in, Lydia, we are inside!

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

We smashed a window!

LOWRI

Yes, and climbed through it!

PIP

Yeah!

[laughter]

MADDY

You have entered the mall...

[laughter]

... you are inside, let's say, the mall which has been taken over by the Green Needle and his minions, who are currently looting and have hostages so it is your job to rescue the hostages and if possible take down the offending supervillain. So, as you are gathered in this very dull office space for one of the mall workers, what would you like to do.

[SFX: Mall Office; noise from city street outside, overhead lights buzz]

LYDIA

[SFX: Writing] Mini's taking notes. This is... it seems to be a very good example of a standard human office.

MADDY

Mmm hmm, yep.

LOWRI (Blodeuwedd Morgan/Siphon)

Morgan's going to turn to Zenith who are, like, "Look, I think we all know you... you seem to know most what to do. What... wha... wha... what should we do? I'm very strong, that's all I can do, and I can make people sleep, just point me at things and I'll smash!"

PIP (Joseph Teller/Zenith)

Okay. Er... everybody ready?

LYDIA (Mini Smithson/Solartrix)

Well, if you tell me what I should be ready for.

PIP (Joseph Teller/Zenith)

Well, you've got the tablet...

LYDIA (Mini Smithson/Solartrix)

Mmm hmm.

PIP (Joseph Teller/Zenith)

... so, how those...

LYDIA (Mini Smithson/Solartrix)

Oh, right, yes, er...

LYDIA

You can see Mini turns the tablet around and has it zoomed in on the hostages
[SFX: Zoom whir] and I... like, do we have the blueprints or, in fact, if there
aren't blueprints on the tablet, is there possibly a handy map...

[Lowri gasps]

... in the office?

LOWRI

Of where all the shops are!

LYDIA

Yeah, where they've got, like, you know, just things like...

LOWRI

You are here!

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

Exactly! Exactly.

[laughter]

I would hope, because people get lost all the time, I'm sure... you know.

MADDY

Oh yeah. If you flick through the CCTV feed you can get a good shot of one of those big billboards that they have, like the...

LYDIA

Oh, okay, there's a camera on that...

MADDY

... by the escalators.

LYDIA

I love it...

MADDY

Yes.

LYDIA

... this is very much a government work around. We couldn't upload the blueprints' image, but we do have all this...

[laughter]

... It's... it's in the wrong file kind, and it won't go on that tablet because we haven't paid the licence.

MADDY

Yep, absolutely. And yeah, like, complete with a list of all the shops that are in the mall, it's very handy to know!

LYDIA

Oh, look, and that one says outmoded DVDs!

[laughter]

LOWRI

Where are the hostages? Which shop are the hostages in, did you say, and how many of them are there?

MADDY

There are five hostages. They are in the entertainment store on the first/second floor, depending on **[she laughs]** what your measurement of floors is. The one above the one on the ground!

LYDIA

They were definitely, you said, next to some DVDs that people don't buy anymore.

LOWRI

Oh, of course.

MADDY

Yes, yes. Absolutely.

PIP

And how are the minions armed?

MADDY

They are very shoddily armed. They very clearly just picked up whatever they could find, like, around their houses and, also, the outfits they're wearing, they are all green, but it's very clearly just, like, what green clothes they had in their wardrobe!

[laughter]

PIP

So it's a St Patrick's Day crowd!

LYDIA [laughing]

Yeah!

MADDY

Yeah, yeah. Like, someone's got one of those, kind of, floppy hats on...

LYDIA

A very last minute dress-code!

MADDY

Yeah!

LOWRI

Someone's got, like, shamrock glasses on...

[laughter]

MADDY

It's... yeah, it's not well thought out. You can tell instantly that Green Needle is not a master of planning and tactics necessarily!

LOWRI

Is... out of interest, is the green that they're wearing can we tell on the CCTV, the same as the green that I am wearing? Could I potentially blend in?

CHAP Masks 4 – Ill-Prepared and Off Balance

[laughter]

LYDIA

With your super-cool tattoos...

PIP

I love this plan!

[laughter]

LOWRI

... hey, so, great day minioning today, isn't it?!

[laughter]

MADDY

I think, unfortunately, your clothes are probably too nice to blend in, but it's a very good thought. I enjoyed that a lot.

LOWRI

Mmm, yeah.

PIP

Yeah, unfortunately you look amazing so...

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI

Morgan will suggest that to Zenith.

PIP

... sadly!

MADDY

Yeah, unfortunately you look absolutely fricken' ripped and sick, so...

LOWRI

Yeah, I mean, I'm five foot nine, that's not that tall, but I am quite tall! That's not that tall.

LYDIA

I think that's tall.

LOWRI

It is tall.

MADDY

It's taller than me!

LOWRI

And me.

MADDY

And, yeah, the weapons that these minions have are very much, like, baseball bats with nails stuck in...

[sharp intakes of breath all round]

... kitchen knives...

LOWRI

Ooh, nasty.

LYDIA

That's nasty!

MADDY

Yeah, it's, it's... someone even just, like, has a hammer.

LYDIA

If you can just find a baseball bat with nails stuck to it around your house, what is going on in your house?!

MADDY [laughing]

Well, presumably they've got baseball bats and nails and...

CHAP Masks 4 – Ill-Prepared and Off Balance

AHMED

Yeah, the guy with the hammer nailed it!

[laughter]

MADDY

Yeah, the guy with the hammer was very useful!

[Lydia laughs]

They're a duo, though...

PIP

Ohhh...

MADDY

... a crime-doing duo!

[laughter]

PIP

They're working on a supervillain partnership thing, they're, like, we're going to be hammer and nails – is that going to be our, like, name?

MADDY [laughing]

Yeah!

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

We're workshopping it!

MADDY

Yeah, they're working their way up the ranks!

PIP

But I'm going to be Bat Man!

[group laughter]

Thank you very much. I'm here all week!

LYDIA

And I'm going to be Ham Man... wait...

[laughter]

... Hu Man? Hammer Human? Damn it!

MADDY

Hammerman

PIP (Joseph Teller/Zenith)

These guys are a joke, we should be fine.

LYDIA (Mini Smithson/Solartrix)

What is the punchline, because it looks like they're equipped with weapons and they wanna hurt people? And they probably have more training that we do!

AHMED (Adeeb/The Turban)

I mean, I've watched movies... are there, like, vents that or something we can crawl through, like, I dunno – maybe we could drop down on them? What do you think?

PIP (Joseph Teller/Zenith)

Ooh, like that popular Christmas movie!

