

RQG 5 – The Naked Arsonist

Content Warnings

- Fire & burning
- Broken bones

- Discussions of: burning & building collapse, death, alcohol & drunkenness
- Mentions of: knives & stabbing, human remains, blood, drugs
- SFX: continuous fire, occasional explosions

[Show Theme - Intro]

ALEX

Hello and welcome to episode 5 of The Rusty Quill Gaming Podcast. My name is Alex Newall. I'm your host and DM and with me today I have:

LYDIA

Lydia Nicholas.

BEN

Ben Meredith.

BRYN

Bryn Monroe.

JAMES

James Ross.

ALEX

And we're continuing playing our extended pathfinder campaign. Everyone tell me about your characters just to get everyone up to speed quickly.

JAMES

I'm Sir Bertrand "Bertie" MacGuffingham, a posh idiot who likes hitting things in a flashy way and pushing pianos around. My arch nemesis: all furniture!

BRYN

I am playing Hamid Saleh Haroun al-Tahan, the halfling sorcerer and, if the last session was anything to go by, also a Ninja.

BEN

I'm Zolf Smith, a cleric of Poseidon, weedy puller-upper...

(Group laughter)

BEN

...and likely to burn to death next round.

LYDIA

I am Sasha Racket, who likes appraising antiques and jumping on people and stabbing them in the head.

(Group laughter)

BEN

Is that her hobby?

LYDIA

That's ...

ALEX

The pawnbroking business has gotten very flush in the recession!

LYDIA

You really need two jobs to make it...

(laughter)

ALEX

Okay, so last time obviously the simulacrum was apparently stolen...

LYDIA

Whoa.

ALEX

...and there were people dying all over the place and falling and pain and misery and fire and holes in the ground and you managed to save one diplomat, find another one who fell into a hole and may be able to still rescue and rescue another one who's unconscious. There's fire spreading in the

corner, Byron is still unconscious with Colgate tending to him and Sasha is now currently sneaking down a tunnel.

JAMES

That's Edison's body isn't it?

ALEX

Yeah it is. And Sasha is currently heading down after the servant who managed to escape first with that folder and the one who escaped having narrowly dodged a dagger into the top of the head and leaving his friend behind who's underneath that piano. We're still in combat time so it's the start of a new round as far I am aware. So Hamid, you are up.

BRYN

The fire has spread...

LYDIA

Does it spread at the beginning or the end?

ALEX

No, I spread it at the end of the ...

EVERYONE

Okay.

ALEX

Next round it's spreading and burning all of you.

JAMES

Yes unless we move.

ALEX

You know what's a fun thing to remember ... they're not moving and the fire is. Byron and Colgate, you may want to pay attention to that. So, what you doing Hamid?

BRYN

I'm trying to decide whether to run down the dark tunnel after Sasha or go and help the French diplomat who fell through the ceiling earlier.

ALEX

You tell me.

BRYN

I'm going to go and help the French diplomat. I'm going to do it quickly.

ALEX

Okay. How you doing so?

BRYN

I'm going to run across the...

ALEX

So you're underneath?

BRYN

...and just see...

ALEX

You still in issue. So I'm still going to get you moving the square.

BRYN

Yeah, I mean I just don't know where he is or...

LYDIA

He's there.

BRYN

Okay. Two, three, four, five, six. I will move ... sorry, that's a double move action. I'll just hold him up and make sure he's not dead. I mean I can't deal with much else because I'm not a...

ALEX

Sure. You encounter him. He doesn't really seem to be with it any more. He's going a bit ... a bit mental. And then you can see, just at a glance he's probably got two broken legs.

LYDIA

Ooohh...

ALEX

But he's conscious. There's not a lot of blood or anything. It's just that his legs are at a little bit of an awkward angle and he's kind of, you know, half up to his neck in wine and stuff.

LYDIA

Where's the fire?

ALEX

On the ground floor. It's awash with wine so the fire is not spreading.

LYDIA

I don't want to cause trouble.

ALEX

So occasionally there are pieces of like burning ... and timber and stuff will be dropping down and splashing, but it's not actually catching.

BRYN

Wine is not flammable?

ALEX

No, it's not.

BRYN

I will...

ALEX

Which is why it's not on fire.

LYDIA

We're in the spirits...

ALEX

Oh my God! You're not in vodka salon.

[Laughter]

BRYN

I probably don't know enough not to drag him. So I'm going to drag him towards the safer side of the room.

ALEX

Hey first aid. Get everyone out of immediate danger before you try and look after them. Good point.

BRYN

I'm going to move left this...

ALEX

Sure, but you'll...

BRYN

I'll just keep his head above water.

ALEX

Yeah, that's fine.

LYDIA

Wine...as this is pouring down, oh this is delicious. It doesn't hurt as much as you think...

ALEX

Stuff happens that we aren't aware of. Bertie.

JAMES

I think that now that diplomat has been pulled out of immediate danger, I'm going to run towards to Byron.

ALEX

Sure.

JAMES

Because he's out of immediate danger.

ALEX

The fire is about to spread onto the squares that you're current stood on.

BRYN

I am with... but if you dither at all, I'll gesture ... kind of go ...

JAMES

I was about to say, are you capable of moving a man who isn't going to be ...
yeah, okay fine, cool. In that case...

ALEX

His ran check was because he is hanging...

JAMES

I mean I've got 12 strength. That's enough to drag someone. He's quite a
small man.

ALEX

I was factoring a lot of like you were having to brace yourself against and he
fell on the floor and all kinds of stuff.

JAMES

Yeah, lifting is very different.

BRYN

I am going to move in the direction of Byron. Yeah. If I hold everything this
turn to get to Byron, that would be a full double move.

ALEX

Is that the right way?

BRYN

Yeah.

ALEX

Five, 10, 15...oh yeah, you've got the armour.

