

## **RQG – 13 – Ghost Ambush**

Content warnings:

- Physical violence & injury
- Interrogation
- Threats of violence & murder
  
- Discussions of: physical violence & drowning, human sacrifice
- Mentions of: death, food, stabbing & blades, blood, fire, alcohol, poison
- SFX: water, loud vocalising

**[Show Theme - Intro]**

**ALEX**

Hello again and welcome to episode 13 of the Rusty Quill gaming podcast. I'm your host and GM Alex Newall and with me as ever, I have:

**LYDIA**

Lydia Nicholas.

**BEN**

Ben Meredith.

**BRYN**

Bryn Monroe.

**JAMES**

James Ross.

**ALEX**

And who are you all playing?

**JAMES**

Sir Bertrand 'Bertie' MacGuffingham, a newly minted human statue.

**(Group laughter)**

**BRYN**

I'm playing Hamid the Halfling spell caster. I've been describing him as a sorcerer because that's the out of character description, but I think it's clearer if I start making it obvious that that's not an in-character label, yes?

**BEN**

Zolf Smith, a dwarven cleric and also apparently personal development coach.

**(Group laughter)**

**LYDIA**

Sasha Rackett, who is in her slimy underworld element right now.

**ALEX**

As a quick recap, obviously you guys are tracking down the people who messed around with the Simulacrum at Eddison's house and killed a lot of people.

**LYDIA**

Yeah, we did.

**ALEX**

You traced it to Other London but got ambushed when you were trying to track down the equipment where they bought it, got taken to ...

**LYDIA**

I have a coincidental same name.

**ALEX**

You got taken to basically the Rackett headquarters, where you were made an offer...

**LYDIA**

Coincidence, yeah!

**ALEX**

And you were made an offer you can't refuse that included a ring of magical origins that was given to...

**BRYN**

A mysterious magical ring. Oh my God, a Halfling's wearing a magic ring guys.

**JAMES**

I did wonder about that.

**(Group laughter)**

**LYDIA**

Say what ?

**ALEX**

And you guys got hold of a map to a compound where apparently according to Barrett, the head of the Rackets...

**BEN**

Who's very trustworthy probably.

**ALEX**

He's soooo trustworthy.

**LYDIA**

We didn't really interrogate that did we?

**ALEX**

Sooooooooo trusty.....

**LYDIA**

Yeah.

**BEN**

I think he was about that far away from killing us... so I wasn't really that keen to interrogate!

**(Group laughter)**

**ALEX**

And, ooh actually Sasha found out some more info about Brock from his...

**LYDIA**

I did.

**ALEX**

...incredibly sinister seven foot...

**LYDIA**

He's in Paris and he's happy enough.

**ALEX**

...friend.

**BRYN**

...in the cloak...

**ALEX**

In the cloak.

**BEN**

The dementer, right? He's a dementer.

**ALEX**

Oh, well you know.

**(laughter)**

And, you guys tracked it down, went through Rackett territory, got some eel keesh on the way?

**LYDIA**

Yaaaaaaaaaay !

**ALEX**

And...

**JAMES**

Invented the eel keesh...

**(laughter)**

**ALEX**

You did, you did, you invented eel keesh...



**BRYN**

With my natural charm.

**ALEX**

...with your natural charm, succeeded in drawing both guards to a little nook hidden away. Whereupon they're looking for a statue covered in eagles. At which point...

**LYDIA**

Falcons.

**JAMES**

Falcons.

**ALEX**

Falcons, I keep saying that.

**BEN**

How dare you?

**ALEX**

...covered in falcons and – where we left off – a certain player, namely James, had managed to pull out of somewhere a natural 20 on a disguise check to look like a statue for...

**JAMES**

I thought, we don't need it, it's not critical to combat or the player things. I'll just roll a 20 now. I thought, 'why not?'

**LYDIA**

Why would I have it in combat...

**JAMES**

Yeah.

**LYDIA**

...when I could roll several one's?

**JAMES**

Just the character flavour, one and want to do it now...

**ALEX**

So describe to me then what your disguise entailed and how, how your pose – let's be honest – that's an important factor...

**JAMES**

That is an important factor. Well obviously, in an ideal world, if I was posing as a statue, I'd like to be sat on a horse because – with the horse's leg raised – which would imply that I was victorious in battle. However...

**ALEX**

Something to aspire to.

**JAMES**

I know. There are no, no horses down here. So...

**BRYN**

That would have been, that would have been more of a struggle to make up.  
To pretend to be a statue...

**JAMES**

Yeah.

**BRYN**

...in the time available...

**LYDIA**

You have to roll for the horse.

**BRYN**

Yeah, he.

**JAMES**

Yeah, I'd build a horse out of filth.

**(Group laughter)**

**JAMES**

Okay. So, what Bertie has done is he's, he's kind of, he's buffed up his armour with his standard armour polish that he has whenever he's going somewhere a bit fancy, and he needs to wear his dress armour.

**LYDIA**

Ha ha ha.

**JAMES**

He's pulled his helmet down and polished that up, super loads, also he's got a little bit, because the only real gap in the armour when the helmet is down – is the eyes. So he's just kind of put a little bit over his eyelids as well, so that it looks like it's a consistent...

**ALEX**

Aaaaaaaaaahhhhhhhhhh.

**JAMES**

So even if somebody were to stare right in – because this is a 20...

**ALEX**

Oh yeah, like you...

**JAMES**

This is amazing, this is an amazing disguise. He's done that.

**LYDIA**

Yes.

**JAMES**

He's also, he's just kind of rubbed a little bit of, just muck, just into the like the grain of the armour to suggest that this statue's kind of been here a while and is an...

**ALEX**

Aaaaaaaaaahhhhhhhhhh.

**JAMES**

...established part of, and it just, it looks a tiny bit weathered as a result of that because of the muck, and...

**LYDIA**

I can imagine that would hurt, Bertie.

**JAMES**

Well, he's not pleased about it. Nut nobody can see his grimace.

**(Group laughter)**

**JAMES**

And, at this point as well the, he's also, he's got his sword drawn and he's kind of standing in a kind of a guard's type pose with sword up and shield out.

**BEN**

How's his falcon lamp?

**JAMES**

I've raised it, so as to draw them in.

**ALEX**

Oh, so you're a beacon?

**BEN ?**

Like an angler fish!

**JAMES**

Like an angler fish, yes.

**(Laughter)**

**BEN**

A big falconesque angler...

**JAMES**

It's going to be exactly like that. I'm going to bait the two guards then I'm going to absorb their bodies...

**(Group laughter)**

**JAMES**

...leaving certain essential elements of them dangling on the outside.

**BEN**

For use later?

**JAMES**

Say again. For use later? When required.

**ALEX**

So, what is everyone else doing?

**BEN**

Okay. So I am hidden behind a rock that is just behind the pool that Bertie is standing in.

**ALEX**

Mm hmm.

**BEN**

It's just about within trident range, so if they start to inspect him by getting in the pool I can give them a bit of a prod.

**ALEX**

Mm hmm.

**BEN**

And I've braced myself, so I am looking to charge into them...

**ALEX**

Mm hmm.

**BEN**

...using my tiny, tiny, move range.

**ALEX**

And Hamid?

