

## **RQG 16 – Collateral Damage**

### **Content Warnings**

- Fire
- Injury (inc. to animals) & pain
- Loss of a digit
- Restraints & threats of violence
- Supernatural manipulation
- Discussions of: bombs & explosions, building collapse, food
- Mentions of: death, loss of unconsciousness, guns, torture, alcohol
- SFX: fire, water, background chatter, vocalised suffering, occasional beeping

### **[Show Theme - Intro]**

#### **ALEX**

Hello again and welcome to episode 16 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall coming to you from London and with me like the best friends I have got:

#### **JAMES**

James Ross.

#### **BRYN**

Bryn Monroe.

**BEN**

Ben Meredith.

**LYDIA**

Lydia Nicholas.

**ALEX**

And who are you playing, my other best friends?

**JAMES**

I am playing Sir Bertrand MacGuffingham, knight and friend of the working man.

(laughter)

**BRYN**

I am just rolling up my backup character since I am pretty sure I died in the last episode...

(laughter)

**ALEX**

Who were you playing?

**BRYN**

Hamid dearly departed... Hamid the halfling sorcerer...

**BEN**

Zolf, who might be in a bit of stormy water with Poseidon.

**LYDIA**

Sasha, who was unconscious.

**BEN**

At the very least.

**LYDIA**

At the least.

**ALEX**

Here's hoping you've got your limbs!

**LYDIA**

Could be... could be dead.

**BEN**

Yeah.

**BRYN**

As we've discovered a pegleg really isn't that...

(laughter) ...that you know it's pretty bad.

**ALEX**

Can you imagine how bad two peg arms would be for a two-handed fighter.

(laughter)

**BEN**

Unless those pegs are gatling guns...

(laughter)

**ALEX**

...that fire knives.

(laughter)

Anyway, so last thing that happened, just to run through quickly everything that has happened with the episodes, the party was sent back down into Other London to chase what had happened with the Simulacrum. After a run in with some of Sasha's old gang, they eventually managed to make their way to the compound of the people who had actually messed around with everything and had blown things up and all that kind of thing. They had managed to take out the guards with a cunning statue-based disguise and ambush...

(laughter)

...befriended a dog who is potentially...

**BRYN**

Oh god the dog...

(laughter)

**ALEX**

...not the best dog in the world...

**(Group laughter)**

...and then they infiltrated the compound but accidentally set off a trap at the entrance which alerted them, they came down and then about 16 crits later...

**LYDIA**

Yeah!

**ALEX**

...managed to take out the apparent spell castor, one of the others and Sasha, after an epic, epic diplomacy roll and really heartfelt speech and plea, allowed the last one to escape who had no hand in the stuff to do with the Simulacrum on condition that he said where the things were, he told them a couple of interesting things...

**LYDIA**

I did not follow that advice.

**(Group laughter)**

**ALEX**

...one of which being “don’t open the hut” so, obviously everyone then proceeded to investigate various places. Sasha immediately went and opened the hut.

**LYDIA**

Uh, no! After I had taken the notebook and I had given it to Zolf...

**ALEX**

Very true...

**LYDIA**

Even if...

**ALEX**

...that would have been hilarious...

**BEN**

We got the quest item.

**LYDIA**

Yeah, if I had died...

**BRYN**

You didn't mention the mysterious idiot who appeared briefly to just try and set fire to...

**ALEX**

Oh, yes...

**BRYN**

...the upper floors...

**ALEX**

...there may have been a fallen enemy...

**BEN**

“What’s that, I don’t know who that might have been”

(laughter)

**BRYN**

...but the heroic Zolf...

**BEN**

Yes.

**LYDIA**

Yeah.

**BRYN**

...put it out.

**ALEX**

Thank you.

**BEN**

...it was so good that he was here otherwise that fire would never have started...

**JAMES**

In many ways he is the fourth emergency service...

**(Group laughter)**

...seventh if you count mountain rescue, coast guard and the other one that I have forgotten...

(laughter)

**BEN**

Traffic wardens.

**JAMES**

Traffic wardens...

**(Group laughter)**

...in many ways there are sixth emergency services.

**(Group laughter)**

**ALEX**

Nonetheless, Sasha managed to open the hut, only to have it literally explode in her face blowing her backwards, knocking her out, apparently caving in a building on...

**BRYN**

You described it as a hut entirely filled with gunpower as I recall, barrels of thereof...