JAMES

Can I do that and then like attempt to talk to Byron or like shout at him while I'm moving in that direction?

BRYN

Yeah.

ALEX

Yeah, you can.

JAMES

Byron! Byron! Wake up! I've got some opium. Byron!

ALEX

The response you get is something akin to "Aaarrgghh"...

JAMES

Really good opium and a bear is carrying it!

[Group laughter]

ALEX

Yeah he's...

JAMES

The bear has got a hat!

ALEX

There's chunks of building in Byron currently. So he may not be in a position to respond.

JAMES

How I was going to respond was like pick up Byron and help move him.

ALEX

You've used all of your move but next time you will be able to basically bodily just chuck him over your shoulder.

JAMES

Okay, right. What does Colgate look like at this point?

ALEX

Colgate looks alright. You know he's got kind of superficial stuff, he scuffs and scrapes and stuff. But he's there. You know, sleeves rolled up. He's administering it. In fact, as you come up he just goes "apply pressure" and carries on with what he's doing.

JAMES

Apply pressure.

[Group laughter]

JAMES

It's apply pressure. The stakes are really high!

[Group laughter]

ALEX

Okay and so another thing happens that no one is aware of in this room. The piano continues to be under a piano.

LYDIA

He didn't die.

ALEX

He might be dead, but he's still...

JAMES

He's under a piano!

ALEX

Zolf, you're up.

BRYN

He may be lying low so like I might be fine if I just stay here.

BEN

Best case scenario: this is a very dark harp.

BRYN

I will drag the man.

LYDIA

Double my speed?

ALEX

So dragging, you'll be moving at half speed.

LYDIA

So double my...

ALEX

But you can use your full two moves. So you end up moving at your speed but dragging him.

LYDIA

So can I just check, is your movement speed as fast or faster than the fire spreads?

BRYN

No, it's double. It's double the speed of fire.

LYDIA

Right.

MALE

That's a good super hero thing.

JAMES

Double the speed of fire!

LYDIA

It's 10.

MALE

And it's 5.

LYDIA

Yeah. Well that is ... we can do the maths.

BRYN

It's still pathetic. Frankly it's pretty bad.

ALEX

So you move your full ten?

BEN

Yes.

ALEX

Okay. And Sasha...

LYDIA

Yeah.

ALEX

...before the fire. So Sasha, you're up. You're currently heading down a corridor.

LYDIA

Yep.

ALEX

So for you, it's going to get a bit more descriptive, because I don't have a map that's bigger than like the world. So you're currently ... you're sneaking down a corridor.

LYDIA

So it's a corridor. Sorry, because you said that looks like a blasted hole right?

ALEX

I'm calling it a corridor. I'm just naming it.

LYDIA

Is it a dug out tunnel?

ALEX

So what it appears to be is that it's blown through into what looks to be a neighbouring cellar or something similar. So it is currently moving between boxes. So what at first looks like a tunnel now that you're there, there are actually crates on either side. So someone's probably gone through a warehouse or something similar, or at least the storage beneath one of the other town houses. It may even be a cellar for this building. You don't know. but you find yourself with crates on either side and you're sneaking along quite carefully and you hear distinctly the sound of a blast further up.

[Blast sound]

ALEX

And you make it through a T-junction. Left or right basically and ... or you could take the time to climb up over the crates.

LYDIA

So can you tell me. Could I hear which direction the blast came from?

ALEX

It sounds like it came from directly in front rather than...

LYDIA

Ah, okay.

ALEX

...sort of to one side.

LYDIA

Right. So, I think that I will climb up on top of the crate.

ALEX

Okay.

LYDIA

I will be very sneaky. So do that.

ALEX

Sure.

LYDIA

I don't know if there are...

ALEX

Yeah, what you'll be doing is a climb check and a stealth check. The stealth check, if you fail it, it doesn't affect how you can climb or anything.

LYDIA

Yeah.

ALEX

But the climb check is if you fail the climb check you do not successfully climb.

LYDIA

Right.

ALEX

There is a very cool rope skill which I like which, this is going to get really in depth so I'll get through it quickly. There is a rope feat in Pathfinder which basically says "take a ninja feat" ... because ninja is a class. And of the ninja feats there is one which gives you a climb speed. Actually we've played a previous game where you were using a character that had that. So if you really intend to do a lot of climbing, it's actually a decent feat to take, but again it's only done for climbing.

LYDIA

Well, if the next place you take us to is a multi-levelled building with lots of obstacles then I will begin to see a pattern in your GM-ing and possibly take a climb feat to back it up, but...

ALEX

You find yourself in a desert. A salt flat.

LYDIA

Yeah.

BRYN

But a multi-storey...

[Group laughter]

ALEX

Okay, so you start to climb up. So if you give me the climb check.

LYDIA

18 + 3.

ALEX

Yeah, you're good. Okay. So basically you start climbing up and yeah ... you're...

LYDIA

Do I need to do a stealth check?

ALEX

I'll get you up to the top and then I'll do the stealth check afterwards.

LYDIA

Okay.

ALEX

So, yeah, you're climbing up. It's not especially high. It's may be sort of 20 feet so it's right up near the ceiling.

LYDIA

It's quite high.

ALEX

What I mean though, it's not like a warehouse. But it is on the ground.

BEN

More of a warebungalow.

ALEX

It's a warebunker. It's a man who goes out and when he comes out he turns into a large, fortified building.

[Group laughter]

LYDIA

I'm 5' and Sasha is a couple of inches than that. That's pretty tall still. So, good climbing.

ALEX

It's a decent climb, yeah. It's a good job. I mean...

LYDIA

I'm climbing.

ALEX

Getting an 18 did ... and you hurt yourself.

LYDIA

Oh gosh, okay.

ALEX

So you get to the top. Give me a stealth check now.

LYDIA

Oh crap! 4 + 7.