**BRYN**

I have taken my own picnic portion of eel keesh out of my pocket and borrowed Sasha's as well and I'm standing hidden in some shadows with, with an eel keesh portion in each hand...

**(laughter)**

**BRYN**

...ready to...

**BEN**

Keesh bombs.

**ALEX**

And Sasha?

**LYDIA**

I am folded into a tiny crevice in a rock. If you think of the, the, the journey that the guards are taking. Like a sort of road, the rock and pool that Bertie's in is on one side of it and the rock that we're on is on the other. So they should pass by – I'm hoping, and I am quite good at disguise – that they will come, they will come past and see the beacon, turn to that and then...

**ALEX**

So, can...

**LYDIA**

...stab them in the back.

**BRYN**

Sasha and I are hopefully well concealed.

**LYDIA**

Mmm.

**ALEX**

Can I get a stealth check from everyone that isn't Bertie?

**(laughter)**

**ALEX**

Bearing in mind you're getting enormous bonuses for having time to prepare and knowing where they're coming from, and all kinds of things.

**(several dice rolls)**

**LYDIA**

Err, 15.

**ALEX**

Yeah?

**BEN**

2

**ALEX**

Right.

**(laughter)**

**BRYN**

Okay. So, his spell roll is 2, but he is literally behind a rock.

**ALEX**

Like I said, you're getting enormous bonuses.

**BRYN**

Yeah.

**ALEX**

It's just in case it was...

**BRYN**

I have 15 as well.

**ALEX**

Okay, sure. So, the guards start approaching and they – at first they're being quite careful – until they see the light shining from the beacon. At which point they kind of lose their cautiousness on just sheer curiosity, and then see – coming round the corner – and see this sort of ancient monolith of a man encased in bronze or gold or something, waist like, knee deep in muck but nonetheless it's like a, it's like a beacon from an older time; a testament to the greatness of man, staring and guarding the Thames from those that would come.

**JAMES**

Oh, stop.

**(Group laughter)**

**ALEX**

And yeah, they go up straight away. You hear them muttering to each other, *"Oh, he's, he's actually telling the truth, oh."* And then just, they go right up;

like right up. They leave the dogs sort of unattended and they're just sort of sniffing around. One of them goes, *"Oh, go on"* *"Alright."* So one of them – he sort of wades in just a little bit, up to the knee – literally right up, right up to the statue and starts you know, [ding dingk]. Huh huh. Goes next to him, puts his arms around it as if, like if there was a photo, they'd be taking a photo.

**LYDIA**

Taking an I-photo.

**BEN**

At which point I will take a five foot step.

**ALEX**

Mm hmm.

**BEN**

And just ramming my trident into his spine.

**LYDIA**

Oooohhhh. You're having such a lovely day.

**BEN**

Well, if you're a guard and you get distracted by a fabulous falcon statue there...

**ALEX**

I am going to allow you do something here – slightly retcon-ing – which I shouldn't do, but you would have had enough time. I'll allow all of you to have coordinated.

**BRYN**

Yeah.

**ALEX**

Everyone roll me initiative, just so I know the order that you're in.

**(dice rolling)**

**LYDIA**

17.

**ALEX**

17 to, anyone higher than 17?

**BRYN**

No.

**JAMES**

No.

**BEN**

I'm back on form with five, so.

**ALEX**

Lower than 17?

**BRYN**

Err, 10.

**JAMES**

Seven, if you include my bonus.

**LYDIA**

But, if this is something we've coordinated to...

**ALEX**

It's just the order that things go off on.

**BRYN**

Yeah. So we will all get an entire round of actions...

**LYDIA**

Mm hmm.

**BRYN**

That's the surprise round. Then there will a normal round, where you are likely to still act before them...

**LYDIA**

Hurray !

**BRYN**

...again.

**ALEX**

And would get your sneak attack - again.

**BRYN**

Yes.

**LYDIA**

Yay! I like stabbing.

**ALEX**

(chuckles) Once it goes off it's really nice. So I've got Sasha, Hamid, Bertie was on 10?

**JAMES**

Seven.

**ALEX**

Seven.

**BEN**

And I was on five.

**ALEX**

Okay.

**(dice rolling)**

**BEN**

From the look on your face these aren't the brightest guards?

**ALEX**

These are not the brightest guards, and have rolled incredibly poorly on their initiative.

**BEN**

Yeah. So we're not looking at the cream of the crop I think...

**BRYN**

Ace are gonna die.

**BEN**

Yeah, and they sent, sent those guys out on the away mission and these are the guys that stayed behind.

**ALEX**

Okay. So, Zolf gives a signal.

**LYDIA**

Yay.

**ALEX**

And, Sasha's quickest off the mark. What do you do?

**LYDIA**

So he's stabbed them in the spine?

**BRYN**

No.

**ALEX**

No, not yet.

**BRYN**

This is all happening simultaneously.

**LYDIA**

Right.

**BEN**

So you, you can...

**LYDIA**

I want to hold on.

**BRYN**

...hold an action until I start.

**LYDIA**

Yeah.

**BRYN**

You can run up to him and stab him in the back now. The whole point of the surprise of it is he will not have noticed you yet...

**BEN**

Oh yeah he, he will still be getting snuck-attacked.

**BRYN**

He will get snuck, sneak attack.

**LYDIA**

Oh okay.

**BEN**

Yeah.

**LYDIA**

Cool. So I guess, I guess I have to run past the dog?

**ALEX**

The dog is in surprise round and can't do anything either.

**BRYN**

Yeah, they can't take an attack of opportunity...

**ALEX**

I would...

**LYDIA**

Woo, woof woof !

**ALEX**

I would recommend charging...

**LYDIA**

Yeah?

**ALEX**

...because it gives you a bonus to your attack.

**LYDIA**

Cool.

**ALEX**

You can cover the distance, it's a straight line...

**BRYN**

Yeah.

**ALEX**

...it's easy, it's easy terrain – the bit that you've picked – is easy terrain

**LYDIA**

Yeah.

**ALEX**

So you automatically – because you've had to move – you only get the one attack, but nonetheless you gain sneak attack damage, and you're getting...

**BRYN**

And you're getting plus two on the attack.

**ALEX**

A plus two just to hit him.

**LYDIA**

Right. Okay, just to hit him.

**ALEX**

Mm hmm.

**LYDIA**

Okay.

**(dice rolling)**

**LYDIA**

12 plus the two, 14.

**ALEX**

It's a hit.

**LYDIA**

Ah, thank goodness.

**BRYN**

What was your normal attack bonus?

**BEN**

...plus what I've got here, it's a one I think?

**ALEX**

Yeah, so you're up at 15.

**LYDIA**

Yeah one, so 15.

**BRYN**

Yeah.

**LYDIA**

Right.

**ALEX**

So you get your...

**BRYN**

And he's flat footed.

**ALEX**

...and he is flat footed, so that means he's taking penalties on top because of the flanking and everything. This is how you do rogueing.

**LYDIA**

So then I...

**BEN**

D4 and D6.

**LYDIA**

D4 and D6.

**ALEX**

Mm hmm.

**(dice rolling)**

**LYDIA**

Ooh, oh for goodness sake Sasha. Ah, that's four.

**BEN**

And you do get your dirty fighter bonus, so you...

**BRYN**

Yeah, negate your, cancelling the strength...

**BEN**

Cancelling the strength.