**ALEX**

Barrels of gunpowder and alchemist fire via hung precariously deliberately over the top...

**BEN**

And to remind our readers that alchemist fire is effectively napalm.

**ALEX**

So, there was an enormous napalm based explosion.

**BEN**

Oooh sticky fire.

**ALEX**

Yeah.

**BEN**

Oh, sticky fire.

**ALEX**

So, we will pick up from Zolf suddenly saying he will chase after Sasha.

**BEN**

Yes. Cold open. Sasha! Sasha! Heading along.

**ALEX**

Yeah, Zolf you head out, the first thing you see is...

**(crackling fire background sounds)**

...fire has been thrown everywhere and there's patches of bit of fire patches of wall on fire. Coming around the corner you see that the entire corner, which was in front of the hut, just blown out! The wall has gone. It's all flattened, bits of hut are still raining down. You can't see the hut itself because it is still on the far side of the pile of rubble that is now the church. Did I mention the church is rubble? Because the church is rubble!

It appears to thankfully not fallen on you guys, but it is still very much just in pieces, bits of it are still collapsing, there's maybe a hunk of wall left of the steeple but it's been really heavily damaged.

The Vicarage apparently is also collapsing on itself and yeah, it is just totally... and there's bits of stone on fire with obviously that sort of sticky fire stuff, it's a proper train wreck of a place. If the train was full of fire...

**(Group laughter)**

**BEN**

Excellent. Continued to desperately go forwards towards to where the door was and see if I can find Sasha.

**ALEX**

So, heading there, yeah you make it closer and there's a visible crater and the entire corner that is nearest to the Thames, has just fallen away and has now just sort of collapsed downwards, so there is now a slope down to the water. There's bits of hut are spread out all along it. You give me a perception check.

**BEN**

Not terrible, it is 14.

**ALEX**

14 you see no sign of Sasha anywhere.

**BEN**

That is not good.

**LYDIA**

I remain...

**ALEX**

You remain unconscious I'm afraid.

**BEN**

I will start running around where the door was...

**ALEX**

Mm hm.

**BEN**

...and casting create water to try and start putting some of the fire out to see if I can unearth her body...

**ALEX**

You manage to start putting out some of the fire, there's not a sign, like there is no sign of Sasha there at all.

**LYDIA**

Should I be like rolling for continuing to take damage?

**ALEX**

What I am doing is I am deliberately keep what you are doing...

**LYDIA**

Uh huh.

**ALEX**

...completely separate from this lot...

**LYDIA**

Oh right.

**ALEX**

...and then you will jump back and deal with...

**LYDIA**

Cool.

**ALEX**

...what happened immediately after getting knocked.

**BEN**

Okay, so thinking logically...

**ALEX**

Mm hm.

**BEN**

...if there was an explosion and she was at the door, the second law of physics says she will go the other way?

**ALEX**

Yep.

**BEN**

So, I am going to start tracing a line back from where the door was...

**ALEX**

Mm hm.

**BEN**

...to see if I can find...

**ALEX**

Give me another perception check.

**BEN**

That's much better, 23.

**ALEX**

You find Sasha about 40 feet distant from the door. She has been blown through where the wall once was, and there's bits of wood embedded in it and you manage, you find her almost up to her neck in like muck and filth and detritus and things and you might want to give me a heal check on her.

**BEN**

Yes, takes about 45 minutes and all those 40 feet.

**LYDIA**

Yeah.

**BEN**

Actually... yes. Actually no, I am not even going to bother, I am casting stabilise straight away. I am not going to waste any time.

**ALEX**

Okay, that's fine. She is alive, you know she's alive.

**BEN**

Okay, I will then...

**ALEX**

Oh, and she looks awful, really bad.

**BEN**

I will then grab my holy symbol which is the driftwood dolphin...

**ALEX**

Mm hm.

**BEN**

...and say, look, I know I haven't got you anything recently, but help me out here, and I will get you loads of really good sacrifices okay? Just do it! And channel energy.

**ALEX**

Okay.

**BEN**

So that means that I send out a wave of energy 30-foot positive energy...

**ALEX**

Mm hm.

**BEN**

...which will do 1D6 plus 1D6 for every two player levels so I will do 1D6.

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**ALEX**

So, give me the roll for the...

**BEN**

Oh, yep sure thing. Three.

**ALEX**

Okay so that's...

**BEN**

Three.

**ALEX**

Three plus...