ALEX

Basically it is a big climb. There's one period where you grab something that you think is a crate actually is a piece of timber poking out from one of the

boxes. It falls. It clatters. Honestly though, there's quite a lot of noise coming from back there of burning timber and masonry and...

JAMES

And explosions!

ALEX

Explosions further ahead like ... it was a bad stealth check, but I feel like it's not that much of an issue and you see that there are a few more rows basically of crates. The path left and right would have taken you and it just intersperses like aisles. You can't see the far end of it, just because it's not lit. You're ... it's getting darker as you move along. That would...

LYDIA

I think that was my move when I climbed.

ALEX

That would be ... yeah, that would be your full action. But if you want to ... anything else you want to ask or anything?

LYDIA

Perception check just to ... but then I did that and I heard about the ... I heard the explosion didn't I?

ALEX

Yeah, you didn't hear any footsteps when you hit that one.

LYDIA

No, there isn't really anything that I need to do. I'm just climbing through...

ALEX

Okay. Well, now you get to call out your thing. Fire spreads!

BEN

Oh yes!

LYDIA

You've got a catchphrase now.

BEN

I do apparently.

LYDIA

Shout it out.

BEN

The fire spreads. The fire has already gone.

ALEX

Oh yeah, the fire has completely swallowed that corner.

BEN

Yeah, so you're just barely out stripping the fire.

[laughter]

ALEX

That ... yeah ... so Zolf is just staying ahead of the fire there. And what I'm going to do is get a bit more creative now. So the flames are licking up near the ceiling of the actual music hall ... in that corner that's aflame nearest the door that you came in. In fact... in fact? In fact, from the tannoy system that they were using to speak some sparks go and it just pops. It just bursts from the heat. The ceiling paint is visibly peeling. Flames are licking up against the wall and there is a very ominous creak coming from that corner. You're suspecting that probably the floor above is going to start wanting to fall in. I mean looking around, the ceiling has lots of cracks in it and the occasional small hole. It's not on a comparison to how badly the floor has been damaged. Clearly the blast has been down and up rather than sort of all around you and a lot of masonry has been fired up into the ceiling, come back down and brought a little bit of the ceiling with it. So it's not ... you don't like have a massive cave because there's not massive gaping holes in the ceiling leading to the other floors. But there could very well soon be given the spread of that fire.

LYDIA

Oh dear!

BEN

Oh good grief.

ALEX

So, Hamid, you're up. You are currently ... almost ... you're sort of surrounded by fire above you. So looking up like that. You see there's the hole in the ceiling, light coming down, flames licking round all sides and you're knee deep in wine. One part of this that Hamid is actually okay!

BRYN

Is there an exit to this wine cellar?

ALEX

Yes, the exit to the wine cellar is an equivalent to the door that you came in via the ... music hall. Also, I'm afraid there is no other natural exit. It's like there's one door in, one door out for the cellar. That tunnel is its own thing. There wasn't a secondary exit to the cellar.

BRYN

Wouldn't be a problem if you could turn into a dragon!

LYDIA

There would be other problems!

ALEX

Oh my God, he's a dragon.

JAMES

His handshake is now if anything too firm.

BRYN

The thing is, I want to run after Sasha and help her. But I don't think I can morally abandon this poor injured diplomat.

ALEX

Then don't.

BEN

Also, if she's snuck off, aren't you pretty rubbish at sneaking?

ALEX

Halflings are pretty solid actually. Plus he's not wearing armour so he'll be alright. I mean, she'd out-strip him...

BRYN

Yeah.

ALEX

He's no slack.

BRYN

Yeah. At least for the time being. At level one where I'm nearly as good as her. By level four or five.

ALEX

So, keeping it moving. What you doing Bryn?

BRYN

I'm going to drag this poor diplomat towards the door.

ALEX

Okay and you get to move ... basically you're moving half your move speed so if you use both of your move speed.

BRYN

Yeah.

ALEX

So do so. Basically move yourself just to keep track. So Hamid has basically been dragging this French diplomat who again is not really coherent. Can you speak French?

BRYN

Yes.

ALEX

Okay. There's a few swear words in there but he's not been particularly coherent.

BRYN

I'll mutter some reassuring platitudes in French.

ALEX

Mutter them. You're going to be fine. But yeah...

BRYN

Don't worry, it's going to be fine. Hamid, you'll be okay.

ALEX

Hamid is one turn away from getting sort of to the doors of the cellar.

LYDIA

The roof is on fire!

ALEX

The roof, the roof is on fire. Literally. You are all going to die. So, you hear footsteps and see and the one that ... not the first one that got away, but the second one that got away has ... is basically sneaking amongst the crates. He's not looking up. He's assuming someone is on his level. He's at the final row of crates before what looks like a door out, or something similar.

BRYN

Are there questions?

ALEX

Yep. And you basically see him. He's been really careful because he's expecting at any moment, you to come round the corner. He's already got another flask in hand but he's not looking up. Bertie, you're up.

JAMES

Okay. Is there ... are there any other entrances or exits to this big hall? Particularly against this side of the wall?

ALEX

There may be behind the curtains of the stage. The curtains at the stage have been pulled aside...

JAMES

Okay.

ALEX

...but they're not fully exposed. So ...

JAMES

Okay. Are there windows? Yeah, that was my only question.

ALEX

There are high windows. The windows are 10 foot off the floor and then they have the curtains closed which have gone 'vroom'.

JAMES

Ah, I'm not faux par...

ALEX

On the side...

JAMES

The burning windows.

ALEX

On the side that Byron's at...

JAMES

Yep.

ALEX

There are no burning windows. The flames haven't caught here.

JAMES

Okay.

ALEX

On the side that Zolf is nearest to, all of the curtains are aflame.

JAMES

So they're 10 foot up?

ALEX

They're 10 foot up. Like, you would be doing a pretty formidable strength check to literal pick Byron of all people up, hold him over your head and then double arm throw him up out through a window.