[laughter]

MADDY

Die Soft! I don't know.

[group laughter]

MADDY

Yeah, Perish Softly!

LOWRI

Live Softly.

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

It would be Live Soft! It would be, you're right.

AHMED

I'm going to start looking for vents!

MADDY

Yeah, Live Soft!

LYDIA (Mini Smithson/Solartrix)

Like, all I... I mean, not for very long and not, like, 100%, but I can kinda bend light around us so we can, kind of, walk towards wherever it is, and so long as they don't look directly at us, we will be okay, you know.

LOWRI (Blodeuwedd Morgan/Siphon)

I mean, that's...

PIP

Are we on the same... just to double check where we are – we're on the same floor as the hostages.

MADDY

Yes.

PIP

Great. And with the CCTV plus an image of the, sort of, floor plan of the mall, do we have an idea of where we are in relationship to where this shop with the hostages are being held is?

MADDY

If you take a peek out of the office door, [**SFX: Door opens**] you can see that you're in just a very bland corridor, and if you find one of the, kind of, staff only doors, then you can take a peek out of the circular window in the door and see where you are in the mall.

PIP

Great. I'll sort of suggest that we do that, carefully and quietly.

MADDY

Yep. So once you're in position, you can see that you are on the other side of the floor from the entertainment store – I'll call it VHM – and you can see that there are a few minions, kind of, milling around on that floor and then, if you look very closely, or if you have some kind of enhanced visual gadget, you can see that inside the shop there are the hostages and more minions keeping guard of them.

PIP

Great.

MADDY

And there are also a couple of minions at the top of the escalator.

LYDIA (Mini Smithson/Solartrix)

That is quite a lot of people so someone might notice a quibbling in the light so maybe the vents idea? Or we could just fight them all?

[laughter]

I don't know how you'd do it...

MADDY

And also, just to be clear, I'm imagining it as... it's, kind of, a massive balcony going in a U-shape around so you can see down to the lower floor below.

PIP

Right, and we're on one end of the U and the other shop is on the other end?

MADDY

Yes.

PIP

So, we need to...

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI

Ahhhh, right...

PIP

Got it, got it, got it!

LOWRI

... I understand.

MADDY

Yeah.

LYDIA (Mini Smithson/Solartrix)

Maybe in the maintenance section of this office there will be vents?

LOWRI (Blodeuwedd Morgan/Siphon)

Oh, I thought you were going to suggest boiler suits!

[group laughter]

LYDIA (Mini Smithson/Solartrix)

Boiler suits! Maybe we could dye them green?!

LOWRI (Blodeuwedd Morgan/Siphon)

Wait, Adeeb, can you change the colours of clothing?

AHMED (Adeeb/The Turban)

I can rearrange it. I can't change them.

LOWRI (Blodeuwedd Morgan/Siphon)

Ah, okay. That's not going to work.

LYDIA (Mini Smithson/Solartrix)

But the boiler suit's blue and then some of the uniforms are yellow, so you could make them green together!

LOWRI (Blodeuwedd Morgan/Siphon)

I don't think we've got time for that, Mini.

LYDIA (Mini Smithson/Solartrix)

Oh, okay.

LOWRI (Blodeuwedd Morgan/Siphon)

But why don't we go up another level and then just drop down? Maybe... let's go back outside the building. Scale around it.

LYDIA (Mini Smithson/Solartrix)

Yeah!

LOWRI (Blodeuwedd Morgan/Siphon)

You can climb, you can hover, you've got silks. I'm strong!

PIP (Joseph Teller/Zenith)

I don't think we have time to go back out, get up onto the roof, find a way through the roof down into that store. I think we go now.

PIP

There's what, like, two of these guys between us and the store itself?

MADDY

Yes, yes. There are a couple just patrolling along the... this floor, and the escalator's on the other side of the store from you, so... yeah, so it's like patrolling minions, store, and then escalator with a couple of minions at the top.

LOWRI

So there's four on our level?

MADDY

Yes. There's four on your level currently, not counting the ones inside the shop.

PIP

Sure.

LYDIA (Mini Smithson/Solartrix)

Cool! Well, I can cloak her so that we get a bit closer and they don't spot us as soon as we walk out the door.

AHMED (Adeeb/The Turban)

And I can pick them one by one, just bring them to Morgan and she can...

[Morgan gasps]

... put them to sleep.

LOWRI (Blodeuwedd Morgan/Siphon)

Yeah, I like that! Sounds like a plan!

LYDIA (Mini Smithson/Solartrix)

Anyone that's in clothes, can't you just basically completely take over their body by moving their clothes around?

AHMED (Adeeb/The Turban)

I need to touch the clothes.

LYDIA (Mini Smithson/Solartrix)

Ohhhh, okay.

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI (Blodeuwedd Morgan/Siphon)

Ohhh...

PIP (Joseph Teller/Zenith)

Okay, there's four of us, there's four of them. One each.

LYDIA (Mini Smithson/Solartrix)

Wha... but, wha... that doesn't make sense! We work together!

PIP (Joseph Teller/Zenith) [sighing deeply]

Just get it done.

PIP

And I'm just going to go...

[Blodeuwedd Morgan gasps]

LOWRI

I'll say... oh, I'm going to grab Mini before we run out... **[SFX: Grab]**

LOWRI (Blodeuwedd Morgan/Siphon)

Mini, are you...? I feel like you're not a punchy. I can punch your one if you need me to? Let's just stick together.

LYDIA (Mini Smithson/Solartrix)

Uh huh! I don't think that he has great people skills.

LYDIA

And Mini says this like it's a massive... it's taken quite a lot of working out...

[laughter]

... and stacking evidence, and just...Mmm.

LOWRI

Morgan's going to say...

LOWRI (Blodeuwedd Morgan/Siphon)

Yeah, maybe don't write down everything he says! Come on, let's go!

LYDIA (Mini Smithson/Solartrix)

Okay.

[MUSIC: Tense ambience]

PIP

I'm going to go... so we've got two who are standing at the top of the escalator to this floor, who, I am assuming, are looking down the escalator, like... ?

MADDY

Yes.

PIP

... to see anyone coming up. And then we've got two who are, kind of, patrolling around. I will go for one of the patrol-y guys...

MADDY

Mmm hmm.

PIP

... I think, given the, sort of, U-shape, I'm going to crouch down, sort of, below the railing so I'm obscured. Gonna move quickly and quietly – not to the corner because obviously it's a U-shape – but to a point where he's about to come round and then, as this guy kind of steps out, I'm gonna try and take him down. Er, what do I do?!

