

RQG 9 – Other London

Content Warnings

- Dead animals (rats)
- Comedic bullying & classism
- Threats of violence & extortion
- Physical violence
- Discussions of: food
- Mentions of: fire, bombs, drugs, blades
- SFX: loud vocalisations, dripping, continuous background chatter

[Show Theme - Intro]

ALEX

Hello again and welcome to episode 9 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me

JAMES

James Ross

BRYN

Bryn Monroe

BEN

Ben Meredith

LYDIA

Lydia Nicholas

ALEX

And who are you playing?

JAMES

I am Sir Bertrand 'Bertie' MacGuffingham.

BRYN

I'm playing Hamid the halfling sorcerer and man about town.

BEN

Zolf Smith a now clean dwarven cleric.

LYDIA

Sasha Racket, the err... don't know where I'm from, no one, no one, no one knows, I am just, no why am I even here. Nope. It's fine...

(Group laughter)

LYDIA

...stop looking at me.

BEN

Lyd's just having an existential crisis in the podcast.

(Group laughter)

LYDIA

Stop looking at me. No I'm a character, I'm a character there's a difference.

(Group laughter)

ALEX

OK. So quick recap the fire at Edison's, the simulacrum was either destroyed or stolen or something, you guys managed to save a bunch of people, chase down the people who had taken it, well I say chase down, they managed to get away but you tracked them down like the route that they took into the sewers and there was a brief period where Zolf was swimming in poo.

BEN

Yes.

ALEX

You guys managed to find both the head and arm, I've never spelt that out, the right arm of the simulacrum.

JAMES

Ah, ok

BRYN

As opposed to the wrong arm!

(Group make appreciative noise)

ALEX

See James that was brilliant.

JAMES

Well we returned the right arm to the long arm of the law and now the narrative continues.

BEN

So it can do no more h...arm!

(Group laughter)

ALEX

No more, no more, seriously stop trying to give me a hand.

LYDIA

He needs to *elbow* out!

ALEX

Right! So you guys managed to return the right hand of the simulacrum, no puns, right hand of the simulacrum to Sergeant Harringay who then paid you, you guys have gone to rest at Hamid's and accepted the further investigative work of tracking down the people that took it. Any plans either take them if they've made any more, destroy them and bring people back by hook or by crook. So.

JAMES

But first we're going shopping.

ALEX & LYDIA

Da da da da da da.

BRYN

Luckily we completed the shopping trip between episodes.

ALEX

Yeah shopping in Pathfinder takes a long.

JAMES

During the commercial break.

ALEX

Of a week! Basically the week where they bought things.

JAMES

We went off to Dubai, that's basically the only purpose of Dubai...

ALEX

Oh that's what we do we just go on holidays all the time. So they all did their shopping already and what we're going to do is we're going to say that basically we'll join the party after you guys had a good night's rest, there was the awkward moment of you all waking up in the same flat that you managed to navigate and you did your shopping. What I'll ask is what you guys bought but there's really no need to go through how we worked everything out. We

will do a metacast at some point discussing equipment and good uses for different classes and things but right now just if people can let me know what they bought so starting with you James.

JAMES

Cool. So my character he during one of the previous episodes one of the falcon pauldron eyes got knocked out so I've had that replaced with I believe the technical term is an ever burning torch? But it's been re-skinned.

ALEX

Sure yeah we're reskinning that as basically working it into the armour, I don't have a problem with that.

BRYN

Like basically a gem that performs the same function.

ALEX

Yeah technically you should be paying more because it's an item that you don't have to hold, frankly I don't care. I just don't care. I should but I don't.

JAMES

For extra fanciness it can be switched on and off because the falcon has got like a little eye patch and you lift it up and the light shines out and you close it and it's no longer shining.

ALEX

Sure the item that it is actually from the ever burning torch is normally meant to be a literal like fire on a stick as Ben's described it before, it's a flaming torch, the idea being that it only goes out if I think if it's wanted to but you can take it under water, you can take it into oxygenless environments and it will still burn but yeah it makes no difference to me whether you reskin.

LYDIA

How much does it cost?

JAMES

And an ever burning torch costs 110 gold which brings me down to 100 gold because I started off with the rich parents stretched ability. I have the ability to have rich parents that's not the way that opportunity works I'm afraid but carry on.

ALEX

And Bryn what did you buy?

BRYN

So I bought, I also had rich parents but I had a lot more money left from my rich parents than James' character, I spent 250 gold on five potions of cure light wounds and distributed them amongst the party.

ALEX

Sure and.

LYDIA

That's well nice Hamid, is there anything, I don't have anything to give you.

BEN

I didn't buy you anything.

BRYN

We're a team you don't need to.

LYDIA

Ok.

JAMES

Bottoms up hey.

LYDIA

No Bertie no.

JAMES

Huh? Oh.

ALEX

And Ben?

BEN

I bought a health position of myself so I now have two and a healer's kit for the mundane healings, so setting broken bones and making sure things don't get infected and just general useful things.

ALEX

Yep and last but not least?

LYDIA

I only had the 110 gold that came from that sort of distant payment and so I spent 100 of that on master work thieves tools for the picking of the lockings.

ALEX

Definitely we'll be doing a metacast guide at some point about how to basically, good ways to play rogues, your first thing you should buy should really always be expert thieves tools if you can get them.

LYDIA

And the remaining 10 I spent on two daggers because I had thrown daggers into the fire in the previous fight.

ALEX

And they're under a house currently.

LYDIA

Yep they are currently so I now have six daggers which I think is a nice, a nice amount.

ALEX

It's a nice round number.

LYDIA

It's a nice round number.

ALEX

Even numbers are your friends when you're a two handed, duelling fighter.

LYDIA

Yup so I've got two of them are winched into my lovely the spring loaded wrist sheaths that I already had, which are lovely, lovingly hidden in my...

ALEX

Oh they are going to get better when you put wands in them. You can put a wand.

LYDIA

Wands.

JAMES

Spring loaded wand sheaths.

ALEX

Yeah you can fireballs from your sleeves.

LYDIA

Ahh... I don't like it.