JAMES

A big drunk ... I don't think that's going to be very helpful.

ALEX

That's not particularly feasible.

JAMES

Okay. And in terms of the stage, are there ... presumably there's a natural way up through the stage. Is there a staircase?

ALEX

Yes, there's a staircase right up against the back wall which you could go up.

JAMES

Just on that side or the other side as well?

ALEX

Both sides.

JAMES

Both sides, okay, cool. And lovely. In that case, I think ... I would normally check with Colgate to see if he's clearly more medically experienced of the two of us and would normally ask him where we should move him but the fire is coming in quite quickly...

ALEX

So just say what you're doing.

JAMES

So Bertie picks up Byron, pushes Colgate to one side and just moves off around the side of the crater as fast as he can in that direction.

ALEX

So if you move one move speed because he's dragging a body.

JAMES

Okay.

ALEX

Bryn's okay to move that. And alas meanwhile, I'm going to keep it moving. Something happens that you can't see or hear. Zolf, you're up.

BEN

Okay, I've remembered something.

ALEX

Go for it.

BEN

That floating disc isn't gone. And it follows me. Now, although it can't fly it probably has gone all around the hole to get me. I'm not sure exactly how floating discs work.

ALEX

But you have to waste part of your actions controlling it?

LYDIA

How many rounds do we have? Because it lasts 10 rounds of that.

BEN

It's not been 10 yet.

LYDIA

It's been quite a lot.

ALEX

Not since he cast it. I think ... I'd have to go back and listen actually, I don't know. I should have been keeping track. In fairness actually I say I should. When you have an effect that has a number of rounds, it is your responsibility to keep track of. I have to keep track of all the environmental factors which I'm terrible at. We've established with the fire. And all of the NPC's...

BEN

As far as I'm aware it's been six rounds.

ALEX

Okay.

BRYN

Six or seven.

ALEX

So here's a thing is for future reference. If a negative or a positive effect is happening, you guys have to keep track of what's affecting you. If you have a bonus, so let's say that Bryn is offering other people while he's got a spell active of bonus plus one, it's his responsibility to remind you guys. Technically, if I was an amazing GM I'd be able to keep track of all of this. But I'm not. So, you're going to have to do with it yourself.

LYDIA

Honesty is really a sign of power and strength Alex. We just believe in you. Because you tell us that we shouldn't believe you. Very impressed.

ALEX

Ahh, I'm going to tell my mum that. And then make her say it!

BEN

So no it doesn't accost me, it just kind of follows me around unless otherwise proactive.

ALEX

So what you're thinking. I feel like you're leading towards something.

BEN

Okay, so basically, I'm going to pick up the diplomat right, and I'm going to jump down that hole. Because the other option is I jump down that hole and that hole is further away than this hole.

BRYN

Oh, so you can stand on the disc and then get the disc to get the...

BEN

I'm going to put the diplomat on the disc and get it to follow me down.

ALEX

But you're going take the ... sort of how many feed drops. Okay, that's fine.

BRYN

You say it was about 30 foot drops.

ALEX

Yeah, it varies between sort of 30 and 20. There's like chunks of masonry and stuff messing around with it. Okay, in which case then you...

BEN

So bundle the diplomat onto the disc?

ALEX

Yep. How was the formulate of the disc? Oh yeah, because its currently over the sort of edge of the ...

BEN

Yep. It isn't ... mentioned. Yeah, I'm not sure if it's designed for this eventuality.

ALEX

If I may be honest, it may pull on it exactly as fast if they...

LYDIA

But then if came to three feet above the ground it would probably have...

ALEX

It's three feet less ... but it's...

BEN

My thinking is I put him on the disc. Hold onto the disc and jump with the disc. So that I'm effectively holding him but there might be some extra cushioning from the disc attempting to keep above them.

BRYN

I don't know how it works because I've not used it in...like as a cleric I haven't used it for this yet.

ALEX

I need to do some more research on that because these are quite specific scenarios. I'll have to do a bit more research. I'll go with it for now. But you're going to be taken extra damage because you're basically taking his full damage minus a bit for the disc and your own.

BEN

I will be surprised as you by the ... in character, as you by the effects of this.

ALEX

Go for it.

BEN

We're experimenting! Yeah!

ALEX

You don't need to roll acrobatics. What we do need to do is find out how much damage you take.

BEN

Okay. Cool. Do I not get any attempts at trying to lessen the...

ALEX

You can do an acrobatics. What you can't do is you can't do acrobatics whilst holding a disc with an unconscious person.

BEN

How about fortitudes save?

ALEX

You may need to do that to stop yourself dying. I am just going to look up now the specifics of fall damage.

BEN

So I'm the cleric of channel energy.

ALEX

It's been a while since I said it by the way. A lot of the time what we're doing is we're using the Pathfinder SRD, d20pfsrd.com which is the open source for all of these rules so you can follow it on line. So I'm currently just looking up the environmental effect of falling. Yep. So you're going to be taking ... technically, you're going to be taking 66 because you're trying to take his fall damage on top of your own. I can mediate that to a 5D6. You can't yet take in the jump. It is one D6 per 10 feet fall and it's just that the first D6 is ignored unless it is into a bigger fall.

[Laughter]

BEN

I move in ...

ALEX

So for the listeners, realising that he could be potentially losing more than three times as hit points in the fall ... I wasn't going to tell you no. But I was going to give you an hour when I told you how much damage you would be taking. Sasha, you're currently at the top of some crates seeing an enemy sneaking towards a door.

LYDIA

If I was to try and jump from room to room, would that ... is it plausible that I could ... given that he's drawn it as very narrow allies, quite a lot of acrobatic skill, is the idea of doing those two jumps and then jumping down and stabbing in the head a possibility?, or is that...

ALEX

No. You could get to him.

LYDIA

Yeah.

ALEX

But you would not be able to get to him and do an attack. You could be directly above him.