**ALEX**

Okay. At which point...

**BEN**

Bearing in mind you get to do that another two times.

**LYDIA**

Oh right.

**ALEX**

Oh yeah, before any of them can do anything.

**BEN**

Because you've got two swords now, or two daggers and you're there.

**LYDIA**

Oh yeah, yeah.

**ALEX**

Hamid?

**BRYN**

I step a couple of steps out of cover towards where all the action is happening.

**ALEX**

Mm hmm.

**BRYN**

And I whistle. I can't whistle in real life, but Hamid can.

**(whistling)**

**(laughter)**

**ALEX**

Sure, you whistle.

**BRYN**

I whistle...

**LYDIA**

I'll whistle for you.

**BRYN**

...and I just gently toss – I've got a eel keesh...

**ALEX**

Mm hmm.

**BRYN**

Keesh-a-la-Gragg, in each hand. I just toss them forward.

**ALEX**

Ah ha. You are not even going to see a reaction from the dogs yet.

**BEN**

They're too confused.

**(laughter)**

**LYDIA**

Woof ?

**ALEX**

Bertie, the human statue.

**BEN**

(singing) It's Bertie.

**(laughter)**

**BEN**

Bertie, Bertie the human statue.

**(laughter)**

**JAMES**

What adventures will Bertie the human statue...

**BEN**

*Crush a man's head!*

**(Group laughter)**

**JAMES**

Oh, I was going to go for Bertie the human statue, but I mean what of this...  
inevitably he's going to stand still because he's a statue.

**(Group laughter)**

**JAMES**

*(sings) Bertie, Bertie, Bertie the human statue.*

**ALEX**

Best episode ever.

**JAMES**

Yeah. Next episode. (sings) *Bertie, Bertie...*

**(Group laughter)**

**JAMES**

Right. Sorry, it's just, it's a whole series just about like copper oxidation.

**(Group laughter)**

**JAMES**

It's really...

**ALEX**

Educative!

**JAMES**

...hard hitting stuff.

**BEN ?**

It's the kind of thing they show in physics class or like...

**LYDIA**

Attack the men!

**BRYN**

Take your attack.



**JAMES**

Oh, I'll have the one on the flanking bonus then, yeah.

**ALEX**

So, which one – just point for me? Oh yeah.

**JAMES**

That one, I believe? Yeah.

**LYDIA**

He's going to be finished by the time I get to use my...

**BEN**

You'll get guy who's still...

**JAMES**

So 3 plus my attack bonus which is 4 which is 7.

**BRYN**

Plus your flanking bonus takes it up to 9 but it's still probably not good enough against his flat footedness.

**ALEX**

Yeah so Bertie gives a huge roarrrr and does a huge swing and then proceeds to go, oh no, polish in the eye, polish in the eye and then just happens to swing and miss him. And after that Zolf?

**BEN**

Whoop!

**ALEX**

Yep

**BEN**

That whoop was my five foot step guys. Stab! Get spined! (rolls dice) Do I miss?  
That might be a miss. Yeah that's...8.

**ALEX**

8. It is a miss.

**LYDIA**

You guys!

**ALEX**

She's carrying you guys.

**BEN**

We get another go?

**ALEX**

At which point [panicking noise], the guards, the one that's next to Bertie from the bellow literally falls over prone, just in the water just [yelling noise]. The one who got stabbed in the back is terrified and just screams ghosts, ghosts!

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One of the dogs hears the whistle and faces the complete wrong direction having got a 1 in its initiative and the other dog turns and...this is not in its turn but I'll do it anyway.

**BEN**

Makes a terrifying will save for quiche.

**ALEX**

Fails its will save and just goes "quiche"! Doesn't go for it yet until its turn. It's just noticed it and is entranced.

**BEN**

Transfixed by quiche.

**ALEX**

Sasha, you're up again.

**LYDIA**

I'm going to stab this dude twice.

**ALEX**

Take both attacks with all of the bonuses in the world.

**LYDIA**

I need to roll to hit, right?

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**BEN**

2 times to hit.

**LYDIA**

(rolls dice) A 14 and that's a 5 which...

**ALEX**

That would be a 6

**LYDIA**

Yeah. So fifteen and a six.

**ALEX**

One of them hits so you get your...

**BRYN**

You're getting flanking as well, like you're getting lots of bonuses but the fight probably still isn't good enough.

**ALEX**

Yeah it's closed but isn't quite enough.

**LYDIA**

(rolls dice) Ooh 8!

**ALEX**

He's down! He's down.

**LYDIA**

Yay! I killed a dude. Well not killed but knocked him down.

**ALEX**

He's near death. Tell you what describe the blow for me.

**LYDIA**

Fortunately no one I think is looking her straight in the face because it's quite an ugly grin, stabling delight as...she's run across and shanked this guy very quickly, sort of beneath some ribs which you know, did some damage but it didn't go right the way down. When she saw him jump up without like really paying attention to her [stabbing noise] under his thick level jacket.

**ALEX**

Presume that's what it is. Hamid, you're up. One of them is already down.

**LYDIA**

(whispering) *Blood everywhere.*

**BRYN**

I am going to hold my action.

**ALEX**

Good call. Bertie you're up.

**JAMES**

I'm going to hack at the prone man.

**(laughing)**

**ALEX**

Not even offering him surrender. Just hacking. Go for it. Give me the roll.

**LYDIA**

Wait! Maybe we can ask them about what's going on inside.

**JAMES**

(rolls dice) I hack at the prone man. 7 +...

**ALEX**

It's a hit. I don't...

**BRYN**

With all the bonuses

**ALEX**

It's a hit. It's so stacked against them.

**JAMES**

So damage roll is D10 +3

**BEN**

So this is what happens when we got the drop on people.

**JAMES**

6 + 3 is 9.

**ALEX**

9. He's still alive and not unconscious but he has just been attacked by a living statue with, of creepy origins that doesn't seem to be human. Just going [bubbling noise] and just took a sword to him.

**JAMES**

I've taken a good slice off his leg.

**ALEX**

Zolf, you're up.

**BEN**

Right put my trident, just drop my trident to the side, grab the guy in the water that's just been attacked by Bertie, pull him out shouting, stay down and you won't be hurt.

**ALEX**

[panicking noise] ok, sorry, sir, sorry.

**BEN**

And if I can get him out I'll just basically lean in with my shield, just keep it down.

**ALEX**

Sure, meanwhile the first dog that couldn't figure out where it was proceeds to trot off looking for a quiche that it couldn't discern because it's an idiot and rolled a natural 1.

**BEN**

Silly dog! The quiche is different...

**ALEX**

The other one which got its initiative roll which wasn't particularly good anyway and then did a crippling awful will save against your quiche, proceeds to go over and just nom on some quiche.

**LYDIA**

I look back and like, I wanted that quiche.

**ALEX**

At which point I'm going to call an end to combat because....

**BRYN**

I'm going to ask Bertie to come over and help me with the dogs because he has handle animal.

**JAMES**

I do have handle animal, yeah.

**ALEX**

Oh yeah you can totally use it now. So...

**BRYN**

This is the time Bertie!

**ALEX**

So one of them is down and appears to be bleeding out should you decide to stop it. The other one is just pinned down going [whimpering noise] sorry. He's not doing anything. One of the dogs is wandering off and another one is chowing down.