**BEN**

Three.

**ALEX**

...just three?

**BEN**

Yeah.

**ALEX**

She remains unconscious.

**BEN**

Okay, I will uh, is she on fire?

**ALEX**

She's not on fire.

**LYDIA**

Yay.

**ALEX**

It appears that the majority of a door hit her and lodged in bits of her, but didn't actually... it shielded her from just being on fire and dead.

**BEN**

Okay...

**LYDIA**

Yay, but also boo?

**ALEX**

Let's put it this way, there were three tiers to that reflex save, there was a worst tier!

**LYDIA**

Right.

**BEN**

I will do some actual medicine on her or field triage...

**ALEX**

Triage.

**BEN**

...basically and try and remove the worst of the sort of splinters in the same way.

**ALEX**

Give me a heal check?

**BEN**

Heal 20.

**ALEX**

20, okay. I am going to say it takes a while, so I am going to jump to the other members of the party, we will start with Bertie.

Zolf has just run off yelling “Sasha, Sasha, Sasha”. You are remaining with a person and a dog which is going (imitating a dog fussing quietly)...

**LYDIA**

Aww.

**ALEX**

(imitating a dog fussing quietly)...

**JAMES**

Brutor! Brutor! Brutoooooor!

(laughter)

**ALEX**

The dog appears to be underneath a chunk of rubble and so on.

**BEN**

Aww.

**JAMES**

Aww.

**ALEX**

(imitating a dog fussing quietly).

**JAMES**

I lift the chunk of rubble off.

**ALEX**

Yeah, the dog's there. It's conscious. It's got a little bit of a dicky leg...

**JAMES**

Aww.

**ALEX**

...it kind of tries to stand and gives a bit of stumble, tries to stand and then it comes over and just licks your burnt armour...

**JAMES**

Aw.

**ALEX**

(imitating a dog fussing quietly).

**JAMES**

Awwwww...

(laughter)

Do I have to do a will save against how adorable this is?

**(group laughter)**

**ALEX**

I am going to say that no will save will protect you from how adorable this is.

**JAMES**

No, no.

ARGH! Argh, I have no ability to heal you whatsoever, um...

(laughter)

...I just I have a wounded dog...

**(group laughter)**

...there is nothing I can do here...

**BEN**

Bertie has been completely stumped.

**JAMES**

I know.

**ALEX**

The dog gives a perception roll of, oh and takes 10...

(laughs)

...by rolling a 10. It proceeds to limp slowly towards the vicarage going

(imitating a dog fussing quietly).

**JAMES**

Oh my goodness, Hamid! Hamid! Uh, what does the vicarage look like?

**ALEX**

It looks like it has pretty much caved in. The far wall hasn't exploded out the way the church did, but every other wall appear to have collapsed in and he's up against it. At which point rather interestingly we are going to cut to Hamid.

**BRYN**

(coughs)

**ALEX**

You haven't taken that much damage...

**BRYN**

No.

**ALEX**

...you are able to move, you are in less than a five foot sort of square on the battle map as it were...

**BRYN**

That's okay I only take up three.

**(group laughter)**

**ALEX**

...but yeah you are very much like you are not crushed or anything...

**BRYN**

No.

**ALEX**

...you got there by like sheer luck...

**BRYN**

Yes.

**ALEX**

...but nonetheless...

**BRYN**

There's also halflings are known to be lucky.

**ALEX**

Yeah, you are.

**BRYN**

Yeah, I am choking on all the dust that gets thrown up in rubble.

**ALEX**

Sure. Do you give a cry out or anything like that?

**BRYN**

I am giving a weak cry: (coughs pitifully) Hello, is anyone there?

**ALEX**

You, Bertie, you hear nothing!

**JAMES**

(laughs)

**ALEX**

...you don't even get to roll... no.

Let us cut back to Zolf, you've managed to pack Sasha up, she is just still out of it. She's not bleeding and there's not like hunks of... it doesn't look like she's going to suddenly like die on you but she is still out of it.

**BEN**

I am rummaging around in my pack. I take out the healing potion that I have.

**ALEX**

Yep.

**LYDIA**

Yay!

**BEN**

Now I need to make a roll about feeding someone potions.

**ALEX**

Um, so for feeding someone potions you can force feed one to people and it takes a standard action.

**BEN**

I will do that.

**ALEX**

Okay, in which case then give the requisite roll for how much it heals.

**BEN**

How much is that?