LYDIA

And would I still be sneaking?

ALEX

It would be possible for you to both get to him and sneaking. You could not get to him and attack him or get to him and sneak and attack. You can get to him and you can do it sneakily, but that's as far as you can go.

LYDIA

Yeah, okay, I'm going to try and be positioned there. That's my intention.

ALEX

First things first then.

LYDIA

Yep.

ALEX

Give me two acrobatics roles. So first one...

[Rolls dice]

ALEX

What's your roll?

LYDIA

Seven so that's 13.

ALEX

That's fine.

LYDIA

Okay.

ALEX

And again.

[Rolls dice]

LYDIA

Nine. No wait, wait. 10. 10.

ALEX

10?

LYDIA

Yep.

ALEX

You will make it to the other set of crates but you're no longer on top. You basically landed in a sort of climb stance.

LYDIA

Okay.

ALEX

So you are not going to be able to go further than that now.

LYDIA

That's fine.

ALEX

Give me a stealth check to see whether he heard your faffy or not. You'll be taking a penalty for failing the second acrobat.

[Rolls dice]

ALEX

No he doesn't hear that!

[Over talking]

ALEX

At level one, rolling a 17 plus your seven, you're well into the 20's. It's like watching someone throw silly putty at a window.

[Group laughing]

ALEX

Silently moulded to the surface!

LYDIA

That's ... but it ties in completely with the back story. I've been like ... "no one can hear me!".

ALEX

Okay. So fire spreads.

MALE

(Whispering) Fire, fire, fire, fire, fire, fire, fire, fire, fire, fire.

ALEX

We need to hurry up otherwise we're going to have three sessions of this combat basically. Okay. Hamid, you're up. You open the door. It's not locked and there are stairs leading up in a stone lined passageway. I'm happy to just basically take you out of combat or...

BRYN

I think that's best. I'm going to start calling for help as well. There might still be servants around in this section.

ALEX

Okay, cool. Good turn. Quick simple. That guy, the one that you're sneaking up after, he basically goes through the door unaware of you. You see him go through the door, leave it open and go to the right.

LYDIA

Okay so I...

ALEX

I wouldn't bother honestly. It's going to get more descriptive than needing to be on a battle mat at this point. And Bertie...

JAMES

Hello, I think I continue to move with Byron and Colgate in the direction of going back behind the stage and out as quickly as possible.

ALEX

Mmhmm. That's fine. Zolf? Presumably you're carrying on with your moves?

BEN

Yep. Which means I can do that...

ALEX

Okay. And I'm now looking at this board, and what I'm seeing is Hamid's out of the situation calling for help and help is coming. Zolf is out stripping fire which is spreading and making it...

LYDIA

Only just!

ALEX

...to the stage. As is Bertie with both Colgate and Byron. And Sasha is chasing a completely different part of the scenario.

BEN

I takes it this diplomate here is tired?

ALEX

Yes, he's gone off.

BEN

The last thing I will do, just before I drop out of combat time is cast message.

ALEX

Okay, who are you casting it to?

BEN

Bertie. He's the one I know best.

ALEX

He's a person that you know.

BEN

It allows us to just talk to each other quickly.

ALEX

So basically you have a walkie-talkie with Bertie?

BEN

Yeah.

ALEX

Okay, go for it!

BEN

I've got out of the wine cellar underneath. I've got the French diplomat with me. How's everyone up there?

JAMES

Oh, couldn't be better. Lovely. We're in quite a bad shape actually...

[Group laughter]

JAMES

It's really very bad and a lot of fire...

BEN

Was there a second ago?

JAMES

There's still fire! It's not gone anywhere. Yes, oh no we have Byron who's in a very bad way and Mr Colgate and I believe Zolf is on the other side of the stage taking some foreign fellow...

BEN

Do you guys have a way out?

JAMES

I think we're going to the back of the stage, through there, I'm not sure.

BEN

Sasha headed out through the tunnel chasing the people who did this. I had to help the diplomat.

ALEX

Okay, you guys, I'm going to drop out of combat time now because you've pretty much got this scenario licked. And so, by the way, this counts as a high XP6 success for you guys. You rescued all the people you that you were responsible to rescue. Even when I thought you'd lost the Frenchman. And you're still in chase. So, yes, that's a success. You make it up on to the stage and there is basically a stage door. You manage to head out and the first thing that you encounter are a couple of servants carrying like buckets of sand and water...

[Over talking]

ALEX

Basically they help you out and they pull you into a side room. It looks to be some kind of basic dressing room. Nothing fancy. They poke their heads in with their buckets, look at what is now a blazing inferno that's, you know, 50 feet across, rapidly go pale, close the door and start leading you out towards a different...basically outside of the grounds. I am now going to cut to Sasha exclusively and then we'll reconvene with you guys afterwards. So you are chasing the ... the one that got away basically and...

LYDIA

Second one who got away.

ALEX

Second one who got away, true. So you are sneaking up on him. And if you'll wait with me one second, we're going to take a bit of a break and then we'll get back here in a couple of minutes.

And welcome back. So yes, Sasha you are chasing one of the servants who's rapidly getting rid of his servant costume as he goes ... sort of pants and aside something else. He's not trying to stay quiet. He's running and ditching stuff on the fly.

LYDIA

Hot!

ALEX

Rusty Quill Gaming – The Naked Arsonist

So there is a naked arsonist! Ah, that's an episode title isn't it.

ALL

The Naked Arsonist.

BRYN

It's not an episode title. That's a BBC2 pitch.

[Group laughter]

LYDIA

I think it's more Channel 4.

ALEX

It's kind of half like country comedy and half like really gritty crime drama.

BEN

So you're saying The Wire crossed with Emmerdale?

JAMES

I reckon a Midsummer Murders spin off. Midsummer Arson.

ALEX

So you're chasing one of the servants.