(Group laughter)

ALEX

Ok so we will pick up where you have just finished your shopping trip. **(Alex sings)** Fa la! You guys are stocked up, shopped up and you're currently stood let's say the square outside Edison's again it's a nice known place that's fairly central. Erm... go!

LYDIA

I don't remember where the man hole cover is, I don't think, does anyone because I think.

BRYN

I do yes I wrote it down.

BEN

Well done Hamid.

JAMES

Good man Hamid.

BRYN

You said you had contacts in Other London who might be able to help us?

LYDIA

No, like what I said was that I know my way around.

BEN

That's fine look we'll be in and out as quick as possible. First sign of trouble we'll make sure to well.

JAMES

Hit it, hit it really hard with this, draws my sword, and then I'm going to unsheathe the eye patch (**imitating very loud alarm sound over next few lines**).

LYDIA

So... so...

BEN

Bertie.

LYDIA

Bertie.

BEN

Bertie.

LYDIA

Bertie.

JAMES

What? I'm practicing.

BEN

That's nice, that's good. That's good, let's save it for the, do it on the night.

LYDIA

Right.

JAMES

Spoil my fun.

LYDIA

You're going like you're going to be so obvious down there, it's going to be, it's going to be, I mean you're obvious up here but like that is.

BEN

Think about if you're standing next to him who are they going to go for?

LYDIA

Well that's always the plan right?

BEN

There you go.

JAMES

Me, I'm brilliant.

BEN

There you go, exactly.

JAMES

They'll come straight to me and I will shake them heartily by the hand and say;
“I...

LYDIA

What I'm saying is...

JAMES

...I am Sir Bertrand 'Bertie' McGuffingham...

LYDIA

...Is that if...

JAMES

...you can call me Sir Bertrand.” And they will love me.

BEN

That will go down a storm I imagine.

LYDIA

If there was a way to maybe make us look a bit less neat or like Hamid you look pretty glamorous in that suit, that's going to stick out. Just while we're down there.

BRYN

You want me to look not my best?

LYDIA

Think of it like being your best for Other London.

BEN

Can you use that hanky thing to make yourself look messy?

(Alex laughs)

BRYN

I suppose, maybe, I mean I don't know. I mean how would that even work?

JAMES

I'm not sure I understand.

LYDIA

Right so like if we want to be able to ask anyone questions instead of them just ripping off all your fancy suits you're going to need to at least look normal.

BEN

It depends on the question you ask.

BRYN

I do look normal this is how I always look.

LYDIA

You don't look normal.

BEN

We need to blend in.

LYDIA

Yeah think of it like being fashion.

BRYN

Like a disguise.

LYDIA

Yes.

BEN

Disguise yourself.

BRYN

Oh ok.

BEN

You are playing a role, pretending to be another person.

JAMES

Like fancy dress but fancy dress as poor people.

BRYN

Yes well done Bertie as always you've cut straight to the heart of the matter.

(Group laughter)

BEN

(Imitating James as Bertie) Hello I've come as a poor person.

ALEX

Look how poor I am goodness me, look I don't have pockets, oooh!

BRYN

I cast presti, prestidi, urgh, I can't say that word!

ALEX

(Whispers) I believe in you!

BRYN

I cast; prestidigitation

BEN

Wahay.

BRYN

I mask my hair, I create the appearance of holes worn through and patches in my suit and I apply dirt as liberally as I am capable of doing without hating myself.

BEN

A single tear rolls down your cheek.

LYDIA

That's good, that particularly, that is good, that will make you.

JAMES

I have seen people crying that is very good.

ALEX

I'm going to be honest Sasha I mean looking at Hamid when he has put on as much dirt as he can handle what he has done is a really artful kind of smudge just on the one cheek to make him look kind of pained and artistic as opposed to you know rolled in dirt or anything.

LYDIA

It will only last five minutes until he gets filthy anyway.

BEN

Yeah.

LYDIA

Right I mean you don't think that me and Zolf need any scuffing up?

JAMES

No I think whatever costuming you've done you've been really very effective well done.

BEN

I do try my best.

LYDIA

Thank you very much Bertie.

JAMES

You in particular young lady yes.

LYDIA

It's a new leather jacket.

JAMES

Well and well very nice, very sharp it looks too.

ALEX

So Hamid if you want to work your magic on Bertie here?

JAMES

I don't think that's necessary.

BRYN

I don't know how I would really.

BEN

Can that thing, I can see you've put holes in, can you put dents? Fake ones!

ALEX

From a game mastering point of view you can do minor changes like that but you couldn't do a disguise from it.

BRYN

I can try doing this, I use prestidigitation to make it look like his armour is rusty.

ALEX

Yeah you can do that.

BEN

So it's still falcons everywhere.

JAMES

But all the falcons look sad now. Right.

ALEX

I'm letting you stretch prestidigitation about as far as it can go.

LYDIA

I've got a disguise kit.

ALEX

Oh yeah like if you try to help him out you can make a big difference.

LYDIA

Yeah, I'm pretty sure...

ALEX

Prestidigitation like I said it's non-mechanical so it's...

LYDIA

...I'm gonna, I'll be like; right so Hamid much as I appreciate your efforts I'm just going to step in here a little bit and so I just pick up some dirt and apply liberally and in the disguise kit it has the lovely sort of oil based paints that look like...

ALEX

Oh yeah, yeah.

LYDIA

...they would stay you know so I can apply it predictably.

ALEX

Ok give me a disguise check for Hamid and a disguise check for Bertie.

LYDIA

(Rolls dice) Oh good lord ok so.

ALEX

This will be Hamid first because I said his name first.

LYDIA

Hamid four plus three.

BEN

Do you get a, does disguise give you a bonus or?

LYDIA

I can't remember.

ALEX

As far as I'm aware the disguise kit...

BEN

Or is it just allow it?

BRYN

I think it's about not getting a penalty.

ALEX

I think it just negates like a -3.

LYDIA

So seven.

ALEX

So seven is for, he basically looks the same, maybe a little bit more dirt on him.

LYDIA

But he's... (laughs) but resentful, I don't see him from the resentment.

ALEX

The resent will help, that goes well in Other London.

LYDIA

Right (**rolls dice**) and so for Bertie, twelve plus three so fifteen.