[he laughs]

MADDY

You roll to directly engage a threat.

PIP

Uh oh!

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

And, also, since we are entering a combat situation, team mechanics come into play...

PIP

Yeah.

MADDY

... so, at the start of every session you have one team in the pool, and as you enter a battle against a dangerous foe as a team, you can add to teams to the pool so you currently have three, and there are some certain conditions to determine whether you have...

LYDIA

We are definitely ill-prepared and off-balance!

PIP

100 per cent!

[laughter]

LYDIA

And, like, if Zenith is the leader then... I don't know if mistrusts him is an accurate label for what Mini feels, but definitely lack of faith, so...

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

Bad leader. He's never been a leader or part of a team! Ever!

[laughter]

LYDIA

Yeah, this is not about your performance, like, that's cool! That's who Zenith is, but, like, Mini is convinced for one of the first times that there is somebody that is less good at doing this stuff than...

[laughter]

... than she is!

LOWRI

Just quickly, to the audience-members, the things we are talking about right now are actual game mechanics...

LYDIA

Yeah, yeah, yeah.

LOWRI

Yeah.

PIP

Yes.

LYDIA

Like, that's the... that's the important thing.

MADDY

Yeah, these are the conditions that determine how much of the group resource you have.

LOWRI

Mmm. So not a lot, I think!

[she laughs]

MADDY

Yeah! So, if the leader has influence over every team mate, add another team, and we're guessing we're seeing that Zenith is the leader and presumably doesn't have influence over everyone?

[she laughs]

PIP

If anything, yep, people have influence over me!

MADDY

So, we're at three, still, if everyone has the same purpose in the fight add another team.

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

We've been told to fight different people...

LOWRI

Yep.

LYDIA

... and disagree about that!

LOWRI

We get no team bonuses, I think is... yeah.

MADDY

And you probably get a penalty if any team member mistrusts the leader of the team as...

LYDIA

I don't know if mistrusts... no, I'm not going to say that because, like, lack of faith in him as a competent leader is not the same as doesn't believe he means well.

MADDY

Mmm. Yeah, so that's fair.

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

We'll keep that team!

MADDY

But ill-prepared or off-balance...

[laughter]

... yes!

[group laughter]

LOWRI

So ill-prepared!

MADDY

Hoo, mama!

MADDY [laughing]

So, you have two team currently as a resource...

PIP

Great.

MADDY

... and if you send one team to help a team-mate you can give them plus one to roll, and you can also spend it selfishly and remove a team from the pool and just shift one label up and one label down.

PIP

Right.

MADDY

But, yeah... so that is if you wanna just take it for yourself... which is not a team-ly thing to do!

PIP

No.

AHMED

One question...

MADDY

Yes?

AHMED

... this... the mechanic highlights enter a battle against a dangerous foe as a team. So, does that mean, like, there are teams that are against minions as well or only, like, the big bosses? Or the important fights?

LYDIA

They've got a bat with nails in! I'm gonna say they represent at least a small threat!

PIP

One of those guys has a hammer!

[he laughs]

MADDY

Yeah. I'm going to say it's, like, just a fight – yeah.

[she laughs]

PIP

Okay, I think that, given we sort of stood there in the doorway and looked at them and, sort of, checked where they all were in relation to us, I'm going to... I'm going to do this a lot, I'm going to argue for a be mindful of my surroundings so, for having assessed the situation before entering the fight, so I'm going to make an 'assess the situation' roll...

MADDY

Great.

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

... to see if I can get some questions on the situation... and that's plus... I'm rolling 2D6 plus superior.

[sound of rolling dice]

MADDY

Indeed.

PIP

That's only one less than last time. That's a 12.

LYDIA

Woof!

LOWRI

Zenith is on fire!

LYDIA

Wooo!

MADDY

Incredible! Yes, please ask... er, you can ask three questions, I guess...

PIP

Blimey!

MADDY

... because it's two as default and one plus for your ability.

PIP

Yeah! Crikey! Question number one... not... there is one that's like a who here is most vulnerable to me, I'm going to say how is the guy that I've selected most vulnerable to me?

LYDIA

He's really sensitive about his haircut!

[laughter]

LOWRI

Yeah, I had it done today. It hasn't settled in yet.

[laughter]

MADDY

Yeah, you can see with your highly trained eye that this one is slightly wobbly on one ankle – looks like it was sprained recently and is mostly healed, but...

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

Perfect.

MADDY

... is a little wobbly.

PIP

Okay. Bad ankle. **[he laughs]** Just making my note!

MADDY

I'm just imagining, like, the words 'bad ankle' coming up in text on the screen!

[laughter]

LYDIA

What, like you've got a Tony Stark type interface on the inside of your helmet...?

PIP

Yep! All over the inside of my helmet.

LYDIA

And it's like circled him going, like, **[twing]** and it says 'bad ankle'!

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

Bad ankle!

[laughter]

LYDIA

Love it.

PIP

How could we, as a team, how can we best end this and, when I say ‘this’, I just mean these four guys. How can we best end this quickly?

And quietly...

MADDY

Yeah. I think that you get the impression that if you were to utilise Adeeb’s ability to, like, grapple and pull people with ribbons and maybe move them into the corridor where you currently are, that might be a good shout.

LOWRI

Mmm...

PIP

Fantastic. And, finally, looking ahead to the store where the hostages are being held, does it look like, just from the outside from where I’m looking, that

CHAP Masks 4 – Ill-Prepared and Off Balance

there is a quiet way that – and I'm being very specific about this – a quiet way that I could get into that store? Not we, I.

LOWRI [laughing]

That's valid!

MADDY

It has...

PIP

Any vents?!

[he laughs]

MADDY

Yeah...

[group laughter]

PIP

On the outside!

LOWRI

Are you a little bit annoyed that, like, Morgan suggested that and you're like, damnit, that's actually a good idea?!

[laughter]

MADDY

I will say that there is the general, like, the normal sliding doors at the front, the automatic doors at the front and, yeah, if you look up at the ceiling you can see that there are tiles that you think you could lift and possibly get up into the roof space.

PIP

Cool. That is my assess. I will now hit this guy!

MADDY

Excellent. 'Directly engage your threat'. Roll plus 'danger'. 2D6.

PIP

'Danger'... which is a minus one normally, er, which I have levelled out to a plus one for asking questions about his bad ankle.

LOWRI

Nice!

PIP

Fingers crossed. Okay...

[sound of rolling dice]

That's a seven.