**BRYN**

D8 plus one.

**BEN**

I will put down those two sixes and I will roll that D8. Six.

**ALEX**

Six. Sasha, congratulations you become conscious on one hit point.

**LYDIA**

Ooh.

(Pitiful cough)

**BEN**

Oh, thank goodness, okay.

**ALEX**

You feel terrible. Your back hurts almost as much as your front...

**ALEX**

...and slowly memory comes that you got blown backwards through the wall...

**LYDIA**

Mm.

**ALEX**

...which was a sort of homemade kind of thing, a palisade as it were. Yeah, you feel terrible!

**LYDIA**

(Screeching in pain)

**BEN**

Yeah, alright, just...

**LYDIA**

Ahhhhhh.

**BEN**

...alright... just don't...yeah...

**LYDIA**

Ahhh

**BEN**

...don't try and move so much...

**LYDIA**

(screeches of pain).

**BEN**

...screaming will make it feel worse.

**LYDIA**

(strained) I can't feel worse!

**(group laughter)**

**ALEX**

It's actually physically impossible for your character to feel worse.

(laughs)

**BEN**

Trust me, I found you, you were definitely feeling worse.

(laughter)

**LYDIA**

(cries out in pain) What the... I wasn't feeling anything before. Ahhhh. Ow.

**BEN**

Better this than dead. Now...

**LYDIA**

I have...

**ALEX**

Worse bedside manner than all healers in the world ever...

**LYDIA**

I try and reach inside my coat for one of the three cure light wounds potions that I have.

**ALEX**

Sure. I will spell something for both yourself and listeners...

**LYDIA**

Mm.

**ALEX**

So, this is where it gets a little bit more role play-y, in that technically speaking mechanically, just being on one hit point you still have all of your faculties, all of your abilities and are still technically operating at 100% efficiency.

**LYDIA**

Right.

**ALEX**

What I normally do is, it's really important that you do remain operating at 100% for the game mechanics.

**JAMES**

Mm.

**ALEX**

What I tend to say is roleplay it hard...

**LYDIA**

Yeah.

**ALEX**

...and you're alright and you tend to rule stuff like you know, oh it will be the adrenalin that you just don't notice it until the events pass and then it hits you. So yeah, you are doing right by role playing it while you are at that one...

**LYDIA**

Yeah.

**ALEX**

...but mechanically if you wanted to, this where Pathfinder's a bit weird, it needs it for the balance. You could get up and sprint.

**BEN**

Do back flips! Do back flips!

(Laughs)

**LYDIA**

Right, okay.

**BEN**

Look I am going to roll a perception check for injury to see if anything else has happened...

**ALEX**

Sure, sure, sure.

**BEN**

...because I think you know healing will just make you better, they don't replace the loss of bits that's terrible when you think about it so, perception is 15.

**ALEX**

15, it would have come up in the heal check as well but it's a fair point.  
Ooh you know what you do notice, one of her fingers appears to have maybe blown off.

**BEN**

Uh, look, there might be some superficial damage, let's just say, not as bad as what I got, so that's a pass alright, but you might be slightly lighter than you used to be.

**LYDIA**

(gasps) What! I've lost a foot?! What!

**(group laughter)**

**BEN**

No.

**LYDIA**

(panics) oh and I look down and I can see my feet. Oh my god have I lost my feet, I think I can see my feet, I lost my feet.

**BEN**

No, you've lost a finger okay.

**LYDIA**

Oh! Oh, um, yeah no, no that, that's not new, that's fine...

**BEN**

Oh, right, fair enough. Um, okay...

**(group laughter)**

Can you walk?

**LYDIA**

I don't want to.

**BEN**

(sighs) Alright. Have you got any other healing potions, get you back on your feet?

**LYDIA**

(pitifully) Maybe...

**(group laughter)**

**ALEX**

That's such an Other London thing, "I- I- I'm dying". "Do you have any way of healing yourself?" "Who's asking?"

**(group laughter)**

**BEN**

I suggest you make use of it.

**LYDIA**

I chug one healing potion.

**ALEX**

Sure, so again that's one D8 plus?

**BRYN**

One.

**ALEX**

Okay one D8 plus one.

**LYDIA**

Four.

**ALEX**

Yeah, so you are up to a formidable five.

**LYDIA**

Okay.

**ALEX**

So, Sasha is at least back in the game, although her clothes don't get healed, there's holes. What was already tatty is now getting tatty by Other London standards.