LYDIA

Yep. And he is basically, it's gone into what looks like another storage room, quite generic.

LYDIA

Right.

ALEX

And he's running off to the right hand side, straight towards another blown hole in the wall.

LYDIA

Is it just me.

ALEX

Yeah they've...

LYDIA

They've blown a lot of holes in walls.

ALEX

Yeah, and he's powering towards that. Sort of describe in more general details what you're doing rather than just...

LYDIA

So right now I'm holding on to essentially the top of the bookshelf which is 20 feet high and I'm only 5 foot. So, realising then he's dashed through that door,

I will drop down to the ground and go around the bookcase rather than hauling myself up. And yeah, like sneakily put my head around the corner, because I guess that I wouldn't be able to see him blatantly across that moment until I'd seen him go. And then again, yeah, sneak over to the hole. I'm quite ... my plan right now is not to engage. So I am perception checking whenever I have the opportunity.

ALEX

Sure. Actually, give me another perception check.

[Dice rolling]

LYDIA

21.

ALEX

21, yeah solid. So you see him picking his way across the wall which was clearly blown inwards by the way. So they didn't blow in from that building. They've blown in from another one, gone through potentially a second building. Or the first one, it's hard to tell if you've left the townhouse sort of compound.

LYDIA

Yeah.

ALEX

But what you do see is the first one who had left with the folder. Sort of pokes his head out and gestures to the first guy and then the first guy steps through.

LYDIA

Right, so I cross that room and...

ALEX

And go to the...

LYDIA

Go to the hole. But I'm listening again to sort of check that I want to know if there is anyone round that corner before I go through it.

ALEX

As you are stepping closer, and listening out, you hear [hissing sound].

LYDIA

Okay I run back to...

ALEX

And there's big boom [loud booming sound].

[dice rolling]

LYDIA

12 plus what do I use for a reflex?

ALEX

It's actually its own thing so it will be up here and at the top...

LYDIA

Okay, that's fine.

ALEX

...which should be massive for you.

LYDIA

Yeah 5, so 5 plus 12, 17.

ALEX

17 yeah.

LYDIA

Do I crouch out the way?

ALEX

Yeah, there is ... now there's another explosion [boom sound]...

LYDIA

Yep.

ALEX

And pieces of shrapnel flying past you.

LYDIA

Jump, dodge, dodge, quick spin.

ALEX

Yeah! Just crazy.

LYDIA

Walk away on my hands!

[Group laughter]

ALEX

Making tea with my feet whilst I do it! Basically what looks like the piece of flooring that was holding up that hole, just collapses down [crashing sound] bringing a chunk of ceiling with it, and then it's sealed the tunnel that he ducked out through. You're kind of wafting dust out of your face. It's hard to see what's going on. And then basically it seems like ... it wasn't a very big explosion but, the guy who made it out first has clearly been ... blowing ... may be blowing an alternate route or something...

LYDIA

Oh my gosh!

ALEX

...and rigged this so that when they came through he could close it behind him.

LYDIA

Right, okay. Is it still me?

ALEX

I'm going to stick with you.

LYDIA

Okay. If you've given me the scene, is this quite a shallow kind of basement room? I don't know.

ALEX

Yes, this is...

LYDIA

Is there a way for me to climb up?

ALEX

Honestly this is now just a standard ceiling room. You've gone from the big, tall cellar with the crates.

LYDIA

Yeah.

ALEX

To a much lower one. It appears to be an empty cellar, it doesn't even appear to have any storage. It's a little bit damp and manky. And there is on your right hand side, is where you've just dodged from the explosion and the ceiling's caved in a bit. The rest of it actually seems quite hard, and it doesn't seem too bad. But what you do see is like at the ... ahead of you are a set of stairs without a railing. Not particular far like, just standard cellar stairs leading to a trap door.

LYDIA

Ah, since I know this place is on fricking fire ... that is going back the way I came is not a great option. I'm going to up those stairs. And yeah...I'm going to try and look quiet and unthreatening.

ALEX

Okay.

LYDIA

Given that I think this is probably just normal peoples' houses...

ALEX

Sure.

LYDIA

Can I emerge from nowhere?

ALEX

So you are heading upstairs and you open the trapdoor and you'll cut across to you guys. So yeah, you're led out onto the grounds out front and...

BRYN

First thing I actually do is check the people who I'm with over to make sure none of them are bleeding out, and are any of them?

ALEX

No. The ... Byron is KO'd but was stabilised by Colgate.

BRYN

Then I will burn sanctuary to be a cure like wounds on Byron. Score some brownie points for a rich, drunk Lord.

ALEX

Okay. Basically, he's healed up and the first thing he sees is you looking down on him. The awkward thing is that cure light wounds will not stop him being drunk.

BRYN

Yeah.

ALEX

He's very drunk. Like slurring drunk. He clearly was pretty much falling asleep during the auction, it's apparent. But he appears to at least register you there and gives you a sort of clap on the face and then subsides again. Not KO'd like

unconscious but is the difference between ... I don't know if you've ever seen it in real life...

BRYN

Yeah, yeah.

ALEX

...it's the difference between sleeping and unconscious. Once you've seen it, it's really obvious. It's like that muscle difference.

BRYN

I'll turn to Colgate and go 'you should be alright now'.

ALEX

Yes, he'll be fine thank you, very much. I don't know who you are.

BEN

These other two could probably use some administrations as well.

JAMES

Broken legs, diplomat. He gets a monster into a cure light wounds.

ALEX

So explain what he's doing...what Ben's doing by the way. It's one of the things that the clerics have is that they can prepare a bunch of spells for the day. But the thing that makes clerics kind of better than some of the classes when it

comes to support is that any point they can just go ‘as useful as it would be to summon a monster’ I’m going to use that to heal instead and it’s sort of like, you’re using the energy or the ... I suppose it’s about the ... like the dyadic favour. You’re using it for something else, i.e. healing.