**BEN**

Alright Sasha if you get over here, keep this guy subdued, I'll get the other one.

**LYDIA**

I walk around.

**ALEX**

Sure

**BRYN**

Make him drop his weapons.

**BEN**

Sure, yes.

**LYDIA**

I lean on the shield and I hold the knife to his throat.

**BEN**

I'll kick the sword out of his hand...

**ALEX**

He's...he's already thrown his sword away going sorry, sorry, sorry, sorry.

**LYDIA**

Actually I've got...what have I got, do I have rope? Yeah. I want to tie him up.  
We'll pass there and you've got rope so you can hand me some.

**BEN**

Yeah I'll hand you some.

**LYDIA**

I start tying up his hands...

**ALEX**

We'll say that you take 10 because the guy is not going to be struggling.

**BEN**

I will go to this guy and...

**LYDIA**

And I gag him.

**BEN**

...just stabilise him.

**ALEX**

Yeah he's stabilised but unconscious, very, very as in having done the maths.  
Incredibly close to death but stable now.

**BEN**

Drag him around to his friend or associate I suppose.

**ALEX**

Yeah and the one dog that was wandering off has started turning around and coming back.

**BRYN**

I will attract his attention with the eel pie.

**LYDIA**

Ooh, who's a good doggie? Who's a good doggie?!

**ALEX**

Sure. Bertie what are you doing?

**JAMES**

I'm going to talk to the one that's already chowing down on the quiche. Hello, who's a good boy. Who's a good boy? You're a good boy. Hello. (mumbles of affection)

**ALEX**

Ok give me a handle animal check

**JAMES**

Can I take twice as long to...

**ALEX**

Yes you can....

**JAMES**

...pomp...

**ALEX**

You can pomp and pageantry a dog. I will allow this. As broken as it is because what you're doing...I'll rule that what you're doing is you're making yourself look the most alpha of all the people it could ever encounter.

**JAMES**

That's what I'm going. So I'm at +5 for this. (rolls dice) 14. 19.

**BRYN**

+1 for pomp and pageantry.

**JAMES**

Oh yeah +1. 20.

**ALEX**

What are you trying to make it do?

**JAMES**

So I am trying to tame the dog, make it be our lovely friend because its previous master clearly was rubbish so I want to make it.

**LYDIA**

So we keep the dog.

**BEN**

Are you going to turn into Bertie Doolittle.

**JAMES**

A little bit.

**BRYN**

We might have to tie them up over here while we...

**JAMES**

Yeah, keeping the dog distracted and playing with it and trying to transfer its loyalty away from a slightly rubbish master through simple acts of kindness.

**LYDIA**

Like stabbing its master.

**JAMES**

Like stabbing its master. Yeah.

**ALEX**

So having looked it up briefly, the handle animal thing is a bit obtuse when it comes to, you know, getting hostile like guard dogs or whatever on your side. That said, I will totally allow it. With the 20. This massive bull mastiff proceeds to go flop onto its back and just be [dog noise]

**JAMES**

Who's a good boy? Who's a good boy? You are! You are! [dog talking noise]  
You are!

**ALEX**

The other one starts coming back and it may go either way. You can't tell if it's going to be hostile or not yet.

**JAMES**

Can I attempt a similar thing on that just to sort of, calm it down.

**ALEX**

Sure yeah.

**JAMES**

(rolls dice) 12. I don't think I'll bother with the...because he's advancing quickly so I wouldn't have the time to...

**ALEX**

You wouldn't have the pomp and pageantry.

**JAMES**

12 + 5 is 17.

**ALEX**

17. The other one comes over too. It's not nearly as enamoured with you but nonetheless it proceeds to sit down with its friend and just start munching on an eel quiche and yeah, but the first one is a little bit besotted.

**JAMES**

Ok

**ALEX**

A little bit besotted.

**JAMES**

You are! You are! [dog talking noise] Say sausages.

**LYDIA**

For the listeners at home, we cut 10 minutes of this!

**BEN**

We actually went home and came back.

**LYDIA**

They're still going.

**JAMES**

There's a week long break between episodes, just doing this.

**BEN**

So, yeah dump his friend down and sort of leaving you very handily with knife to throw, just step on his hand that's protruding through the weaponry and just press down and say so, using my dwarven heaviness, who do you work for?

**ALEX**

Serpentines.

**BEN**

Serpentines ah? Yeah have they been getting up to anything recently?

**ALEX**

Yeah

**BEN**

Yeah? What have they been getting up to?

**ALEX**

Loads of stuff.

**BEN**

Loads of stuff?

**ALEX**

Yeah

**BEN**

Any particular stuff? Maybe in upper London.

**ALEX**

Oh yeah loads of stuff. Anything that you want.

**BEN**

Anything that I want? That's actually not what I want. I want you to give me specifics. Now what's the most recent thing they did? Say yesterday. No, the day before yesterday.

**ALEX**

Ah loads of stuff. Umm. Oooh, my memory is going.

**BEN**

Just press down on his hand.

**ALEX**

I'm going to get you to do an intimidate check. If anyone wants to aid, do so now, you're not each going to get your own intimidate check.

**LYDIA**

I will. I have a knife at his throat. The two people with charisma...

**BEN**

I think we're getting bonuses.

**JAMES**

I feel like I should lend a hand but I'm busy with the dogs.

**ALEX**

You're busy making a friend for life.

**BEN**

Hamid, how about yourself?

**BRYN**

I'm going to come over and be the good cop to your bad cop.

**ALEX**

So give me the intimidate. So...

**LYDIA**

(rolls dice) 9 – 1

**ALEX**

Ok so that won't be enough to aid...

**BEN**

And that is 15 all told.

**ALEX**

15. Let's give him a countertroll. He is not intimidated. That doesn't mean your interrogation has to stop by the way. It just means that he just won't blab and be incredibly conducive.

**LYDIA**

I like that Sasha fails to be intimidating while she's got a knife at the guy's throat...

**ALEX**

His attention is elsewhere.

**BEN**

So alright, your memory's quite bad is it?

**ALEX**

Erm yeah.

**BEN**

So what could jog that? What could jog that?

**ALEX**

Oh, you know...freedom

**BEN**

Freedom yeah. Money?

**ALEX**

Ooh yeah, money.

**BEN**

Not being stabbed to death with a trident...

**BRYN**

(interrupting) Hello, hello, hi!

**LYDIA**

Or a dagger.

**BRYN**

It's ok they're not going to hurt you, ok. We just need information.

**BEN**

I mean I'd quite like to hurt him.

**LYDIA**

I might hurt him.

**BRYN**

Just give him a second. Let him calm down. I know this is stressful for you.

**ALEX**

Yeah, no, yeah, yeah.

**LYDIA**

It could be more stressful.

**BRYN**

So just breathe

**ALEX**

I would but there's a shield.

**BEN**

She's not that heavy!

**BRYN**

Just lean back a little. He's tied up now. It's fine.

**LYDIA**

I lean back a little but my dagger is still on his throat.

**ALEX**

Ow, ok.

**BRYN**

Just back a touch. Back a touch. Come on Sasha.

**LYDIA**

I don't know. I don't like beards like this, the stubble...

**ALEX**

She starts shaving him?!

**(laughing)**

**BEN**

Aggressively shaving!

**LYDIA**

No I just like taunting him with the dagger.