**BEN**

But none of us probably look...

**ALEX**

You all look terrible. Oh, by the way...

**BEN**

Exploded at quite a lot.

**ALEX**

...Zolf, as you look up at Zolf, he is white from head to foot and on close inspection it's just dust.

**LYDIA**

Right.

**ALEX**

It's just rubble and dust from the church that collapsed like feet from his face.

**BEN**

And I have managed throughout this entire encounter to take zero damage.

(laughter)

**ALEX**

Yes, which was impressive...

**BEN**

(laughs)

**ALEX**

...let's put it that way.

**BEN**

I did some really good reflex rolls on a zero bonus.

(laughing)

**ALEX**

Yeah, you got very lucky.

**BEN**

Fought them well, fine. Reflex?

(small voice) Still fine.

**(group laughter)**

**ALEX**

But yeah, you guys are basically okay.

**LYDIA**

Yeah, I- can I use your trident as a stick to walk with?

**BEN**

No.

**(group laughter)**

**JAMES**

Wow, someone is helping pretty hard at the Department of Work and Pensions.

**(group laughter)**

**BEN**

That's my holy weapon.

**JAMES**

(laughs)

**ALEX**

You can't risk annoying Poseidon even more.

**JAMES**

No fair enough.

**LYDIA**

I walk incredibly slowly...

**ALEX**

Mm hmm.

**LYDIA**

...behind Zolf.

**ALEX**

We will cut back to Bertie – what are you doing?

**JAMES**

At this point I am scouring through the rubble...

**ALEX**

Sure.

**JAMES**

...looking for Hamid.

**BRYN**

I am starting to recover and start to shout a bit louder now.

**ALEX**

Give me a strength check and a perception check.

**[Sounds of moving rubble]**

**JAMES**

Uh, okay what am I rolling?

**ALEX**

Strength, just roll the 20 and add your strength...

**JAMES**

Strength is nine plus three is 12.

**ALEX**

Okay, and perception?

**JAMES**

19 minus one and 18.

**BEN**

Oh my god Bertie noticed something!

**(group laughter)**

**LYDIA**

He's really trying hard, he cares about you.

**JAMES**

There's Wally!

**(group laughter)**

**BRYN**

Don't call me Wally!

**JAMES**

Do you know I have been thinking about that puzzle for 20 years.

(laughter)

Finally, it was there!

**ALEX**

So, I- again I don't like to take commands but just for a little bit showing for having for one moment genuine concern...

**JAMES**

Mm.

**ALEX**

...I'd say you throw your helmet off suddenly, you can hear the cries...

**(group laughter)**

...and you take the helmet off, you know, Hamid, where are you?

You start digging through, you haven't found him yet but you can hear Hamid crying and the dog's just kind of snuffling where you are digging and you are just digging where the dog is snuffling. Team!

**(group laughing)**

Where is Zolf and Sasha going?

**LYDIA**

Oh.

**BEN**

We need to go back to the others.

**LYDIA**

I don't really want to go back in there.

**BEN**

No, we've got a hostage, we can just get them out.

**ALEX**

If it's any consolation there's barely an "in" at this point.

**(group laughs)**

It's mostly an out by now.

**LYDIA**

That feels like most of my body is like that as well.

**ALEX**

(laughs)

**LYDIA**

Organ everywhere...

(laughter)

**BRYN**

There is however still an under, which is where I am.

**(group laughter)**

**BEN**

True.

**LYDIA**

Yep okay, so I just following you. My willpower was blown out of...

**ALEX**

If it's any consolation the only person who heard that you shouldn't have gone in the hole was Hamid...

**LYDIA**

I know.

**ALEX**

...and he's buried. If he dies like no one will know.

**LYDIA**

No, no one will know.

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**ALEX**

(laughs)

**LYDIA**

Yay.

**ALEX**

So, you guys head back.

**BEN**

Head back yeah sure, avoiding the fire.

**ALEX**

You catch Bertie...

**BEN**

Now things are less urgent I will be, because it's only a standard action to cast create water...

**ALEX**

Mm hmm.

**BEN**

...so I will move ten foot...

**ALEX**

Mm hmm.

**BEN**

...cast create water, move ten foot for time reasons so like basically take...

**ALEX**

You're just putting stuff out as you can yeah.

**BEN**

Yeah.