BRYN

And then there’s the unconscious one? Yes, so...

ALEX

So the one with the broken legs, your healing won’t restore their legs. You’re basically restoring everything else but he doesn’t regain mobility. There’s different...

BEN

That’s fine and...

ALEX

But they’re perky, just with broken legs.

BEN

I will also be using my mundane heal to splint up their legs as best I...

ALEX

Sure. Give me a heal check for that.

BEN

That is 23.

ALEX

Yeah, you do a really solid job. In fact, I'm going to allow you ... there's a moment where ... role play it. You get to rebreak one of them into a straight because it's quite badly done. You get to do the [cricking sound] and that will be better.

BEN

So just calm down, this is going to hurt but it will be better in the long run, okay.

BRYN

I'm reassuring him in French as well. Are we translating.

BEN

Un, trois, yeah? Douze. Trois.

ALEX

He passes out, again.

BEN

And then splits up.

ALEX

Sure.

BRYN

We should go and try and find Sasha.

MALE

Well, she went down ... well she would have headed north.

BRYN

May be the guards would have seen something if they've got patrols.

BEN

Okay. Let's ... let's ... we'll have to keep the street level I guess. But, you know she could be anywhere, but if we can find her, she might need help.

ALEX

So I'll give you a visual description and then jump back to Sasha. So, you're sort of in a back garden basically for this building and looking out you can see plumes of smoke going up. It's clear that like the building is going up and it's a central city building so, a) it's very expensive and b) lots of people don't want that to happen. You can hear screams and cries from the crowd. You don't know if they're actually being directly affected with, it's just, you know crowds being crowds. But clearly, a large crowd is going to make it hard for any kind of fire crews to make it in time to really save anything. Cutting back to Sasha...

LYDIA

Popped my head...

ALEX

You open the trap.

LYDIA

Oh yeah! Open the trap. Didn't pop my head up because I'm a wise...

ALEX

You're clever.

LYDIA

Ex-anti...

ALEX

You open the trap door and see a pair of polished heels and like a suit trousers and what looks like the back of a shop counter. Like you've come up behind, not poked your head, you're just sort of looking up and yeah, you see the heels of someone who looks comparatively well to do, unaware that the trap door behind them is open.

LYDIA

Like, hey mate, there's a fire...

MALE

Oh, oh...goodness me.

LYDIA

I'm sorry, there's a fire. You should probably get out because Edison's Manor is on fire. I just...

MALE

What?

LYDIA

I've just managed to climb through.

MALE

Oh goodness, are you okay?

LYDIA

I somehow sound Australian. I don't know why!

[Group laughter]

JAMES

You're coming from down under!

LYDIA

I'm like, oh God ... James! I take a wound from that!

[Group laughter]

ALEX

I'm pretty certain Bertie is going to be taking psychic damage very soon with some more of these puns!

LYDIA

Yeah, no, I'm fine but you should be proper careful because there's...there's ... can you see? It must be just down the street. Because I've only come through one basement.

MALE

Oh goodness me...so is there a fire in my basement?

LYDIA

No, no, no. There's one in your neighbour's house.

ALEX

Oh right. Oh, come with me. Come with me quickly. Oh goodness me. He sorts of bats the trap door down and he comes out round the front of the counter and he's ... you're clearly in a very, very up market ...what's it called? People who make suits?

MALES

Tailor.

ALEX

Tailor. Thank you. You're clearly in a very up market tailors. There's sorts of half made suits and a couple of very artfully done mannequins. And the guys

are being quite fey about it, like very, very, very delicate and fashionable. There's lots of ruffs and pick puffy cravats and things. And he's sort of running 'oh goodness me, oh goodness me' opens the door for you. Ushers you through. Closes it and about to run off ... runs back, plucks out from his sort of hankie, sleeve a key and locks his front door and then runs off with you to the crowd.

LYDIA

Yeah. So he can see. So are we like two doors down.

ALEX

Yeah, you're basically...

LYDIA

So I need to not sound like Sasha. It was actually my drunk voice. So yes, we're out of character, we're two doors down are we? Right okay.

ALEX

Yeah, you're basically a few doors down...

LYDIA

Cheers mate, look, I've got to go find my friends.

ALEX

Right, yes. Thank you.

LYDIA

More like take your stock somewhere safe.

ALEX

Yes.

LYDIA

You're welcome.

ALEX

Thank you. Thank you.

LYDIA

That's fine.

ALEX

I'm sure I've got a copper on me.

LYDIA

Thanks.

ALEX

He literally hands over like a few coppers.

LYDIA

Thanks for the copper mate!

ALEX

And then he just runs off back to his shop, faffs to get the key, open...

LYDIA

I'll enjoy my tennis with you mate!

ALEX

And you see him like through the shop window picking up random plucks of cloth, holding it, dropping it, changing what he's doing, and just faffing. Just faffing enormously and it's quite clear from where you're stood though that whilst the ... whilst the Edison house is ablaze, it's ... it's sort of marked ... there is an alleyway between his shop. And it's like the fire is not going to be jumping across.

LYDIA

He hasn't noticed that I must have gone through more than one cellar then?

ALEX

No, no. He's basically just heard 'there's a fire next door' and he's gone [screams] and...

LYDIA

I think I used an entire move. I think I'll roll my eyes!

[Group Laughter]

ALEX

Okay, so we cut back to you guys in the garden with the thing going aflame and Zolf has just done all of his healing. What happens?

BEN

Right. So. We're not going to find Sasha?

BRYN

Yes, we should find her.

BEN

She went north. I'll ... why don't you stay here with the injured. If I take that street and you take that street and we can come back here if one of us finds her.

BRYN

I'll see if I can find a sergeant and see if we can get some other people out there before the ...

BEN

That's a good idea.

BRYN

...before the roof falls in.

ALEX

Very well gentleman!