**BRYN**

He needs to be able to talk. We just need to let him talk. Give me 20 centimetres, come on.

**LYDIA**

Twenty...?! A centimetre.

**ALEX**

Ok yeah thanks.

**BRYN**

Ok just breathe. We're not here to hurt you

**LYDIA**

I am.

**BRYN**

We need to know...

**ALEX**

Ok can I get you, before you do your wording to give me the diplomacy roll.

Remember I'd always rather you roll then role play.

**BRYN**

(rolls dice) 6 which is a total of, I think, 13.

**ALEX**

Ok

**BRYN**

Oh no 14.

**BEN**

Not bad.

**ALEX**

And he has rolled poorly. Role play it and get what you think is right and then I'll give you the count...

**LYDIA**

I just really wanted a friend!

**BRYN**

We're not here to hurt you, we just need information ok. If you don't know what your group have been up to just tell us about who's in the compound. How many people?

**ALEX**

Well I mean there's...there used to be 4 inside but now there's 3 since Guy, yeah...well, I mean. There's 3.

**LYDIA**

3 people or 3 guards.

**ALEX**

Oh there's 3 people inside.

**BRYN**

3 people. And what do you know about those people? So what are their names?

**ALEX**

There's Guy, there's Carl and then...and then there's his brother Carlton.

**BRYN**

So Guy, Carl and Carlton.

**ALEX**

Err, cause, cause Jeremy left yeah.

**BRYN**

Jeremy

**ALEX**

Yeah.

**BRYN**

Ok, when did Jeremy leave?

**ALEX**

Oh well he...he left when they, you know, when they got back yesterday.

**BRYN**

Ok do you know where they went when they left yesterday?

**ALEX**

Jeremy?

**BRYN**

No before, you say Jeremy left when they got back.

**ALEX**

Oh yeah they went for the Sim...no. No I don't.

**BRYN**

Yes you do. Come on.

**BEN**

To be honest we did hear the first three letters of that.

**ALEX**

The Sim...

**BEN**

Yeah

**ALEX**

...polmar?

**BEN**

No

**LYDIA**

Simul...

**BEN**

Laaaaa....fill us in here

**ALEX**

...crum

**BEN**

There we go. Ok.

**ALEX**

Yeah no, yeah, yeah. Yeah they went for the Simulacrum and then they came back with the stuff.

**BRYN**

And then Jeremy left?

**ALEX**

Yeah.

**BRYN**

So did he take anything with him when he left?

**ALEX**

Oh I don't know. Guy's gone mad though. Guy's proper angry.

**BRYN**

So Guy and Carl...

**ALEX**

Oh, Guy's going to kill me.

**BRYN**

...and Carlton.

**ALEX**

Like actually kill me. I don't mean he's going to be annoyed. I mean he's actually going to kill me.

**LYDIA**

Welllllll , why don't I kill you first.

**BRYN**

So well will they be? Where will the 3 of them be?

**ALEX**

They're inside. They'll be...they'll be

**BRYN**

In the main building?

**ALEX**

Yeah

**BRYN**

Will they all be in the same room?

**ALEX**

Yeah

**LYDIA**

How well do they fight?

**ALEX**

You know, they're pretty good. They're like...I wanted to join and now I don't. I want to go home.

**BRYN**

We'll take you home. Once it's all done here. We will take you home. You don't need to worry.

**ALEX**

Is that a bluff? I'm curious. If it's not...if you believe it then...

**BRYN**

Hamid believes it.

**ALEX**

Then it's not a bluff.

**BEN**

How long have you been a member of the Serpentes?

**ALEX**

Oh, like a couple of weeks now.

**BEN**

Did you know about their plan to get the Simulacrum beforehand?

**ALEX**

Oh well, I mean like the Guy gave a speech. It was dead good. Dead good speech.

**BEN**

Do you know how many people they killed to get the Simulacrum?

**ALEX**

Ye...no. No.

**LYDIA**

What was his speech about? What does he think it can do? What does he plan to do with it?

**ALEX**

He doesn't plan to do anything.

**LYDIA**

Right

**ALEX**

Well now because that's the point innit. You know, it's like...you get rid of the devices that are taking the places of people, you know, up top and that and that way, like, you know...

**BRYN**

Probably a zealot or a fanatic?

**ALEX**

...like, the power comes back to us. You're an under Londoner I can tell.

**LYDIA**

Yeah, like there was so much power here before they managed to make those machines.

**ALEX**

That's the point right because it was like the machines that did the flood weren't it so like if you get rid of the machines then everything goes...

**BRYN**

What's your name, friend?

**ALEX**

I'm...I'm...hang on, I'm not an idiot.

(pause)

Bob.

**BRYN**

Ok "Bob".

**ALEX**

Right yeah Bob. He gives a sort of grin where he may actually genuinely believe he got away with that. He is not a sharp one.

**BRYN**

So, Guy's the leader, is he?

**ALEX**

Yeah

**BRYN**

Ok and what type of weapon does he use?

**ALEX**

All of them. He's got like those throwing things and like...

**BRYN**

So, they throw fire flasks. He throws fire flasks

**ALEX**

Yeah, yeah. He's got loads of them. Loads of them and he's got like magical stuff but I don't know what though.

**LYDIA**

Do you know what kind of deal that these Serpentine's have done to, because...there's only, what three of you? There's no way that he did this attack. Why did Barrett bring us here?

**BRYN**

Thank you very much "Bob", we're going to have to go and deal with the others. We're going to leave you here. Tied up.

**ALEX**

Take the statue with you.

**BRYN**

He's coming with us. But once it's all done, we're going to come back for you and we're going to make sure that you're safe.

**ALEX**

I promise I will be here waiting.

**BEN**

You'll be tied up so you will be here waiting.

**ALEX**

Oh, come on now. I can wait while I'm untied.

**BRYN**

I'm just going to turn around and whisper to you, knock him out.

**LYDIA**

Wait is there anything else about the compound? You've told us...so Guy, he's a good fighter and the others, nothing, they're just....

**ALEX**

So, you're just going to leave me here tied up like on my own.

**BEN**

We'll be back.

**ALEX**

But what if you're not back.

**LYDIA**

Would you like me to do anything else to you before?

**ALEX**

Traps! They've got traps. Yeah, you want to watch out for the traps. They use a lot of tripwires and also like they tend to set up alarms and things like that. And Guy uses magic and also make sure that you come back.

**LYDIA**

How do we...how do we get past these traps? Is there an easy way in?

**ALEX**

I... They brought me in because I had my own dog.

**LYDIA**

Right. Great ok.

**BRYN**

Do you have a key to the gate?

**ALEX**

Er...he does. He kind of gestures to the other unconscious one who's just  
[unconscious noise]

**LYDIA**

I search his body for the key.

**ALEX**

Ok yeah. I'll tell you what we'll take a break and we'll cover what you've got in a couple of minutes.

**LYDIA**

Hurray! Searching the bodies!

**[BREAK]**

**ALEX**

And welcome back. Ok so given that he, obviously seems fairly inexperienced and a bit naff, he's pretty well provisioned actually.

**LYDIA**

Yay stuff. I do not necessarily tell the others what I find.

**ALEX**

Go for it. Give me a search check on him and that'll help me determine just how much you find. If anyone wants to aid...if anyone wants to aid please do so now.