**ALEX**

So, presumably Sasha gets there first, you re-enter the area and you see Bertie frantically scraping and digging at a pile. Roleplay it. Oh and there's a dog.

**JAMES**

(Brutor is fussing throughout) Hamid! Hamid! Oh goodness this is like finding a halfling in a haystack, Hamid! Hamid! Can you hear me tiny man?

**BRYN**

Yes, yes I am okay, thank you. I just- I can't get out.

**JAMES**

Right, and moves to exactly where...

**ALEX**

At which point Sasha is there.

**LYDIA**

Yep, I am covered in bruises and blood and I have minus one strength of not really- it's a token effort of me holding small things...

**(group laughter)**

...and moving very slightly away...

I mean...

**BEN**

So not saying anything to wander up and start helping?

**LYDIA**

... "trying?" with a question mark.

**ALEX**

So, give me one last strength check, you've managed to find Hamid with his leg a bit of timber and...

**JAMES**

19 plus three.

**ALEX**

Yeah sure, so it looks like...

**JAMES**

You lift a giant piece of rubble...

**ALEX**

Yeah.

**JAMES**

...as big as you are off Hamid

(makes heaving noise)

**ALEX**

There's a length of timber that has been holding the weight of most of the building and you just see Hamid's face just poke out from underneath and then yeah, describe it to me, you have to lift the timber you've succeeded.

**JAMES**

Yeah.

**ALEX**

So, describe it to me.

**JAMES**

Well first of course he lifts with his knees...

**(group laughter)**

**BRYN**

...he said health and safety in the workplace!

**JAMES**

Yeah, he's never taken the NVQ, but he knows it instinctively.

Uh, yeah, he moves over- Bertie moves over to one end of the massive beam he just kind of grabs it and goes, don't worry tiny man, we'll have you out of there in a jiffy, and then just heaves! Raaahhhh!

(makes heaving noises)

He brings way more drama into this...

**(group laughter)**

...he's basically fine lifting it, but he's like, raaaahhh!

(makes heaving noise)

**BRYN**

And as soon as there is enough space for me, I scamper out.

**ALEX**

Yeah sure.

**BRYN**

Despite the clear being covered in dust and timber and rubble. I somehow look completely clean...

**(group laughter)**

...and not a hair is out of place. I wonder how that happened.

**ALEX**

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You took the time! Under a building!

**BEN**

“Prestidigitation. Help me! Prestidigitation. Help! Prestidigitation.”

**BRYN**

Who can say...

**(group laughter)**

...could have happened any old how...

**ALEX**

At which point we'll say so...

**BRYN**

I immediately ask Sasha if she is okay, because she looks in a bad way.

**LYDIA**

I'm fine, where's the guy we came for?

**BRYN**

I look to Bertie.

**JAMES**

You have looked better.

**LYDIA**

Right, that's not really relevant though is it?

**JAMES**

Well, I feel that someone should say it.

**LYDIA**

I walk passed him towards where we had left the...

**ALEX**

Sure, Zolf you are caught up at this point.

**BEN**

Mm hm.

**ALEX**

Sasha, you see a missing person and a trail leading out and around the side of the rubble.

**LYDIA**

Right, someone...

**ALEX**

Yes.

**LYDIA**

...bigger is going first.

**JAMES**

Right! Bertie marches off following the trail, assuming that he can see the trail?

**BEN**

I mean I am getting quite close to wanting to drown him, got to say.

**LYDIA**

I'm with you.

**ALEX**

Yeah, you basically- you cross round and there is just someone trying to crawl away, and I mean literally crawl...

**BEN**

Yeah.

**ALEX**

...and there's just a gouge bit of the mud and they're just sort of "eh, eh".

**JAMES**

I stand, just put my foot down on whatever limb it is that they are extending to pull themselves along.

**ALEX**

Oh, the real classic...

**JAMES**

Yeah.

**ALEX**

...when the camera is behind the boo and you just “boomph”!

**JAMES**

Yeah.

**ALEX**

“I said I surrendered.”

**BEN**

And I’ve got some rope in my bag so, oh and if you hadn’t noticed not theatre of war, so um, I don’t care! I am going to truss you up like a turkey and we are going to deliver you to the authorities.

**BRYN**

Um, I produce one of my seemingly infinite supply of handkerchiefs to gag him.

**ALEX**

Hah!

**LYDIA**

(laughs)

**ALEX**

Yeah alright. “Ow! (speaking muffled with gag in mouth)”

**BEN**

SHUT UP! Or I will start cutting bits off.