ALEX

Fifteen, hmm how... I'm now as a game master, how would you go about disguising armour?

LYDIA

Er, right, so obviously...

JAMES

Hello! I am a tank in man form. A gleaming tank made of gold.

LYDIA

Obviously I can't really...

JAMES

Make me look poor.

LYDIA

...I can't disguise much of it but so there's, I make his shirt or anything that is hanging out at all like any rough.

ALEX

In fairness you could probably find something like a cloak covering or something, you can make the armour more tarnished or...

LYDIA

So I'm going to put a cloak round him, I'm also going to really scuff up the handle of his sword like so that looks all yeah there's grub all over his face.

ALEX

Ok.

LYDIA

And so it just looks, so he just looks like he has been through a lot of sweaty fights but has not really cleaned.

BEN

You're looking much more like I think a mercenary should actually.

LYDIA

Yeah.

JAMES

(Grumbles under his breath) Hmm.

BRYN

I don't like it.

JAMES

Should I note down any like mechanical effects?

ALEX

Not really it's going to come down to people whether they recognise you or not.

JAMES

So I'm quite well disguised.

ALEX

So you're in the middle of the square and everyone has watched Sasha cover you with dirt and all kinds of muck.

LYDIA

Thinking about it that wasn't the best move.

JAMES

We're rehearsing a play, everyone relax.

BRYN

We probably should have done that before we left the house.

LYDIA

Or down the sewer.

BEN

It's alright if we don't think it's taken I'll just kick you guys in that drain and get to find out what it's like.

ALEX

So what do you guys do then?

BRYN

Time to head down I guess.

BEN

Yep definitely is.

LYDIA

I guess. I mean if we want to spend more time on the disguises.

BRYN

No let's go.

BEN

No let's go.

ALEX

So presumably Hamid leads the way for you knowing where the man hole was. Cool yeah you guys head there, you get to the man hole cover, it looks like it

has been replaced, it is not a tall order for Bertie to remove it once he is you know at the right level and blah, blah, blah so you guys head back down.

BEN

I'll put it back.

ALEX

Which one do you go down I should clarify, do you go down the one that was Wilikins and Brothers in his shop or by the external one?

BEN

The external one is what I would do.

BRYN

The one right over the stair case where we came out.

ALEX

I assumed as much. So you head down that and you start clomping down the staircase presumably.

ALEX

Clang, bang, clang, bang, clang, bang, clang, bang. Eventually you make it down to the level that Sasha poked her head out and saw was a bazar.

BRYN

Should we start asking now or should we go further down?

LYDIA

Maybe one floor down we'd come out at floor level of the market rather than above all the awnings.

BRYN

That's definitely a good idea.

ALEX

Ok.

BEN

And taking like we'll take our lead from you, you're the one who's experienced.

LYDIA

Right So, the thing to remember down here is the, no one will tell you nothing, no one will trust you and no one will have seen anything and...

JAMES

Guh that sounds hard. Urgh.

LYDIA

So...

BEN

I don't know it's pretty much along the lines of Bertie's perception checks.

(Group laughter)

LYDIA

So we'll have to find some way to convince people or like get them to trust us which.

BRYN

We could bribe them.

LYDIA

Well I don't, I don't have cash but we'll see.

BRYN

I've got a little bit I didn't bring very much I thought that wouldn't be a great idea.

LYDIA

There's many ways to lever a person down here and we've got skills in them all.

BEN

I mean I've got a big pointed stick.

LYDIA

Yeah I've got small pointed sticks.

JAMES

I have charm and this face. Smiles winningly at, almost too winningly, excessively winningly at all of the other members of the party.

LYDIA

We I suppose leave you smiling and go down one more floor.

ALEX

Sure yeah you head down one more floor and you come across a door which is not intended to be opened from the other side so basically there's bolts and stuff you could pull it apart, you'd have to unlock it because it still would require a lock but.

BEN

We can use your master locksmith.

LYDIA

(Delighted) I can try out my new lock things. **(rolls dice)** Fourteen plus three.

ALEX

Yeah you're good.

BEN

Many bonuses.

LYDIA

Beat that lock. Boo to you lock.

ALEX

You don't need to, you don't need to hit it, you can use your little pick.

LYDIA

Oh why didn't I think of that?

ALEX

Yeah so.

BEN

I've got a master in lock smithing, it's just a hammer, it's just a hammer, well it works.

ALEX

So you open that lower door and you, it opens outwards and you open it a little bit and encounter a bit of resistance like you've pushed up against something and there is the sound of voices very close to it.

LYDIA

Can anyone see through?

ALEX

If you poke your head through.

LYDIA

Yeah I look through.

ALEX

Sure you're basically the back wall of someone's stall like it's a door that's just it has always been locked so why would anyone bother so they've set up a stall

just plonked right in front of it so you're opening up into what looks like a, let's call it, it's a shop that's selling butchered rat.

BEN

Nice.

LYDIA

Ok is the shop keeper there?

ALEX

The guy is there on the other side he's going 'this is prime rat, this is prime rat, obviously it's prime rat, look at it, this is bigger than your arm, maybe not your arm, bigger than my arm'. The guy is not particularly tall and no one has noticed you yet.

LYDIA

I try and sneak out the side of the stall so I get out the back, I begin to realise as I'm doing this that this won't work for the whole party.

ALEX

Do you know what I'm not even going to get you to do a check for this one because it's home turf and no one's looking out for you so yeah.

LYDIA

I slide out and then 'only come through when I've made it ready'.

ALEX

I tell you what we'll say there is a rack of shelves which the door was pushing up and just pushed forward a little bit so you're behind a rack of shelves with rats sort of hanging from them.

LYDIA

'Come out when the coast is clear ok? Zolf you tell him when to come out'.

(Group laughter)

BEN

Alright will do.

LYDIA

Ok so I sneak out and I try and get round the front to the front stall where the rats are...

ALEX

No problem.

LYDIA

HELLO.

(Group laughter)

BEN

Powerful opening.

[All talking and laughing]

LYDIA

I've got minus one charisma guys! You guys are my friends this is as, that is as good as it gets.

BRYN

While she's talking to the shopkeeper I'm going to attempt to sneak out without attracting attention.