MADDY

A seven! Er, you get to pick one of the list of... 'resist or avoid their blows'; 'take something from them'; 'create an opportunity' for your allies; 'impress, surprise or frighten the opposition'?

[MUSIC: Battle ambience]

PIP

Interesting. I don't necessarily want to give us away immediately. Would removing this guy from the equation count as creating an opportunity for my... given that he's, kind of, coming in the direction that we are coming from? If I'm taking this guy out, that potentially creates a window for the others to, like, move in and do their thing...

MADDY

Yeah, sure.

PIP

But I don't know if me getting a seven on this roll means that I successfully do what I wanted to do, which was knock him out?

MADDY

Yeah, you can absolutely... we can take this as you have sufficiently got the attention of both this guy and the other guy patrolling that they are distracted

CHAP Masks 4 – Ill-Prepared and Off Balance

and other people can come in and do something with more surprise on their side.

PIP

Okay. What I'll say is hidden, you know, round the sort of bend of the U-shape of this balcony, guards walking toward me as he comes out from the side of the U-shape, I'm going to, from a crouched position, kick him very hard in the ankle... **[SFX: Kick]**

[sharp intake of breath]

[ooohhhhhh...]

... in the weak ankle, and I think he goes, just, sideways and I think what distracts the other guard is this guy's head hitting the handrail...

[ohhhh...]

... so there's a, sort of, donk, **[SFX: Fall, impact of his head on the handrail]** and then, when the other guard turns round this first guard just is no longer visible and, you know, maybe he's sort of going, 'Hey', and heading in that direction... so he's drawn over to where we are...

MADDY

Yeah.

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

... And that's my move.

AHMED

I would go after the other one...

MADDY

Nice.

AHMED

... and similar goal, I'm going to try to knock them down or just tie them up with my ribbons and throw them towards Morgan.

LOWRI

Cool.

MADDY

Incredible, yes! I think that would be directly engage a threat in this case.

[sound of rolling dice]

AHMED

Eight total.

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

Eight. Nice. So you get to pick one of the options at your disposal.

AHMED

Yep, so my goal is just to throw them to Morgan so she can put them to sleep.

MADDY

Mmm. Nice.

LOWRI

‘Create an opportunity’?

MADDY

Yes, absolutely. You can ‘create an opportunity’. So, yeah, you can... I assume you take out your ribbons and wrap them around this unsuspecting guy? **[SFX: Power resonance, fabric noises]**

AHMED

Yeah, I would wrap them round and just pull them towards Morgan.

MADDY

Amazing!

[Laughter]

LOWRI

Morgan would be, like, 'Oh!' and just put her hands just on his... presumably the only piece of skin that's showing on him is his face...?

MADDY

Mmm hmm.

LOWRI

... and she's just going to, like, basically take energy from him and she doesn't really confidently know that she can completely do this 'cause she doesn't practise on people very much, but she has in the past put people to sleep so she's going to just try and take as much energy as she can – without killing him – but putting him to sleep.

MADDY

Nice!

LYDIA

Oooh, ooh! We're getting close to some accidental deaths. I love it!

[laughter]

MADDY

I'm going to say that's an 'unleash your...'

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI

'Unleash your powers', for sure!

MADDY

... yeah, plus 'freak'!

LOWRI

Yeah, my 'freak' is plus one so... that is... ooh, that's 11!

MADDY

Ooh, tasty!

[laughter]

LOWRI

Yeah.

MADDY

Yeah, it works absolutely perfectly. **[SFX: Draining energy]** This is... as much to his shock as yours, this man is suddenly... his eyes are drooping and he's falling, falling, falling, and... are you just, kind of, holding his head in place?

LOWRI

Yes, just until he... I'm, like, lowering him down to the ground... **[SFX: Fabric noises, places him on the ground]**

MADDY

Yeah!

LOWRI

... and you notice that, unlike when she did it with the plants, her eyes are glowing a little bit brighter green... **[SFX: Power up]**

[slow intake of breath]

... because she's obviously absorbed quite a bit from him, and she is jacked right now! **[SFX: Fabric straining]**

[group laughter]

Oh my god, it worked! Point me at the next one!

[laughter]

MADDY

Incredible! And at this point, as we are directly engaging in our first battle as a superhero team, we're going to take a short break...

[laughter]

... and we'll be right back.

[group laughter]

LYDIA [sings]

Cliff-hanger!

MADDY

And we're back. So, we have one minion who has just been clonked against the barrier and slumped down on the ground, and one minion who has been put to sleep by some strange life-absorption power, and the two remaining minions on this level, I think, are looking over to see what it going on with their comrades.

LYDIA

Yep, Mini will step out and, a little confusedly, get her tiny toy laser gun out...

[SFX: Unholster laser gun]

LOWRI

Oh! I love you!

LYDIA

... and say, 'Drop your weapons or we will hurt you!'

[group laughter]

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI

Zenith adds another face palm print...

LYDIA

Tiny, tiny little gun that looks very silly.

MADDY

Is this just a statement of intent or are you doing anything else at this point?

LYDIA

Yeah, I'm doing a... is 'provoke'... it's not a 'provoke', I'm trying to get them to do...

MADDY

Yeah, 'provoke' someone is make someone susceptible to your word so you're basically telling them to surrender, so yeah...

PIP

Yep, I think that's the right move.

MADDY

... that's absolutely what you can do.

LYDIA

Yeah, there you go!

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

So, roll plus superior, please.

LYDIA

Cool. I think I have quite a bit of superior because I. Am. A. Alien! What?

NOOOOOoo!

PIP

What?!!

[group laughter]

Whooooaaaaahhh...

LOWRI

What?!

PIP

Whoahhhhh... hold on...

LOWRI

Ohhhh, what a revelation!

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

Truth bomb dropped?!

PIP

I can't handle this!

LYDIA

Oh, but I rolled two ones...

LOWRI [gasping]

Oh no...

LYDIA

I rolled two ones and my superior is plus two, so that does not get me to the success...

[laughter]

MADDY

Oh dear!

LYDIA

It is a tiny toy laser gun!

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

It's perfect! This is perfect!

[laughter]

MADDY

Yep, yep, they start running directly towards you – one of them with a kitchen knife, the other with, just, a length of pipe.

PIP

Oh boy...

LYDIA

Aaaauuggghhh... in which case, Mini, in a bit of a panic, like, shoots the little toy laser gun and manipulates the light to be extremely strong... **[SFX: Laser]**

[laughter]

... and it's aiming at them. When I say extremely strong, I mean, like, it would sting...