BEN

And we proceed in various directions.

ALEX

Obviously I'm assuming that you're going to be heading back to...

LYDIA

The front door.

ALEX

Yeah sure. Let's ... plucking out of a hat. Bertie happens to be heading to the front door with Hamid heading sort of due north. So heading more sort of via back gardens and so on. And then Zolf is sort of circling around. So Bertie is the first one to see Sasha working her way through...

LYDIA

Wait, wait! Does he see me?

ALEX

I might get a perception check because there's a big, panicked crowd.

[dice rolling]

JAMES

8 minus 1 is 7.

ALEX

You're so bad at this!

[Group laughter]

JAMES

You're a woman!

ALEX

Bertie doesn't see anything! But you are working your way through a crowd who are rushing in the opposite direction funnily enough.

LYDIA

I do have crowd buddy!

ALEX

Yeah, genuinely you would normally only be getting people to sort of make some of rolls...it's literally your thing. You're moving through and you're getting through to the front gate which is ajar. Funnily enough no one is trying to get to the house anymore. The front is still okay, and the left hand side is alright but the right hand side is like ablaze and because it was the side was nearest the street that was sort of on fire, like, the front half of it is aflame and

in order to get to her Bertie will have sort of been shielding himself with his shield against the fire to come back round to the front.

LYDIA

Right, so he's heading towards the fire.

ALEX

No, he...

LYDIA

I'm coming up behind him?

ALEX

So he's come round the fire, on the outside and has basically come to the front gate. You are on the crowd side of the front gate working your way to the front gate and he's just sort of stood there, looking going 'well, there's a lot of people!'. And taking a moment to go 'is that Sasha'. Looks like three minutes. No!

LYDIA

Perception check! No. That's a man! No that's a night elf!

[Group laughter]

JAMES

Three small children in an overcoat!

ALEX

So basically, he's on you. If you choose to approach him, it's fine. If you choose to disappear for ever, he will never know.

LYDIA

I'd just ... I'd stand right next to him and then I'm peering into the crowd trying to work out what he's looking at!

[Group laughter]

LYDIA

What?

ALEX

I'm going to get you guys to role play this by the way.

JAMES

Woman? Woman! Woman? Stealthy woman!

LYDIA

There isn't much for me to roleplay because I'm just standing there quietly. Like looking around and like what woman mate, what are you looking...

JAMES

I'm just bellowing over heads, stealthy woman! Oh there you are hello.

LYDIA

What woman are you looking for?

JAMES

You.

LYDIA

Oh.

JAMES

Probably. Yes. Yes. It is you! Well done!

LYDIA

Where's your mate?

JAMES

Oh he went the other way looking for you.

LYDIA

Right, okay. Anyway, you can contact him. May be in a magical one?

ALEX

You still have the walkie-talkie being active.

JAMES

Hamid. Hamid. Found her!

ALEX

Just fell out of the wizardness! The way that James simulates being magically connected with Hamid. He's putting his hand to his ear like he's a secret service agent.

[Group laughter]

JAMES

It's Bertie here! Bertie! All boys are fly! That's actually my character attempting to find his own ear! Gives himself a challenge! Yes. Okay, we'll move back where Zolf was then. Where the injured people are is that what we do next.

ALEX

Okay.

BRYN

I'm trying to find Sergeant Haringey. Sure.

ALEX

So we'll say that you basically run into Haringey, almost immediately. He was ... he had the sense to know there was an alternate exit.

BRYN

There are still people in there and they're in the wine cellar and the floor might be caving in soon. I think there are some people who...

ALEX

I know who there is to find. I've got it covered. I've got a few guys in there already. In the nicest way possible, stay out. You're more useful to me hearing people than anything else. Where's the rest of your group?

BRYN

They've gone looking for each other. We're going to meet back at the house.

ALEX

As you say that, basically everyone happens to be convening on that position.

JAMES

They're there! Hello.

BRYN

That's your ear.

JAMES

That is my ear!

ALEX

I'm going to call it at that. I think I'm out of time.

JAMES

I hope we get paid extra for that level of danger! I smile winningly.

ALEX

Okay, I'm going to call it at that. So...

BEN

Can we all just turn to the camera and shrug?

[Group laughter]

LYDIA

And they didn't even steal anything!

ALEX

I'm so sorry...

BEN

They're reformed.

ALEX

There will be chances. You did stab people.

LYDIA

Failed to stab everyone!

JAMES

You might not have noticed if you had!

LYDIA

I'm trying to stab a lot of people.

JAMES

People were unaware of you.

LYDIA

I'm jumping on people from a great height and still missed!

ALEX

Practice. Practice makes perfect. Well, I think we're going to have to wrap up this episode of the Naked Arsonist. Rusty Quill Gaming. But again. Thanks for listening. This was a fun one. I quite liked this one. And we'll see you all again next week. So, that's goodbye from me...

LYDIA

And all of us.

JAMES

Goodbye from us.

ALEX

Ah, right by all.

ALL

Bye.

JAMES

Very well!

[Show theme – outro]

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ALEX

I genuinely need to check.

LYDIA

The question is whether he can walk faster than the fire spreads!

JAMES

I can move at double the speed of fire I'll have you know!

MALE

We were helping the civilians!

LYDIA

Thanks for having my back. I'm glad I joined this gang so someone had my back. But no.

JAMES

But we were helping civilians!

BRYN

If you take her back very far away, it moves quite quickly, it's harder to watch it, particularly when I have -1. I have a theory with Bertie and the fact that he had all these perception checks, because he's got his helmet on the wrong way. I think he's actually playing nightmare with a cane!

[Group laughter]

JAMES

Wait. So can we stand at the back of a room and just go 'forward 1'. Turn left. There's an old woman in front of you!

MALE

Get on the left. The other left!

JAMES

Rusty Quill Gaming – The Naked Arsonist

She's offering you an apple...