ALEX

Sure we'll do the sneaks and then we can all play the conversation depending on how successful people are.

LYDIA

'Hello what is it that you're selling?'

BRYN

(Rolls dice) I rolled an eighteen so once again twenty four on my stealth check.

ALEX

Hamid's out and quick and easy.

ALEX

(as the shopkeeper) 'Well this is, this is prime rat cut'.

LYDIA

‘What makes it prime rat?’

ALEX

(as the shopkeeper) ‘Sorry bear with me lovely, if you’re not going to buy something go away!’ The other person goes away. ‘Right so well this is prime rat I mean look at this, this one this is hand reared I reared this myself’.

LYDIA

‘Where do you do the rearing?’

ALEX

‘Where do you do the rearing, well obviously it is all reared locally, we locally source all of our organic rats’.

LYDIA

‘Right what do they eat the rats?’

ALEX

I advise another sneak roll by the way. Basically when you guys decide to roll is when I’ll assume you’ll start exiting out.

BEN

I’ll kind of sidle out and just see if.

ALEX

Give me a sneak roll because you’re clanking and stealthing.

BEN

I'm not really trying to sneak I'm just sidling like just being unobtrusive but not like a ooh.

LYDIA

I can see you so I begin to talk loudly. So 'I don't believe that you could rear rats this good in this kind of place'.

ALEX

(as the shopkeeper) 'How dare you! Obviously the way that you rear a good rat is you feed it a good diet i.e. rat, right these are rat bred, rat fed rats'.

LYDIA

'Right but that doesn't make any sense'.

ALEX

'Of course it does it seals in the flavour love'.

LYDIA

'It seals in what flavour, the flavour of'

ALEX

'Rat'.

LYDIA

'You're a liar'.

BEN

I think we're rolling now.

JAMES

You were rolling first.

BEN

I'm not sneaking I'm just sidling out but when I saw that he was arguing I was just like...

JAMES

Oh right.

ALEX

She deliberately started an argument but you're going to have to, you're wearing full plate armour and you're not exactly subtle without it.

JAMES

Yeah ok so what count am I on here.

ALEX

I'm waiting for you to come out singing your own theme tune. "Da, da, da, da, da, da, bah, bah, bah, sneak, sneak, sneak."

JAMES

It's like a sitcom. "Hey everyone!"

(Group laughter)

JAMES

OK..?

ALEX

Sneak, that's down by the S's on the stealth checks.

JAMES

Oh yeah sorry -8.

(Group laughter)

ALEX

Do your roll, take your medicine.

JAMES

(rolls dice) Seven, -1 is my sneak roll.

ALEX

Excellent.

LYDIA

'No you can't feed rat like that'.

ALEX

(as the shopkeeper) 'Well obviously you can'...

LYDIA

'That's stupid'.

ALEX

... Crash!

The door sort of, you try and sneak through like you've been really careful, really adorably careful however as you sidle out the shelves lean more and more as more of your breast plate sneaks out.

BEN

Can I make a reflex save to stop it since I'm there?

ALEX

Um yeah you know what I'll allow it, I'll allow that, go on.

BEN

(Rolls dice) Ooh no, six.

ALEX

You can try.

BEN

I will try.

ALEX

So what happens is basically you knock the shelves off, Zolf steps out to grab them, it falls on Zolf covering him in this guy's rats. **(as shopkeeper)** 'What are you doing in my stall, what are you doing in my, you' just turns to look at Sasha.

LYDIA

Actually I've already turned and gone round the corner.

ALEX

Nice he turns to look at Sasha she's not there, 'I'll have you', he reaches down and starts trying to dual-wield rats.

JAMES

At this point pomp and pageantry with intimidate.

ALEX

Roll it first.

JAMES

Ok. **(rolls dice)** Nine intimidate plus one is ten oh and the charisma is the thing I'm rolling on with that...or is it?

BRYN

But it should already be included in your intimidate score. Yeah so the reason you have one for intimidate is because your charisma.

JAMES

Oh right, cool, so I have eleven.

ALEX

Eleven. Role play it and you'll see whether it worked.

JAMES

Right so what was the last thing that you said?

ALEX

'I'll have you' and you sort of picked up these two rats.

JAMES

'Now young man are you absolutely'.

ALEX

'Young man I'm twice your age mate'.

JAMES

'Very young man are you absolutely sure, you absolutely sure?'

ALEX

'I've had bigger than you'.

JAMES

'Really if you cast your tiny mind back have you, in all your long, depressing tedious, tiny, irrelevant, common, poor people years have you ever had anyone as big as me, anyone as big as my thigh I'm willing to bet I could kill you

by breathing on you a little bit harder than I already am’. Leans right in. ‘Any closer, any closer, if I breathed any harder I’d mess your eardrums right up’.

LYDIA

Are you sure this isn’t seduction?

(Group laughter)

JAMES

This could be a seduction if you want it to go that badly.

ALEX

(as shopkeeper) ‘What do you want right I’ve got no money I’ve got rats’.

BEN

During this little altercation I’m clambering out from underneath the shelves ‘it was just a mistake, I just tripped’.

JAMES

‘Don’t mind us just passing through nothing to see here’. Bertie just strolls out.

ALEX

It seems to have worked the guy is glowering after you but he doesn’t seem to have tried to beat you up with a rat or anything.

LYDIA

I’ve left because I have, oh gosh no I didn’t have any coins left.

ALEX

You're right back into standard Sasha.

LYDIA

Yeah standard Sasha I have maybe I've taken, I could take a coin from.

BRYN

Whilst all this has been going on I've been starting to scout the other stalls, are they all food stalls here?

ALEX

Yeah it is all wholesale food, rats and there's cabbage, a lot of the greens look kind of pale and you know what Sasha would know this, if you want to tell him this feel free I'll just update you though.

LYDIA

Well there's strange sort of eels not fish hanging down, things obviously grow in sort of shallow pipes in.

BRYN

Where will we go to find our chemical supplies, that's what we need to look for.

LYDIA

Far away from here, maybe another level down. North London is good for our chemicals.

BRYN

Well let's head in that direction, it's a long walk the quicker we start, the quicker we'll get there.