PIP and LOWRI

Mmm...

LYDIA

... not gonna blast a hole through them, but yeah, these people that are running towards her with a knife... so that would be an 'unleash of powers'?

MADDY

Erm...

LYDIA

Is that something I would do?

MADDY

... I would say it's a 'directly engage a threat'.

LYDIA

Oh, okay. Cool!

MADDY

So that's plus danger.

LYDIA

Oh dear, I don't think I'm very dangerous... okay, well, I rolled five and my danger is nought, so, like, basically, no, is what the dice is telling me...

[group laughter]

CHAP Masks 4 – Ill-Prepared and Off Balance

... and so Mini is standing in the middle of the, kind of, you know... and has shot them with the gun, but what I'm thinking is that... my guess is that it worked, but she doesn't really know the levels...at which things would hurt or really harm humans, so has misjudged it a bit, and it was just like...

MADDY

Laser hair removal!

[laughter]

LYDIA

... yeah, exactly, it's just like a **tssss** and there's, like, a little bit of smoke coming out of the jacket where it hit them, but it hasn't stopped them... and then she's just... auuuuggghhh!

[group laughter]

This isn't going to plan.

[laughter]

LOWRI

Morgan is very amped up right now and you are one of her first friends...so she's not losing a friend, so she's just gonna...

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

Oh, lovely!

LOWRI

... run directly...

LYDIA

Mini definitely sees Morgan as a friend.

LOWRI

Yay! Um, directly at these two guards and is just going to clothesline them.

MADDY

Incredible... yes.

[laughter]

PIP

Nice– double, double... double clothesline?

LOWRI

Yep, double clothesline...

PIP

I love it!

LOWRI

... either 'directly engage threat' or 'protect', I thought?

AHMED

Can I, while you're moving in, would I be able to use 'defend' to help Mini avoid the hits?

LOWRI

Oh! I'd prefer to be using 'directly engage threat' as well because I'm more dangerous than I am saviour, so...

AHMED

Alright. Can I use 'defend' at this point?

MADDY

Yes! Yeah, absolutely. Adeeb can do a 'defend' roll and Morgan can do a 'directly engage a threat' roll.

[sound of rolling dice]

Do a little combo move here!

AHMED

I got a five.

LOWRI

I've got 11.

PIP

Woah!

MADDY

So what I think happens here is that the minion with the knife, kind of, gets Mini in a sort of chokehold... **[SFX: Fabric noises]**

LYDIA

Oooh...

MADDY

... and, like, raises the knife threateningly **[SFX: Knife slash]** – like, not necessarily intending to do anything, but just intending to be, like, as threatening as possible – but then Morgan comes up behind. You can definitely take them both out if you manoeuvre yourself correctly. On the ten plus you get to pick two of the benefits from directly engaging threat' as well.

LOWRI

Oooh, ooh!

PIP

I mean, the 'take something from them'' could easily be Mini.

MADDY

Yeah.

LOWRI

Yes! Yeah! So...

PIP [laughing]

... Mine!

[group laughter]

LOWRI

Mine now! Yeah, so... I mean, absolutely! So, I take Mini from them...

[laughter]

... so instead of clothesline... I've got my arms out ready to clothesline, but I've mis-timed it a bit so could I have clotheslined one of them so, like, I've...

MADDY

Yeah.

LOWRI

[SFX: Clothesline] ... knocked one of them out, and then the one that's got Mini, I'm just going to, like, arm around Mini and just pull her straight away

CHAP Masks 4 – Ill-Prepared and Off Balance

from him and just be, like, absolutely not – get off my friend! **[SFX: Pull Mini away]**

[laughter]

LYDIA

Just sucked out of the...out **[slurp and pop noise]**

MADDY

For sure! Yeah. So, you are three down, one to go. This one who has just been... had Mini snatched from him is still knifed, but is surrounded by four superiors so is not going to last for very long.

LYDIA

If it is possible for Mini to move again, I think...

LYDIA (Mini Smithson/Solartrix)

That was not nice!

LYDIA

... reaches out, touches the knife, makes it incredibly heavy and it drops to the floor. **[SFX: Knife clatters onto floor]**

[group laughter]

MADDY

Yeah, absolutely. I think no roll required and that happens.

[Lowri laughs]

AHMED

I will join in and try to help with the last guy.

MADDY

Nice, yes. What do you want to do? Do you want to 'directly engage a threat'?

AHMED

Yep.

MADDY

Roll plus 'danger', please.

[sound of rolling dice]

AHMED

Alright, so I got a ten total.

PIP

Nice.

MADDY

Excellent!

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

Hey!

MADDY

So you get to pick two of the benefits.

AHMED

This is the last one so I just want to knock them out.

MADDY

Excellent. Yeah. Erm... how are you going to be doing this?

AHMED

I would be wrapping his entire body with my white ribbon... **[SFX: Powers, fabric noises]**

MADDY

Mmm. Fantastic.

AHMED

... slamming him on the ground... **[SFX: Thud]**

MADDY [laughing]

Amazing!

AHMED

... and really pissed off for screwing up my previous attempt to help!

[laughter]

LYDIA

Is he, like, wrapped up super-neatly with some very complex, like, weaving that will only get tighter the more he wiggles? Just to, kind of...

LOWRI

Yeah!

LYDIA

... make up for it not working before – you've gotta, urrggh!

MADDY

Yeah!

AHMED

Basically, there's a mummy right now on the floor!

[group laughter]

MADDY

And I'm absolutely imagining – please feel free to tell me that this is not the case – but I'm imagining very cartoon-like... you just, kind of... he's standing up straight and then flops directly to one side and then flops directly to the other side...

[group laughter]

... just, like, knocks his head off the floor!

AHMED

Slam slam! **[SFX: Slam slam]**

MADDY

Yeah. So, absolutely. These four minions are completely taken out.

PIP

Does it seem like we've alerted anyone else to what's going on out here?

MADDY

Yeah, I think you can see that there are a couple of curious little faces peeking out of the entertainment store...

PIP and LOWRI

... Mmm hmm...

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

Are they minions faces, or...

MADDY

Yeah, minion faces, clad in mis-matched green outfits.

LOWRI

Very good of them to be so identifiable!

LYDIA

Mmm.

MADDY

Yeah. Branding! It's all but branding!

LOWRI [laughing]

Morgan is still holding Mini, obviously, she doesn't really notice the extra weight...

[laughter]

... and just says,

LOWRI (Blodeuwedd Morgan/Siphon)

Mini, can you, er... can you blind them with the light?