**BEN**

I'm busy...

**(Lydia rolls dice)**

**ALEX**

Too late the roll's down now.

**LYDIA**

16

**ALEX**

16's actually a decent roll. You find upon him a potion of cure like wounds, a smoke stick, a tanglefoot bag. It's clear to you he's wearing a Masterworks studded leather armour.

**LYDIA**

Oooohh

**BRYN**

Nab it.

**ALEX**

It is mundane however...

**BRYN**

It's actually going to be difficult to take that off.

**ALEX**

And would not resize magically to you. So, you could...I'd allow you to get away with it but it would be quite cumbersome.

**LYDIA**

I hold it up, Zolf does this fit you?

**BEN**

No.

**LYDIA**

Well, I dunno!

**BEN**

He's 5 foot 6.

**ALEX**

It would be trailing on the ground.

**LYDIA**

I thought it was a belt.

**ALEX**

No, no, no, this is full studded leather.

**LYDIA**

Oh, right, I'm really sorry. To be fair that is the kind of awkward thing that Sasha would do. "Anyone want this?"

**BEN**

What do you think?

**LYDIA**

Oh sorry.

**ALEX**

It's a lovely dress, would you like the... ok he's got five daggers

**LYDIA**

Yeah!!!

**ALEX**

Especially given that you left one in the marketplace.

**LYDIA**

Yes I did.

**ALEX**

He has a short sword.

**LYDIA**

I don't have any use for it but I put it to the side so other people can see it.

**ALEX**

A set of Masterwork thieves tools.

**LYDIA**

Cool. 2x Masterwork.

**ALEX**

Three coppers.

**LYDIA**

Boom!

**BEN**

Brilliant. Kerching!

**LYDIA**

I have no money so to me that's like...

**ALEX**

That's like three days rent. And that's it. That's everything he's got. So presumably you want to know about the smoke stick and tangle foot bag?

**LYDIA**

Yes please.

**BRYN**

Yes.

**ALEX**

Sure. So just explaining it quickly, the smoke stick is another alchemical weapon. They seem to be big on those. Basically it's a wooden stick that instantly, when used, creates a thick opaque smoke when burned. The smoke fills a 10 foot cube like a fog cloud except that it's moderate or stronger wind dissipates it. So, it's consumed after one round or the smoke dissipates naturally after one minute. So, as in, once you throw the stick it gives you a

smoke screen. The stick itself is gone in one round and the smoke that it creates which fills a 10 foot cube will dissipate in about a minute unless there's...

**LYDIA**

How many rounds is that?

**ALEX**

So, one minute is like 10 rounds.

**LYDIA**

Right, good stuff.

**ALEX**

So out of combat, it's ok. In combat, it's pretty darn useful. And Bryn you've got the details of the tanglefoot.

**BRYN**

Yeah, a tanglefoot bag is really cool. It's like this grenade filled with goo and it like sticks people...it says, so the bag...when you throw the bag it comes apart and goo bursts out entangling the target and becoming tough and resilient upon exposure to air.

**LYDIA**

Is it one use?

**BRYN**

Yeah, so but it...

**ALEX**

All of these are one use.

**BRYN**

It creates...it's like that sort of high-pressure foam they use which hardens really quickly and they use it as like a restraint thing.

**LYDIA**

I think both of those are things that I would keep and I would not necessarily tell people.

**BEN**

That's fine you can choose to do that or not.

**LYDIA**

Err, although with the health thing...

**ALEX**

Actually, just to cut across, I will spell out when it's entangled it takes a -2 on all attack rolls, -4 to dexterity and must make a reflex save or be glued to the floor and even if it succeeds its save, it still moves at half speed unless it makes a save, it can't fly and stuff like that. It can break free with a strength check or...

**LYDIA**

Does it kind of flanking them...if they're tangled can I come and sort of...

**BRYN**

No.

**LYDIA**

If they're stuck facing one direction...

**ALEX**

The thing that you're thinking, so to get the sneak attack they'd need to lose all of their dex bonus. What this specifically says is they don't lose their dex bonus, it just gives them a really hard penalty because they deliberately don't want ropes, they just go goo, stab, goo, stab, goo, stab. But...

**BRYN**

Because it doesn't, although it restricts their movement, it doesn't make them unaware or you. It's them being unaware that makes you really good.

**LYDIA**

Right, cool.

**ALEX**

So that's all of the stuff that he had upon him and you know why you're going to love me? The other guy had the same.

**(cheering)**

And I'm going to assume that you did the search for both. They both had the same equipment.

**LYDIA**

But that means as well that I have four cure like wounds. I am going to give one of them to Hamid.

**BRYN**

Thank you

**LYDIA**

Because he gave me one.

**BEN**

Actually, I did

**LYDIA**

Did you?

**BRYN**

We both gave you at different points...

**BEN**

Oh, did you?

**LYDIA**

I... only give one to Hamid

**(laughing)**

**ALEX**

Ok so you're all stocked up with equipment.

**LYDIA**

Wait that means I've got 3x Masterwork thieves' tools and I've still got the other ones. I've got a lot of thieves' tools. I hold one out to Hamid. Would you like some thieves' tools?

**BRYN**

Erm, no?

**(laughing)**

Keep them or we can just sell them back.

**LYDIA**

Oh, and that was another five daggers, right...oh four daggers? Five?

**ALEX**

Yup, you're drowning in daggers.

**LYDIA**

I put out an array of daggers. Look how many daggers this one had. I take one so I now have 10 but anyone want some daggers?

**BEN**

Nope, fair do.

**BRYN**

No thanks.

**LYDIA**

I gather up the daggers. I might be encumbered by daggers now.

**ALEX**

You'll have to do the maths but I'll allow you to sort of recon some distribution of...

**LYDIA**

I've got 14 daggers now.

**BRYN**

Where are they all?

**BEN**

They're not that heavy. I think you'll probably be alright.

**JAMES**

It's like a set of steak knives when you sign up to a life insurance policy.

**ALEX**

I'll tell you what we'll throw into the bargain that each of them was wearing a belt with sheathes for five daggers and a sword so you can...

**BEN**

You're looking like a Final Fantasy character now.

**ALEX**

So you can do a dual bandolier across the chest if you want.

**LYDIA**

Oh my god yes!

**ALEX**

Or you could do this kind of stylish where you wear one belt tightly and then one kind of loose at an angle.

**LYDIA**

Oh yeah that is exactly...

**ALEX**

Like Hans Solo I think?

**BEN**

That is the Japanese game design look

**LYDIA**

But they must be done in such a way that it doesn't rattle as I move.

**BEN**

Ha ha. So once the hoard has been...

**LYDIA**

That's always assuming that I have enough belts to do all that.

**BEN**

...I will slam the guy in the head with the butt of my trident.

**ALEX**

Bonk.

**BEN**

Right so what do we do with these two?

**BRYN**

Are they both tied up?

**BEN**

I don't know about you but I'm planning to drown them.

**BRYN**

What?! You can't do that.

**JAMES**

I'm still playing with the dogs at this point, I don't hear any of it.

**BEN**

Well, I mean I can.

**ALEX**

You can choose to enter this conversation whenever you want.

**BEN**

They killed those people.

**BRYN**

Well not these people. I mean, part of their group did but not these specific people.