LYDIA

Yeah I mean a lot of the thing is that people do this stuff under the table you're not going to get like because they don't want to attract the Police.

BEN

Well you must know some people right? Woah what happened to my accent? You must know some people right?

LYDIA

I know some of the places people would go.

BRYN

Well let's just head there, then.

LYDIA

Yeah so like let's go to the North end, there might be some of the shopkeepers that can tell us things. My contacts aren't people that you want to talk to not it's not just for me I'm saying that.

BEN

That's fine.

JAMES

I don't mind talking to people, I love talking to people. People are lovely.

ALEX

I'm going to say that you guys are starting to walk as the conversation carries on basically. So you know what everyone give me a perception check.

(Lots of dice rolls)

BEN

Oh not terrible.

JAMES

I might even have the highest roll, I have seventeen minus one which is sixteen which for Bertie is...

ALEX

Well everything is bright, new and shiny down here by which I mean mucky, smelly and horrible but it's still new.

BEN

Eighteen.

BRYN

Ten.

LYDIA

Twenty three.

ALEX

Shocker, in fairness it makes sense that Sasha would be walking through a bazar and knowing what she is seeing. Yeah so you start walking through it becomes readily apparent that most of the stuff is grown down here, the stalls that you do see that are selling stuff that you would recognise, sorry the Upper London gang would recognise as you know proper produce is like clearly the best stalls, they are probably paying people to bring it down here and stuff like that. You keep going through the market stalls and eventually you work your way through the crowds.

LYDIA

Guys, guys you've got to try some salted eel.

BRYN

I'm absolutely fine I just think we should get on with what we came here to do.

LYDIA

You sure, Zolf you never tried salted, do they serve it.

BEN

I have tried salted eel actually, I've tried it from all over the world.

LYDIA

Well do you want to try some special Other London?

BEN

We do have a job to do but tell you what afterwards we'll do a tour.

LYDIA

We're going to be walking quite a long way.

BEN

I had a big breakfast.

ALEX

You get to a basically a doorway that is leading through to what looks like another bazar and there is a couple of well muscled guys who are holding what look like clubs effectively just a length of pipe and a length of wood just standing there, you Sasha recognise this as a standard toll you ain't going to be going from one room to another without paying at least a few copper.

LYDIA

'Guys what we probably want to do as soon as possible not even with the guards is change one of your golds to something that people notice down here, a silver, a copper, like no one uses gold down here'.

BRYN

'I've got some silvers and coppers'.

LYDIA

'You've got silvers and coppers alright so as we go through they are going to ask you for a couple of coppers'.

BRYN

‘Oh that’s fine’.

ALEX

Yeah basically the two guards are just you know arms crossed, shoulder to shoulder.

BRYN

‘I’ll give them a silver for the four of us’.

ALEX

They raise their eyebrows, give a bit of nod and just step aside, let you through.

LYDIA

‘Next time don’t do that, don’t pay, don’t be generous, generous gets talked about’.

BRYN

‘Oh, ok’.

ALEX

Cool you guys carry on heading through and you seem to be heading through something that is closer to what you’d recognise as a more normal market, like not specialised so it’s you know clothing, food, basic items. You’re noticing that most of the stuff like the real high end shops here look like charity shops. You’re in it almost feels like those Victorian stations that you’ll get in England

sometimes with like metal trellis work and stuff. So it seems like this is a larger area rather than the sort of sewage-y bits that you were going through.

There's remnants of buildings along the edges of it and it looks like you're walking through a large square but there are like the crumbled down remains of what looks like an old bank on the left hand side, some kind of tailor.

LYDIA

How high are the ceilings?

ALEX

The ceiling is you know maybe 50ft up something like that, it's a decent height. It's clearly load bearing though like it's big iron girders and things. The shops that are at the edges, some of them look like they are still in use and those are clearly the upmarket ones, by upmarket I mean Bertie could buy something that would feel like he'd bought it third hand on top and they are like you know they are clearly the upmarket, they have their own lighting for instance stuff like that. Heading through you see a few kids are playing some kind of bat and ball game. Most of them are bare foot. The floors in fairness don't seem to be terribly covered in like glass and stuff but it's most likely because of the amount of traffic, it's really crowded and there is this kind of mulchy underfoot which is probably half like paper rubbish and just maybe this kind of like urban mulch. As you head through though Sasha you notice a few kids start swarming around Bertie, just because he's a guy in armour, you don't see it often. They are kind of pawing at him a bit. Give me one more perception roll then.

LYDIA

(rolls dice) Oh five plus six so eleven.

ALEX

Eleven yeah one of them is reaching up and just trying to reach his pocket.

LYDIA

‘Bertie just pay some attention to’.

JAMES

I pick up the child.

ALEX

Give me a reflex save, it’s a small kid and they’re fast.

JAMES

Reflex add one that’s five.

ALEX

The kid quickly plucks let’s say one of your money belts, it would be stupid to keep everything in one but nonetheless he sort of plucks a money pouch, sees Sasha looking, it’s a young boy.

LYDIA

I dive after him.

ALEX

Give us a reflex save.

LYDIA

(rolls dice) What have I got?

JAMES

Fifteen.

LYDIA

Fifteen plus five.

ALEX

Ok the kid makes it away, but only just like you're sort of scraping the back of the thing and he starts darting off, running through the crowds towards a sort of more open area on the left hand side. Looks like he's making his way, in fairness it looks like he's making his way to North but he's making his way through a door at that time and reaching into the pouch as he runs. He doesn't look older than about ten. On that before you decide what you're going to do, I'm going to take a brief break and we'll get back to this in a couple of minutes.

[Break]

ALEX

And welcome back so Sasha has just, just by like centimetres missed grabbing the orphan kid who's tanking it off towards a door basically whilst running off with Bertie's coin purse.

JAMES

I think I have been explicitly warned not to flash the cash around and I'm dim, that dim, so I think 'ah goodness what a young scallywag, that's 20, 20, right agh right down the drain'.

LYDIA

The little kid has already looked in the pouch hasn't he so.

ALEX

Yeah the kid was running, looked in it quickly, closed it and accelerated very quickly when he saw what was in it.

LYDIA

I think it's more sensible to stick with the team because they are obviously hapless.