LYDIA (Mini Smithson/Solartrix)

Oh! Yes.

LOWRI (Blodeuwedd Morgan/Siphon)

Temporarily.

LYDIA

Mini, while still, kind of – I’m guessing – held under the arm by...

LOWRI

Yeah.

LYDIA

... like, I dunno, a carpet...

[laughter]

... **[SFX: Ethereal chimes]** kind of reaches up and is twiddling her fingers around and light is reflecting, like, all... everything seems to be a mirror and is shining towards the entertainment store so you get the idea that if they’re looking out it would be like looking right at the sun, like, just... you can kind of get an idea of what’s out there, but it’s just super-hard to, like, make it out, and if you want to make me do a ‘unleash your powers’ roll, but seems relatively functional I dunno... like, you know. It’s not ‘directly engaging a threat’.

MADDY

Yes. Yeah, I'm absolutely very happy to make this an 'unleash your powers' roll.

PIP

Do it!

MADDY

It is, yeah, it's not directly hurting them, but it's, kinda, overcoming an obstacle.

LYDIA

Yayyyyy! Unleash! Oh, five plus one is still six...

LOWRI

Oh no...

LYDIA

... so it still fails.

MADDY

Oh no!

LYDIA

Mini's... Mini's superior is starting to slip!

[laughter]

MADDY

What does it look like as Mini tries to shine a light in these minions' faces?

LYDIA

It's just really glittery. **[SFX: Glitters]** It just looks really, like, the entertainment store looks really cool...

[laughter]

... like, shiny and stuff, but the people in there are still clearly able to see us... like, the light is clearly not directly in their eyes, it's, kind of, just reflecting off the windows.

LOWRI

And it's actually illuminating us a little bit more if anything!

[group laughter]

LYDIA

It's not great, is what it is. It's not great!

MADDY

Mmm hmm. Yeah, absolutely. So, these minions start to dash forward trying...

LYDIA (Mini Smithson/Solartrix)

Sorry!

[laughter]

LOWRI (Blodeuwedd Morgan/Siphon)

No, it's okay – it was my idea, I mean, I'm sorry I...

LYDIA (Mini Smithson/Solartrix)

No, it's my fault. It's really... I'm, I'm... I'm sorry. You're... you're a really fantastic human... Thanks!

PIP

Okay, I think at this point, Zenith will offer communication off of our communicators, just very quietly mutter,

PIP (Joseph Teller/Zenith)

I knew this was a bad idea...

PIP

And I will pull the trigger on the shutdown of the mall's lights and electronics.

[SFX: Power shut down]

LYDIA

Really wish I hadn't focussed the sun to make everything really bright with natural light...

PIP

I'm hoping that that's, like, an effect that's been and gone...

[laughter]

... if it's just... if it seems to be continuing then I won't do that!

LYDIA

No, but I just mean that there is some natural light if it's worth...

PIP

Yeah, this is very true. I'm thinking more about the inside of the store at this point. Yeah, I'm gonna, I'm gonna do that, and then my pitch for what I wanna do is – how many of these guys are coming out of the shop right now?

MADDY

I'm going to say there's another two, and there's three staying behind in the shop to guard the hostages.

PIP

Grand. I'm gonna break from the group completely, move towards these guys and, as I get about, sort of, equidistant between them and the rest of the team as they're approaching, I'm gonna drop a smoke bomb **[SFX: Clatter]** and I want to get in that vent without being seen.

[someone snickers]

MADDY

Yes, perfect.

PIP

Leaving... leaving everyone else outside!

[laughter]

LYDIA

That's, at best, as a distraction!

LOWRI

Yeah! They should do very well at that!

[laughter]

AHMED

Okay, I have an idea. Like, so, is the light still there or is it, like, mostly gone from Mini?

LYDIA

Yeah, that's gone.

AHMED

Okay, so I'm just going to call her,

AHMED (Adeeb/The Turban)

Just do that again...

AHMED

And I'm going to take my red turban and just shape it into large wings...

[oooohhh...]

... so that once the light hits the back, there's a silhouette of a large winged creature approaching the... **[SFX: Light shimmering, fabric unveiling]**

[noooo...]

... shop. Just to scare off the minions inside.

LYDIA

Cool. Like, definitely Mini can, kind of, reflect the light so that it's... where it's above it's kind of curving round and is coming now from behind you. Do you want me to make another 'unleash your powers' roll? For me to fail!

AHMED

Or is it me?

MADDY

I would like Adeeb to make an 'unleash your powers' roll.

LYDIA

Good – anyone else but me roll the dice! Yes!

AHMED

Alright, so, unleash...

[sound of rolling dice]

... that is a six...

LYDIA

Oooh...

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

And six total?

AHMED

Minus one, so...

LOWRI

Oh nooooo...

[laughter]

PIP

Uh oh.

LYDIA [laughing]

You're rubbish!

MADDY

Yeah... what you hoped was a very threatening silhouette turns out to be just, kinda like, hand-puppets!

[laughter]

Sort of... it's quite adorable, like, you could make a great career doing that show for kids!

AHMED

Roaaar!

[laughter]

I can't do this!

[laughter]

MADDY

Just as a quick note to the audience, when our lovely heroes fail on a roll, they can mark potential and when they collect five of those they can pick an advance, so even though things may not be going entirely to plan, there is a reward at the end of the rainbow!

LOWRI

We're learning from my mistakes!

LYDIA

I'm, like, accelerating towards a whole new move!

[laughter]

LYDIA

I'm really excited by this, folks, and, yeah, that's cool. The laser gun doesn't need to work at all!

[laughter]

I'm fine with that!

LOWRI

That's actually quite a wise and sensible choice.

LYDIA

Yeah! That's what I think!

[laughter]

MADDY

Trying to work out what the best roll is for Zenith to do this...

PIP

I think I've got it because my 'no powers but all the training' ability when I pick up a new piece of gear, like, I dunno, some smoke-bombs, the first time I use that piece of gear to 'directly engage a threat', 'unleash powers' or 'defend', I can roll plus superior instead of plus whatever else it's meant to be...

LOWRI

Mmm...

PIP

... so I'm pitching for me using this as an 'unleash power'... because I have powers, but I'm using the smoke-bomb to create the distraction and then get into the vent. Is that... can we fold that into a roll?

MADDY

Absolutely, yeah, yeah. You can roll, er, plus superior on an 'unleash your powers' roll, sure...

PIP

Amazing! Please don't be bad!

[sound of rolling dice]

[intake of breath]

Er, that's a ten!