**BEN**

They work with the organisation. You heard. And I asked him specifically. He knew how many people were going to die in the Simulacrum raid. Right? These people are responsible for those people that died. Eye for an eye. Tooth for a tooth. They deserve it.

**LYDIA**

I shrug.

**BRYN**

You can't...you can't just drown them after we've already beaten them, like...

**LYDIA**

It's much easier than doing it before.

**BRYN**

If you kill someone in a fight that's one thing but I mean, they should have a trial. We've been hired by the police.

**BEN**

Trial?! But it's fine to kill them in a fight?

**BRYN**

Yeah! Like if they're trying to kill you and you kill them first, that's one thing but once the fight's over you have to deliver them to the authorities.

**BEN**

They've already done the deed. They're responsible for the deaths...

**BRYN**

Not this person. Like, there's a difference between accessory to murder and murder.

**JAMES**

Hello chaps. I've...look at these lovely chaps aren't they [dog talking noise]

**BRYN**

We should tie these guys up too. Do you want to just, like tie them up to one of these rocks?

**JAMES**

What these?

**BRYN**

The dogs, yeah.

**JAMES**

Tie dogs to rocks?

**ALEX**

One of the dogs is asleep by an eaten eel pie and the other one is just pining after Bertie at his heels currently.

**BRYN**

The safest thing to do with them...

**JAMES**

Oh, who's a pretty boy?!

**BRYN**

Bertie, Zolf thinks we should drown these guards.

**JAMES**

Oh, err, well is that really necessary?

**BEN**

They deserve it.

**BRYN**

I disagree!

**BEN**

They deserve it and they will make a fitting tribute to Poseidon.

**BRYN**

What?!

**JAMES**

Steady!

**LYDIA**

Oh, does he give you anything in return for that?

**BEN**

I think you're all benefitting from it. You seem happy enough that I can do it when I'm healing you. Where do you think that comes from? Hey?

**BRYN**

I didn't realise it came from killing helpless people.

**BEN**

Helpless maybe, responsible for the deaths of lots of people, yes.

**BRYN**

That has to be determined in a court of law.

**LYDIA**

If I hadn't stabbed them, they'd be stabbing you right now.

**BEN**

Yeah the only law that I adhere to is the law of my god. And my god demands an eye for an eye and a tooth for a tooth. Justice and balance in things. The amount of people that they've killed. People that were unaware. People who were just bidding. Now they might have had lots of money, they might've been business owners and maybe not very nice peop...

**BRYN**

That's not the issue. I don't care what the people who died are like. I'm arguing about who's responsible. This person here clearly was not part of the group that actually killed someone.

**BEN**

Was aware of the plan. He's benefitting from the rewards reaped by the plan. Condone the plan. Works for the organisation. There was no subterfuge. I asked him, do you know how many people died and he went yeah, no. He is not taking responsibility for the things that he is responsible for.

**BRYN**

Then he has an opportunity to learn and take responsibility and change. He...

**BEN**

Just because he said he's sad and he wants to go home.

**BRYN**

Look, it's very possible to do things that you didn't mean to, that you didn't agree with because someone else bullied you into it or did it without your knowledge.

**JAMES**

Ooh struck a nerve!

**LYDIA**

That is true, Zolf, that is, sometimes...

**BRYN**

Exactly! Exactly!

**LYDIA**

...sometimes people make you do, sometimes circumstance makes you do things.

**BEN**

Being, being sorry will not bring those people back.

**BRYN**

I know that. I'm not an idiot.

**BEN**

Fine, fine. No. We'll wait, alright. We'll do things your way. Next time, when we have somebody who deserves it, they're going in the drink

**LYDIA**

Sounds good.

**BEN**

It's no different from you killing them with some of your magic spells. You're very happy to fire stuff around but as soon as you have to think about it then maybe not so much. I'm the one who saved those people in that alleyway because those thugs, maybe in retrospect might've done, but they didn't deserve to die. They came to deliver a message. These people are monsters.

**LYDIA**

Well, that's what they said.

**BEN**

That's what they said but that's what I had to go on.

**BRYN**

The leaders...the leaders and the murderers inside, they are monsters. We don't know these people...

**BEN**

Ok, fine, right compromise. If we can get those alive, I'll drown them in the Thames. They will make a fitting tribute and they deserve it.

**BRYN**

Ok. Hamid looks conflicted as you might imagine.

**LYDIA**

It's alright they would've killed you. That's my attempt to comfort.

**(laughing)**

**ALEX**

So...so, what happens next?

**LYDIA**

Have you seen how many daggers I've got?

**(laughing)**

**JAMES**

Can I just ask quickly, what is the current state of my relationship with the dogs? Can I bring them with me?

**ALEX**

One of the dogs is asleep and not particularly concerned by you. The other one is currently at heel.

**BEN**

I think one of them has it's complicated on Facebook and the one might be...

**JAMES**

The other one keeps sending me invites to various games.

**LYDIA**

They're liking some really old photos of you on a beach.

**(laughing)**

**JAMES**

That topless one of Bertie in Morocco, oh it's creepy!

**LYDIA**

That was three years ago. How much did they scroll through?!

**ALEX**

And moving on, so you currently have a dog at heel. I'll leave it to you to decide what to do with it.

**JAMES**

Well I'm going to take him with me. I'm not assuming that he's going to have any skills at this point because he's an ill-disciplined guard dog from like, some mongrel bull mastiff.

**ALEX**

It looks like someone was trying for a bull mastiff.

**BEN**

They had a good stab at it.

**LYDIA**

Stab?

**JAMES**

He looks like he's a bit of a mess really. Yeah.

**LYDIA**

Is he drooling everywhere?

**ALEX**

I'd say he was like half bull mastiff, half Doberman and half postman's leg.

**(laughter)**

**JAMES**

Right. I get the impression that's sort of like, he's drooling all the time just because that's how his face is.

**LYDIA**

(cross talking) Eels are sliding out from between his teeth.

**ALEX**

He also finds it slightly hard to breathe because his nose is a bit messed up, it's like [snorting noise].

**JAMES**

But from injury not from like in-breeding or anything?

**ALEX**

Yeah.

**JAMES**

I think I take pity on this dog because he's clearly not very bright. I see a lot of myself in him. So, this one, he's not going to have any skills or anything like that but...I want to take him with us but I feel that he would be an encumbrance in a combat situation so I might...

**LYDIA**

Put a lead on him.

**JAMES**

Yeah, can I make a lead for him? I've got adventurers kit which has got rope in it.

**ALEX**

Yeah, so you've used at least one length of rope to tie up both of the guys.

**JAMES**

I have an adventures kit so...

**ALEX**

Yeah so you've got more than enough rope.

**JAMES**

Yeah so I...

**LYDIA**

Do you need any locksmith's tools for doing that?

**(laughter)**

**JAMES**

So yeah I make him a little lead and I inspect him to see if he has...I presume he won't have a collar with his name on it will he? The other two are unconscious.

**ALEX**

He does have a collar and on the collar is...

**LYDIA**

Is it a spikey one, is it a spikey one?!

**ALEX**

...on, on the collar is written “Brutor” in like chalk. It’s just been chalked on.

**LYDIA**

How big is this chalk board?!

**ALEX**

Well someone’s had this chalk and just carefully written the word “Brutor” on its collar.