BEN

I resent that.

LYDIA

Some of the team are obviously hapless.

ALEX

Bertie is still surrounded by kids by the way.

LYDIA

So I run back and I'm just like 'get off him, get off him, get off Bertie you can't no just like push them away'.

ALEX

They basically give you rude signs and stick their tongues out.

LYDIA

Yeah I know, I know I can read their signs. Oh the London sign language gang.

ALEX

Yeah you do but yeah they back off, they, all of these are clearly marks, they are not so much with you.

LYDIA

'Guys you've got to be careful, like once he tells everyone how much was in there like that's more than a lot of these shops are worth. They'll be after you like'.

BEN

'Then let's keep moving'.

JAMES

Sorry, just out of character, would there be a way for me because I'd like to conceal money now that I've had something stolen I think even Bertie will even realise that maybe.

ALEX

Sure it would be as simple as literally taking it off your belt and hanging it like inside your cuirass, there's a bit of space there, stuff like that.

JAMES

Yeah I do that.

ALEX

Yeah that's fine.

LYDIA

Everyone hide everything of value.

ALEX

Ok.

LYDIA

So we keep going North I guess.

ALEX

Ok yeah you keep going North, you're still heading in the same general direction as the kid who happened to run in the same way. Obviously eventually you reach the edge of the bazar into the empty space that the kids were playing ball and they turn and look at these guys because honestly they are interesting. Nothing, they are not running over or anything it is mostly just hmmm look at that hmmm. You make it to another door with a couple guys there who are asking for a bit of cash.

LYDIA

Are they still asking only for some coppers?

ALEX

These guys are only asking for some coppers, the kid slipped past them and it didn't look like the kid like paid them or anything.

LYDIA

Right.

BRYN

I will hand them a few coppers.

LYDIA

Yep.

BEN

The appropriate amount of money changes hands.

ALEX

Sure that's fine, they don't raise an eyebrow and let you through.

LYDIA

Have I recognised anyone so far?

ALEX

You've not recognised any personal friends or anything like that.

LYDIA

Right.

ALEX

You have recognised a couple of the kids you've seen before and certainly some of the stalls they've been a long time. Whether the kids have recognised you.

LYDIA

Yeah standing with such obvious people.

ALEX

That would be sense motive, that would be sense motive if you want to know you can.

LYDIA

Can a sense motive work and sort of see if anyone has?

ALEX

Sense motive is, it's quite a broad one, it tends to come down to a GM discretion. What I tend to say is the broader the scope of the sense motive the less detail you're going to get, if you're in like an intense interrogation and use sense motive that's going to be a very different result because you're reading like micro facial stuff but if it's a big group of kids you'll know animosity, do they recognise you, big broad strokes.

LYDIA

Ok so I'm going to do sense motive on the kids that are staring at us.

ALEX

Sure.

LYDIA

(rolls dice) Ooh one.

ALEX

One?

LYDIA

Yeah one, I scream my motive.

ALEX

You start trying to get a bead on them and then you see someone moving sort of amongst that group and you get completely distracted and for a brief moment you're convinced that someone's about to try and mug them and then it's like oh no, oh, ah and then the moment has passed and the kids are playing again so.

LYDIA

Right ok well we keep heading I guess.

ALEX

Sure.

LYDIA

I think I'm going in that rough direction.

ALEX

You start heading, you head in between sort of buildings and now you're heading down we'll call them 'streets' in inverted commas. Have you ever seen like photos of bombed out buildings and things like that, like post disaster stuff, it's very much a case of people just set up shop in what was left of the buildings and make do so there's lots of sort of, there's corrugated iron across what used to be a hole that was caused by a flood and things like that. Lots of housing, it's very, very dense. It's not quite a slum but it's dark, all of the lighting is coming from inside out of the buildings, there's no ambient outdoor light, no one is doing street lamps or anything it's very much you sort your own light out and there is so many people doing so that there's enough to go by so for Zolf no problem, for Hamid you don't have no light so.

BRYN

I don't get vision, no?

ALEX

You and Bertie it's quite dim.

LYDIA

I keep advising you to keep your...

BRYN

Yeah.

LYDIA

...falcon's eye covered.

ALEX

Yeah that's a bright light. So heading through there's a few kids and stuff like that, you seem to be heading through a sort of residential district. You're starting to draw near territories that you would have encountered though Sasha like the far edges of your old one.

LYDIA

I put on a disguise.

ALEX

Sure, describe the disguise for me.

BEN

And where do you put it on?

LYDIA

Oh yeah so good point, I duck behind, I say 'guys just wait'. I assume since this is bombed out buildings that whilst large spaces will have been taken over to be dwellings there might be the odd kind of little architectural quirk where I can just dive behind quite subtly.

ALEX

There is, there is, there's like, there's still a couple of, I mean most of the rubble has been reappropriated but you duck behind what looks like it was part of a wall or something that's too stone and mortar to cover you.

LYDIA

So I have dark hair which is irritating so I need to change colour, maybe I put some red through it so it looks kind of like...

ALEX

I'm happy to say that you picked up a couple of dirt cheap, like a couple of copper wigs when you went shopping.

LYDIA

(Laughter) Something in there that helps me kind of like so I put a hat on and there's just a little fringe of because I only had very short hair to start with, a thing of like red hair is peeking out from.

ALEX

Sure I get you.

LYDIA

So that it at least looks like I've got that colour hair and just a little bit of contouring to make my face look slightly different. I don't really know how contouring works so I'm going to.

JAMES

You can add shadowing so that it makes your cheekbones more prominent and it.

LYDIA

So I just look different.

ALEX

Sure.

LYDIA

Obviously it's just a basic disguise kit so.

ALEX

It's a quick fix.

LYDIA

Someone that knows me really well in a chance encounter will still get it but.

BEN

Well we'll find out.

ALEX

Give me the roll.

LYDIA

(rolls dice) Nine plus oh I suppose disguise so it's three, so twelve.

ALEX

Twelve? It's solid. It's enough to deter a casual glance but not much more. Presumably you re-join the group and carry on?

LYDIA

Yep.

BEN

I was going to say while Lyd's doing this I turn to you two and go 'so gents how are you enjoying Other London?'