MADDY

Your plan goes flawlessly. You set off the smoke-bombs. **[SFX: Smoke hiss]**
The minions who are distracted by this endearing puppet show are even more distracted by...

[she laughs]

CHAP Masks 4 – Ill-Prepared and Off Balance

... the smoke going off in their faces, and you manage to knock one of the ceiling tiles out of the way and shimmy up... **[SFX: Knock ceiling tile aside and climb up]**

PIP

Yep.

MADDY

... without too much issue.

PIP

I'm in the walls!

[group laughter]

LOWRI

Do you say that to us?

PIP

I, I... again... no.

[laughter]

LOWRI

Nah, sure. No, no, that's...

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP [laughing]

I am not communicating with you!

AHMED

Yeah, my ideas are just failing so I've stopped...

LOWRI

Ohh...

AHMED

... doing the pathetic roar...

[awwws]

... and just go and fight one of them!

[laughter]

MADDY

Cool. Give me a 'directly engage a threat' roll, please.

[sound of rolling dice]

AHMED

That is a seven.

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

Seven. Okay, you get to pick one of the benefits if you so desire.

AHMED

So I will just unarm them, so take something from them.

MADDY

Great! Yes! Er, you manage to take... what did I say they had? Did I say they had anything?

[laughter]

AHMED

A hammer.

LOWRI

Yeah, this is Hammer and Nails!

[laughter]

AHMED

Ham Man

CHAP Masks 4 – Ill-Prepared and Off Balance

PIP

They're going to be, like, our team's, like, rivals. They're going to be our nemeses!

[laughter]

LYDIA

They seem, roughly, as competent!!

[group laughter]

PIP

How dare you!

[group laughter]

LYDIA

Roughly as competent as the average us!

MADDY

Yes, this is, indeed, Hammer and Nail! This is kinda now!

PIP

Absolutely, yes. Yep, yep, yep.

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

Yeah, Hammer with his hammer and Nail with his nail baseball bat! So, yeah, you absolutely take the hammer out of the grip of one of the minions [**SFX: Take hammer**], who is looking displeased to be so humiliated!

LYDIA [gasping]

It's a special weapon!

LOWRI

Ohhh...

MADDY

Yeah, it was his granddad's hammer – ancestral hammer!

LYDIA

Can be used for holding up hostages... and putting up sheds!

[laughter]

It's a multi-purpose tool!

LOWRI

Are they... so if they're within grabbing reach of us, I mean, Morgan's just going to try and put them to sleep as well.

CHAP Masks 4 – Ill-Prepared and Off Balance

MADDY

Amazing.

LOWRI

I think it probably a good call.

MADDY

Yes. I'm going to say you can do one at a time if that's alright?

LOWRI

Yeah, yeah, that's fine.

MADDY

So, yes. Give me an 'unleash your powers' roll for this, please.

LOWRI

Okay. I'm rolling really well! So, that's a ten!

PIP

Nice.

MADDY

Excellent. Are you going for the armed one or the unarmed one?

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI

Where are they? Who's closer to me?

MADDY

I'll say that the unarmed one is closer to you.

LOWRI

Then I'll go for the unarmed one, which is a shame, but...

MADDY

Yes, Morgan, you have successfully managed to drain the energy from the unarmed minion [**SFX: Draining**], who slumps down on the ground [**SFX: Thud**], lifeless – for now – but just asleep. There is the one remaining minion who has their baseball bat with nails in, ready to strike.

LOWRI

Can I just, for flavour, Mini, I'm definitely still holding you and I am now getting really antsy, I might be squeezing you a bit too tight...

LYDIA

Ooofff...

LOWRI

... because I don't really have a concept of how strong I am right now because I'm flooded with new energy.

LYDIA

Mini's gonna, like, wiggle...

[laughter]

... like,

LYDIA (Mini Smithson/Solartrix)

Could I... could I... um, sorry to... er...

LOWRI (Blodeuwedd Morgan/Siphon)

Oh, yeah, sorry!

LYDIA (Mini Smithson/Solartrix)

... sorry!

LOWRI (Blodeuwedd Morgan/Siphon)

... sorry – yeah!

LYDIA (Mini Smithson/Solartrix)

No, that's absolutely fine...

LOWRI

I'm just gonna drop you...

LYDIA (Mini Smithson/Solartrix)

You know, like, how about... you're doing great, by the way, absolutely wonderful, and I am now going...

LYDIA

So, I don't know how Mini's moves... all of Mini's moves are basically... don't seem related to anything, right?

[laughter]

Like, the best of them, when you comfort or support someone by telling them how they exemplify the best parts of Earth, roll plus 'freak' instead of plus 'mundane'... that is... does that mean I just get to roll on how good the compliment is or does that then affect whatever I do?

MADDY

That does have mechanical benefits because when you comfort and support someone, that means they have a condition – you can clear it – so it's basically like a healing thing.

LYDIA

Oh, okay.

MADDY

So it's kind of cleric-y!

LYDIA

Cool. Well, everyone's fine so far. We haven't done any marking conditions, either.

MADDY

No.

LYDIA

So... she's like,

LYDIA (Mini Smithson/Solartrix)

Cool, just complimenting you for no reason! That's fine! Um, I'll go in the shop! Have we got rid of everyone now?

MADDY

There's one guy left.

LYDIA

There's one guy left... okay, I'm gonna shoot him with my laser gun, if that's okay?

MADDY

Absolutely, yeah. 'Directly engage a threat', please!

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

This time this is gonna work and you are gonna, like, really regret this, and I...
ooh, it will actually because that's an eight!

PIP

Nice!

LYDIA

Yes!!

MADDY

Oooh. Excellent! Yes.

LYDIA

Phew!

MADDY

Alright. So, yes, you get to pick one of the benefits from 'directly engage a threat'.

LYDIA

Oooh, I'm excited by this. The first time that move has worked! Oooh.

PIP

Yayy!

LYDIA

I'm gonna take his confidence from him!

[group laughter]

And create an opportunity for my allies so... I'm gonna take his confidence and tension, because it's a really sting-y laser...

[laughter]

... there's an opportunity for anyone to step up and to punch him!

[laughter]

MADDY

Adeeb, d'you wanna, do you wanna try and take this... this one out?

AHMED

Yeah, I will continue engaging a threat.

MADDY

Go for it!

[sound of rolling dice]

CHAP Masks 4 – Ill-Prepared and Off Balance

AHMED

Which is a three.

MADDY

Oh no!

[laughter]

I'm so sorry!