**BEN**

That sounds like a seventh generation Pokémon!

**(laughter)**

**ALEX**

There’s no...someone looks like that’ve put like rubbishy studs on it. Not actually studded it, they’ve got some chunks of metal and just tied them off against it to give him the semblance of a big, scary collar.

**JAMES**

Right, I’m going to take its collar off. It’s very last season.

**ALEX**

He licks your face or at least tries to as he does it.

**JAMES**

Oh! Buba, buba! I've got my helmet up at this point, if my helmet's down. He tries to lick my face, I pull my helmet up.

**ALEX**

He does lick your face and then proceeds to go a bit weird because of all the polish on your eyes.

**(laughing)**

**JAMES**

It's an acquired taste. I think at that point I've got some of my lovely brandy and I'm going to pour it into my hand and just feed him the brandy.

**LYDIA**

Aww

**BEN**

Bonding with a dog.

**JAMES**

Getting him hammered.

**BEN**

So we're taking it in yeah?

**LYDIA**

Yeah

**BEN**

We ready? We got...

**LYDIA**

I'm guessing that we did find the key? I searched the bodies.

**ALEX**

Sorry, yeah, yeah.

**LYDIA**

Right 1x key.

**BEN**

What tool...actually did you make it obvious that you had the tanglefoot bag stuff in the end or did you not?

**LYDIA**

No

**BEN**

Right so what tools have we got now? So we've...

**BRYN**

We know there might be traps.

**BEN**

We're now stocked up on health potions so we're pretty good for that. There's going to be traps which I think is your department definitely.

**LYDIA**

I've got that.

**BRYN**

We know that there's only three people inside but one of them might be quite dangerous.

**BEN**

And it's a magician, he's magic. They have more oil flasks. We can lob an oil flask through the window, we might just burn them...

**BRYN**

Do we have like, anything that can disorientate them or...

**BEN**

Do we have another thunder stone?

**LYDIA**

I've got one. I've got a thunder stone.

**BRYN**

If we could throw one through the window, that could be effective.

**JAMES**

Just a thought chaps, if the building's on stilts who's to say that it has to stay on stilts.

**BEN**

True.

**ALEX**

Just to jump in, the building that Sasha saw with the lights on was one of the actual still standing stone buildings where they're just on the first floor. There was a shed which was on stilts which appeared to have been made later out of some manky looking wood but the actually building that she saw the lights on was the proper...

**JAMES**

Proper brick stone building ok.

**BRYN**

I like the idea that we're just going through and Bertie's like, "yup, knocks down the shed and is like yes! I like it!"

**(laughing)**

**LYDIA**

Well, I could try and climb up and throw the thunderstone through.

**BEN**

The only thing is we won't be able to get there in time because we'll also have to get through all the traps. I think a stealthy approach. When we find the room they're in, throw it through the door.

**LYDIA**

Gotcha.

**BRYN**

Ok, that sounds like a good plan.

**BEN**

And then we can rush them before they can get any silly stuff on.

**LYDIA**

Ok before going into a full-frontal assault or whatever it was, stealthy one. I want to top up my 2 hit points that I'm still...I think I might. I can either drink a potion or getting a spell.

**BRYN**

Two zero level spells would be quite efficient and not that useful in other situations.

**BEN**

Yeah, I'll just...

**LYDIA**

I've got still a bit of stabbing left from that last...do you need your spells or?

**BEN**

No, it should be alright. I'm just considering which ones to get rid of because I've got detect position...I think it's stabilise or correct water. I think my heal check is good enough to not have to worry.

**LYDIA**

There's a ton of water around.

**BEN**

But if the building's on fire I can't get the Thames out. I'm now paranoid about fire because of Alex's inferno encounter. So, I will get rid of...I will burn the detect position of stabilise.

**LYDIA**

Back on 10.

**ALEX**

I'm going to poison all of you and no one's going to be stable! [evil laugh]

**BRYN**

So like technically characters don't know about hit points.

**LYDIA**

Right, I've got some wounds basically.

**BRYN**

But a cleric with a heal check can assess like how badly hurt you are and that's the sort of the workaround for it.

**BEN**

Would you like me to do an assessment?

**ALEX**

Honestly I'd rather accelerate the game because your heal's that high it's kind of immaterial. I would just say something like if you ever need a heal rather than saying, "I need 2 heal" just go up and say I feel dodgy and then he'll just effectively know.

**LYDIA**

Gotcha.

**ALEX**

I mean unless you have something quite obscure, in which case, like if you were say you were poisoned with a hallucinogen or something, I mean obviously I wouldn't get you to go I have some kind of hallucinogen in me

**JAMES**

Cleric, cleric, it hurts when I touch my arm, it hurts when I touch my leg, it hurts when I touch my nose...

(speaking over each other)

**ALEX**

That's because you're a zombie!

**LYDIA**

Your hand's broken!

**JAMES**

That's cause your finger's broken, yeah!

**(laughing)**

**BRYN**

That's because you've had Malekith's Eternal Pain cast upon you!

**ALEX**

Welcome to a brave new world!

**BEN**

Pathfinder GPs.

**ALEX**

You know what. I think I'm going to call it there and you guys know what you are going to do, you've got a plan. You know what you're going to do. You're going to sweep in...

**LYDIA**

I'm going to stab so many people!

**BRYN**

Now you mentioned earlier, I don't know if you mentioned it on recording but you said that overnight while we slept last night, we all levelled up.

**ALEX**

Yes, that is true.

**BRYN**

So, also we're going to also before our next actual live session, where we record the next few episodes, we're all going to have to level up our characters and be level two!

**(cheering)**

**ALEX**

That's insane! Yeah so, we'll get back on that one and we'll definitely spend a bit of time at the start of the next episode discussing it. So, I'll tell you what Bryn, use your announcer voice to send us off.

**BRYN**

(announcer voice) Tune in next week for more exciting tales from Rusty Quill Gaming!

**(cheering)**

**[Show Theme - Outro]**

**ALEX**

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**[Show Theme – Outro Ends]**

**ALEX**

Test, test, Test, test. Beep, bap a doop-boop, do skooba boo. Right, okay, Lydia.

**LYDIA**

(singing) I can't do those beepy-boopy-doop things

**ALEX**

And Ben.

**BEN**

(laughing) I can do those a beepy-boopy-doop things. A-beepy boopy doopy-doop

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**ALEX**

Right, Bryn.

**LYDIA**

Aww.

**BRYN**

A-shoowap doo-wap booooo.

**ALEX**

And James.

**JAMES**

(singing) Give me, a kiss to build a dream on, and my imagination will...

**ALEX**

That's fine.

**[clip fades out]**

**[new clip fades in]**

**ALEX**

... and we're coming to you from London, England and playing in London, England. Now I think about it, I never realised...

**ALL OTHER PLAYERS**

Wooooaahhh!

**JAMES**

How deep does this rabbit hole go?!

**BEN**

Maybe, maybe the game isn't the game, maybe we are the game...

**JAMES**

Maybe we're the players in the game, we're being played by like, there's a paladin and a cleric and we're all sat around a table in a castle somewhere and we're playing this real-life game...

**BRYN**

Stop. No re-cursing.

**(groans and laughter)**

**ALEX**

Take the red pill and you'll find yourself at a table and it's really sweaty....

**[clip fades out]**