BRYN

Well let's stick with, with the er, getting on with things a bit quicker

BEN

Fair enough not comfortable?

JAMES

Don't like it.

(Group laughter)

BEN

Excellent opinions from you both.

ALEX

Oh Hamid's not liking this. Hamid is not liking this ok so you re-join them and presumably carry on? You make your way through the residential district and you start making your way in towards a significantly seedier district and can all of you give me perception checks.

(several dice rolls)

JAMES

Five.

BRYN

Twenty four

BEN

Twenty three.

LYDIA

Twenty one.

ALEX

Ok.

(Group laughter)

ALEX

Yeah but you've got a big sword.

JAMES

That's true.

ALEX

So yeah you head in and all three of the people who have sight see that there's a lot of barely concealed underhanded stuff going on as in it's very much like there is a shop that sells tomatoes and it has like a bucket of nominally tomatoes.

BEN

Brackets; drugs!

ALEX

Except he keeps reaching in, lifting a tomato and handing something to someone and it's not a tomato and replacing the tomato he picked up.

BEN

It's an orange.

ALEX

It's nominally a market and honestly for the two of you who aren't from Other London why would they bother you know it's so blatant but it's very clear that Sasha has brought you to the right place. Hamid you notice off right at the edge of the market the boy that nicked Bertie's pouch is talking to someone in the shadows of sort of an alleyway between two remnants of a building.

BRYN

I cast message targeting Sasha so I can whisper to her without even stepping next to her.

ALEX

Ah clever see.

LYDIA

Oh he's a smart one.

BRYN

And point it out.

ALEX

Describe casting message bearing in mind it has a vocal and somatic, I'll allow it to be subtle, in fact I think you can do a concentration check to make it unobservable.

BRYN

Basically it's going to look like I'm muttering and sort of scratching at my face a bit and like adjusting.

ALEX

Ok can you do me a favour and give me a concentration check just because like you are trying to disguise it so normally to spell it out for listeners when you're casting a spell it's big, it's flashy blah, blah, blah. You can take effort to minimise that with a concentration check but it's not, it's not making it silent or unnoticeable it's just passing it off.

BRYN

(rolls dice) I rolled a twelve.

ALEX

Ok.

BRYN

On the concentration check.

ALEX

That will be enough it's, you're in a busy place and no one is really.

BRYN

Yeah so I'll point that out to Sasha.

ALEX

Do it in character you may as well, it's a message.

BRYN

(whispers) 'Sasha over at our 2 o'clock I think that's the boy who stole Bertie's pouch'.

LYDIA

Gah, you're right. Do I get to message back?

ALEX

Yeah, yeah it's like a whispered conversation...

BEN

Unrelated because we're getting to a seedy area I'll get the trident out ready, just have a readied weapon basically.

ALEX

A lot of people turn and look at the most unusual weapon that has been here in a while.

JAMES

I have no idea what's going on, I think I'm in a greengrocers.

BEN

(laughs) I'll have three bananas.

JAMES

Oh yes we have no bananas, we have no bananas.

LYDIA

I sneak over to where the little boy is talking to the other guy to get a better look at who he is talking to.

BEN

Do you just wander away from us?

LYDIA

I'll say, I'll tell him via message 'keep them quiet and maybe try some, there's a salted eel stall there which is genuinely a salted eel stall. It's not even drugs so maybe try it. It's very good'.

ALEX

So, so basically it's Hamid you look after the kids, I'm going to go and have a look and then I'll come back.

LYDIA

'They're really delicious' I say as I walk away.

BRYN

Yeah I'll just sort of go 'ooh guys do you think maybe we should just pause here for a second?'

LYDIA

'Don't pay more than two coppers'.

BRYN

'And think you know what we're going to do next'.

ALEX

And I'm going to cut across to Sasha while she sneaks. Give me the sneak check.

LYDIA

(rolls dice) Nine plus seven, sixteen.

ALEX

(rolls dice) Ok you are sneaking up. The kid doesn't seem to notice you, you manage to get close enough I say you're, it's a narrow alley between the two building there's sort of a column...e?

JAMES

Colonnade.

ALEX

Column.

JAMES

There's a series of columns.

ALEX

Yeah colonnade sure you basically are hiding behind a column on a colonnade and you're able to.

LYDIA

Using my listening skills.

ALEX

Yeah I'm not even going to give you a perception, you managed to sneak close enough to just pick it up straight away. Right looking around the column they can't see you, you can see the kids lips but not.

LYDIA

Yay.

ALEX

But not the person they are talking to and the kid is just going, I don't even need to do the voice 'yeah 20 gold, no 18 gold, 18 gold, no it's the big guy in the middle yeah I reckon you can have him'.

LYDIA

I'm within 110ft of you aren't I?

ALEX

Definitely, definitely.

LYDIA

So I can say like 'there's a guy here planning to attack for more of Bertie's gold. Get ready, I'm going to try and take him out before it comes to it but I can't guarantee'.

BRYN

'Ok we'll be ready' and again I'll just lean in a bit closer to you guys and be like 'Sasha thinks we might be attacked soon, don't do anything too obvious yet but just you know be ready to respond'.

JAMES

'I'm hungry I want...

BEN

‘Salted eels? I’d love some! Let’s go and get some salted eels’.

JAMES

Urgh!

ALEX

The kid then heads down that alleyway, you see the pouch change hands and the kid kind of resist but a larger, definitely an adult hand comes out, grabs it and plucks it away and you see a guy step out and Sasha you recognise it as Ashen.

LYDIA

Yeah.

ALEX

The guy is, he’s fairly, fairly lanky. He’s not well built, he’s got a few, a couple of scars on him, nothing particularly like massive or anything, it looks more like he’s picked a few fights that he was too big for rather than anything else. He is however fingering a dagger in one of his hands and you can see that he is sort of looking out over the crowds and nodding to a couple of other people. I’m not even going to get you to do a perception check it’s obvious that he’s nodding to at least two, maybe three other people.

LYDIA

I tell Hamid.

ALEX

Two of the people to spell it out as well have dogs. Like pitbull things.

JAMES

Animals.

BEN

Use your handle animal skill.