AHMED

Oh boy – mark potential!

MADDY

Yeah, mark potential. What were you trying to do and how does it go awry?

AHMED

Yep, I would – just the same as I usually do – I would try to wrap them with my ribbons, but my ribbons get stuck with the... all the furniture around! **[SFX: Power, fabric noises]**

MADDY

Oh...

LYDIA and LOWRI

Oh no...

AHMED

... I just swung them way too far!

MADDY

Yeah, there's a couple of benches and bins just around there suddenly covered in ribbons!

LOWRI

Well, Morgan's going to have a go, then, if that's okay?

MADDY

Go for it, yeah.

LOWRI

I mean, Morgan hasn't had this pure energy absorption experience for a very long time so is really amped up right now – eyes glowing, kind of, veins pulsing a bit [**SFX: Power up**] – and doesn't trust herself to put him to sleep because she's afraid she might go too far, so just tries to... this might not work either, but just knock him out. Punch him!

MADDY

Yes.

LOWRI

She's definitely got the strength, but it's a question of does she kill him?

'Cause she doesn't want to kill him...

MADDY

Mmm hmm.

LOWRI

... she just wants to knock him out.

MADDY

Alright. Please give me a... yeah, please give me a 'directly engage a threat' roll.

LOWRI

Ohhh...

PIP

Don't do a murder!

LOWRI

Uh oh! I think she might be about to do a murder! That's a six.

MADDY

A six. Alright. I will say that in this case, with your new-found strength, you kind of put so much force behind it you kind of throw yourself off balance...

LOWRI

Okay, good. Yeah, that's okay!

MADDY

... and so, yeah, so your fist kind of swings [**SFX: Whoosh**] past this minion's face and you, kind of, throw yourself up against the barrier [**SFX: Slam**] and you can hear a crack as it, sort of...

LOWRI

Mmm...

MADDY

... bows against your weight. [**SFX: Crack**]

LYDIA

So, I was looking at 'directly engage a threat' and where it says on a hit, which is anything over a seven, you trade blows.

MADDY

Mmm.

CHAP Masks 4 – Ill-Prepared and Off Balance

LYDIA

On a ten, you pick two, and on seven to nine you pick one?

MADDY

Yes, I think I've been misinterpreting that. I apologise.

LYDIA

So I should have actually hit them.

MADDY

Yes.

LYDIA

Cool. All of this happens but then Mini hits them!

[laughter]

MADDY

Yeah! Things come back for the first time with a new system, it's always...

LYDIA

Yeah, yeah, yeah. I'm just... me also misinterpreting.

PIP

We're all misinterpreting together.

LYDIA

So, rather than, like, retconning, and, like, undoing everything everyone's done, I'm just going to say, Mini's standing there with the Giff of the woman with all the sums...

[group laughter]

... hovering in front of her, trying to work out what happens next and, like.

LYDIA (Mini Smithson/Solartrix)

Wait a second!

LYDIA

... and then just punches...

LOWRI

Yeahhhh!!!

LYDIA

... this dude int the face, it's like,

LYDIA (Mini Smithson/Solartrix)

Take that, dude!

[laughter]

LYDIA

... and it doesn't require another roll because I'm just taking the hit that I should have taken earlier, and I am sorry for getting that wrong and confusing you, audience, but this is our first combat so... we will get quicker...

[group laughter]

... probably!

LOWRI

It will, as will our heroes!

LYDIA

Maybe!

[laughter]

LOWRI

Sure!

MADDY

Yes, our heroes are awfully unprepared and untrained for this as...

LYDIA

Method acting!

MADDY [laughing]

Yeah, absolutely! But, yes. Thank you so much, Lydia, for...

LYDIA

Punching the dude!

MADDY

... yes, so... er, I assume, do you make your fist incredibly dense...

[gasps]

... to...?

LYDIA

Oh, yeah! You know what, I don't want to complicate it because this is the previous hit. I just want to punch this dude in the face because we're getting to this entertaining point of, like, people have been punching and swinging past, then, like, the ribbons have come and failed, we're like,

LYDIA (Mini Smithson/Solartrix)

This is getting embarrassing!

LYDIA

... so I just wanna punch him in the face!

MADDY

Absolutely, yep. Your fist lands directly on one of his temples... **[SFX: Punch]**

LYDIA

Yayyyy!

[Pip laughs]

MADDY

... and he just sways for a second and falls down, and the baseball bat with nails clatters beside him. **[SFX: Thud, baseball bat clatters beside him]**

[Lowri gasps]

PIP

Yeah!

LYDIA

As you love it!

PIP

You hammered that nail!

LYDIA

Yeah!

[laughter]

[wa-heeeyyyyyy!]

And since, again, reading the rules as I am doing now and I totally did before, it says on a hit 'trade blows' so he definitely gets to punch me before that happens but, like, it stings but that's fine. I live, it seems!

MADDY

Yeah.

LYDIA

Right? Cool.

LOWRI

Ow!

MADDY [laughing]

Wonderful! So, as you have cleared out the minions that are currently between you and the hostages, there are three minions currently guarding the hostages, but we will have to deal with them next time. So, thank you so much for listening to this episode of Chapter and Multiverse, and before we say goodbye, I would like to ask each of our wonderful players where we can find them on the internet, starting with Lowri.

CHAP Masks 4 – Ill-Prepared and Off Balance

LOWRI

You can find me on @LowriTweets and at the Rusty Quill things.

MADDY

Nice! And Ahmed.

AHMED

Hi, you can find me @mr_aljabry everywhere, but mostly on Twitter.

MADDY

Nice. And Lydia.

LYDIA

Hi, you can find me on Twitter @LydNicholas and on Twitch @urbanchooks, but it's not really me, it's my chickens, but like... it's the same thing, I guess...

PIP

Chickens!

MADDY

Chickens!

LYDIA

... deep down! We're all chickens really!

MADDY

And Pip.

PIP

Yes. I'm Pip Gladwin. I can be found @Pip_Gladwin on Twitter and that's the only place you'll ever find me...

[laughter]

... you'll never find me!

MADDY

Much like Zenith!

PIP

Yep. I won't let you. I won't let you find me!

LYDIA

Oh no, you're behind me – aaaaggghh!

[laughter]

MADDY

You can find me on Twitter @maddy_abstract where there are links to all the things that I do, and we hope to see you next time on Chapter and Multiverse, but until then, from all of us here in the space between worlds, goodbye!

EVERYONE

Bye!

[Show Theme - Outro]

THE ETERNAL TAVERN KEEPER

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