BRYN

While Zolf is buying an eel I'm just going to be leaning against another column a bit further down this colonnade and I'm going to, I'm must fiddling but I'm just starting to load my crossbow and winch it back subtly.

ALEX

Sure, sure. No one is batting an eyelid that there's a weapon here.

JAMES

Did we actually buy eels?

BEN

I am buying eels.

JAMES

You are buying eels.

BEN

As a.

JAMES

Have I got eels?

BEN

I've given you an eel.

JAMES

Thank you.

ALEX

Bertie has got his priorities that's all.

JAMES

Well I'm asking for mechanical reasons for the various tasks coming up and one of the few things I am good at is handle animals, provided I can spot the animal.

LYDIA

And identify, that it is an animal!

[All talking].

JAMES

Where's this elephant I don't know but I'm sure when we do meet we'll get on famously that's, anyway sorry.

ALEX

So Sasha basically you see two guys with dogs and two other guys in addition to the one who is sort of giving the nods, start closing in, the guy who has been giving the nods holds off until the others start closing a ring around everyone.

LYDIA

Yep.

ALEX

And then he joins suit, they are still very innocuous, sort of moving between the stalls they are just carefully positioning themselves so that they've got the group unaware of you surrounded.

LYDIA

I am going to sneak up behind Ashen and try and stab him, non-fatally if that's a thing that I can do?

ALEX

Yeah you can.

LYDIA

Although that does make it more difficult doesn't it?

ALEX

Here's the thing.

LYDIA

He probably won't die. Ok so I try and stab him.

BRYN

You're unlikely to kill him in one hit.

LYDIA

Ok so I try and stab him

ALEX

There's a bit of metagaming here, technically I should go yes you have to do a non-lethal, honestly metagaming is fine in some scenarios.

BEN

You're also aware that there's a cleric.

LYDIA

Yes exactly.

ALEX

There's no way, unless you were to do like roll a hundred percent on everything then maybe you could bring him down in one but even then I don't think you could kill him.

LYDIA

Ok right cool.

ALEX

So you sneak up.

LYDIA

Yep.

ALEX

Give me one final sneak to position yourself for an attack.

LYDIA

(rolls dice) Ninetee.. oh no.. Thirteen plus my stealth so twenty.

ALEX

Ok he doesn't see you approach so presumably you're ching ching.

LYDIA

Yeah ching ching.

ALEX

Ok.

BRYN

I just mutter to you guys 'reaaaadddy'.

BEN

Tighten my grip on my trident.

ALEX

Yeah also spelling out by the way this is totally how you play a rogue.

LYDIA

Yeah stab him in the back.

JAMES

I've been ready so I'm now drawing my bastard sword using Bertie's idea of what subtly drawing your bastard sword is.

ALEX

Describe what Bertie's idea of a subtle draw is?

JAMES

Going 'not drawing MY sword' pulling it out massively and holding it quite high.

(Group laughter)

BRYN

I think Bertie probably knows that holding it high it obvious.

JAMES

Well not high... not drawing my sword.

BRYN

Just getting it mostly out of the scabbard.

JAMES

Just not here.

BRYN

Just checking it's...

JAMES

Looking at this gosh I have a lovely complexion.

ALEX

Right so finally.

BEN

I was going to say as well I've a trident in one hand but I've got my eels in the other because it will become a combat manoeuvre so.

ALEX

Oh there is one actually I'll tell you about it after the episode.

JAMES

Are you going to command the loyalty of dead eels? Fight for me, rah to the best of your ability, rah.

BEN

Fight for me!

JAMES

Rah! To the best of your ability, rah.

ALEX

You've fought long and hard for this, make your full attack, two weapon sneak attack. Roll your 2D20 which is left hand and which is right hand, it matters.

LYDIA

Ok my black is...

ALEX

Which is your character left or right handed out of curiosity?

LYDIA

She's right handed.

ALEX

Ok cool.

LYDIA

Ok.

BRYN

Does it matter?

ALEX

Well main and off hand, it's a good habit really.

BRYN

Because of her feats?

ALEX

Sure it's a fair point like mechanically it won't make a difference but I really want people to get in the habit of saying whether they are using their on hand or their off hand because on hand is your dominant one if you do things with your off hand then it's explicitly stating you know I'm hitting someone with my shield and I don't have abilities, you have to take penalties so I really want people to separate it.

LYDIA

I have specifically worked to be a dual wielding fighter.

ALEX

You're fine, you're fine I'm just setting a precedent.

LYDIA

So black is right and white is left.

ALEX

Yeah.

LYDIA

(rolls dice) Seventeen on one and five on the other.

ALEX

Ok so what's your attack bonus?

LYDIA

It is nought.

BEN

No, no it's on there.

ALEX

Including the dagger it's one.

LYDIA

One.

ALEX

And the crit range of a dagger won't include the seventeen sadly. You get one hit though so you roll the damage for that one hit which is a D4 and a D6 plus you get your dirty fighter of a minimum of one.

LYDIA

So one plus four, five, six.

BRYN

Well no because you got -1 strength as well which effectively cancels out the dirty fighter bonus.

LYDIA

Ok so five.

ALEX

Yeah that's the one.

LYDIA

(disappointed) Oh.

ALEX

Honestly it's solid, the thing is when it comes to playing a rogue you scale up on the damage really hard compared to everyone else for Bryn's magic missile by level 20 it's going to do about like twice as much maybe.

BRYN

It's five d4.

ALEX

Yours is kind of it's almost a logarithmic, it scales up really hard.

LYDIA

You don't need to, it's fine, I'm fine, I don't, I'm not disappointed.

ALEX

I just won't you down on rogues, rogues are my favourite. Ok so you do your five damage. 'Aagh' he sees you but he turns around, sees you and will begin combat.

BRYN

Roll for initiative.

ALEX

No we're going to break there and then we'll carry on again next week.

(Group groaning)

ALEX

Cool well that was a fun one.

LYDIA

Yeah.

ALEX

Good to see Sasha in her element even if she hates her element but yeah.

LYDIA

Good to see Bertie out of his element.

JAMES

My element is gold!

(Group laughter)

ALEX

Well thanks for listening as always and we hope you have a good week and we'll see you again next week so goodbye I suppose.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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