**ALEX**

Intimidation check.

**BEN**

(laughs)

Got minus one.

Uh, two

**(group laughter)**

**JAMES**

It's come off as cuddly.

You say "shut up or I'll cut bits off" and it reads as "what would you like for Christmas?"

**(group laughter)**

**ALEX**

They shut up and raise a very quizzical eyebrow.

**(Group laughter)**

Which is you know, kind of a bit jammy from someone who is currently trussed up, gagged and has been you know, without even helping their friends already been taken out.

**BEN**

I will give them a glare that borders on the petulant...

**(group laughter)**

...and continue to tie them up, or do you want me to make a sailor check?

**ALEX**

Again, no it's not worth the time they're...

**BEN**

But my sailor!

**(group laughter)**

**ALEX**

Just not struggling.

**BEN**

That's fair.

**BRYN**

Excellent knot work.

**BEN**

Thank you, I am glad somebody noticed!

**BRYN**

It's really, really good.

**LYDIA**

Yeah, that would take me like 15 minutes to get out of.

**JAMES**

Bertie eh...

**LYDIA**

It is a compliment actually, I mean I have got quite a high esteem...

**(group laughter)**

**JAMES**

Bertie picks up the prisoner and just tosses him over the shoulder.

**BEN**

We need to get out of here before people turn up looking what the big explosion was about.

**JAMES**

Seconded. I think we could all do with a little bit of a sit down.

**LYDIA**

Yeah, we could go back to Gregg's Tavern that was quite a short walk, no that was a long one.

**BEN**

I think we should get straight to Upper London not with this guy...

**LYDIA**

Right.

**BEN**

...someone might come for him. There might be more gang members.

**BRYN**

What's the best way to the surface?

**LYDIA**

Well, I've got the map, haven't I, from before...

**ALEX**

Yeah you've...

**LYDIA**

Unless it has been torn up in the explosion which is entirely...

**ALEX**

You know what, I am going say...

**BEN?**

Nooo.

**ALEX**

...that bits of it are missing but you can still more than easily get you...

**LYDIA**

Right.

**ALEX**

...I mean honestly, once you've got here...

**LYDIA**

Mm.

**ALEX**

...Sasha has got the whole knowledge local thing...

**LYDIA**

Yeah.

**ALEX**

...you've got a good memory for how you got here in the first place, so yeah you could get them back even without the map at this point.

**LYDIA**

Okay, it is this way, and I point and it is a- I mean I assume that we begin trudging, it is a long, slow trudge- every step takes ages and I whinge.

**ALEX**

I am afraid you don't even make it that far before...

**LYDIA**

Oh.

**ALEX**

Perception rolls.

**JAMES**

(laughs)

Two minus one is one.

**ALEX**

(laughs)

**BEN**

23

**(group laughter)**

**BRYN**

Also 23.

(laughing)

**BEN**

Yeah!

**(group laughing, high five)**

**LYDIA**

Mine's 16.

**ALEX**

Sure, to shake things up, everyone apart from Bertie...

**(group laughter)**

**BRYN**

The classic, as the classic will become known.

**BEN**

Has the dog rolled?

**ALEX**

Oh, I'm so sorry.

**BRYN**

Let's start calling it the "usual" shall we?

**ALEX**

The dog also rolls terribly!

**(group laughing)** That's fine.

**LYDIA**

I love how this dog is like...

**JAMES**

It's Bertie.

**LYDIA**

...I mean if it had from the beginning been rolling crits, like this is just- it could have been a completely different kind of dog.

(laughing)

**BEN**

The magic of roleplay.

**ALEX**

Yeah, you lean to just accept the way the dice want the game to go.

**(group laughs)**

**JAMES**

My dog's got no nose...

(laughing)

...how does it smell? Near Bertie and barely then.

**(group laughter)**

**ALEX**

So, yeah you guys are starting trudging back through the marsh just back up towards the bit of Other London you came from, at which point you see quite a large group of people are starting to crest the hill. They have a mobbish look to them. A couple of torches like as in not electric just flaming and cudgels things like that.

**BEN**

Are we getting a Frankenstein-ian mob?

**ALEX**

Yeah, that's a good way of putting it, although no pitchforks...

**BEN**

Ah.

**ALEX**

...because you know, who can farm down here?

**BEN**

That's true.

**ALEX**

...maybe a length of pipe...

(laughter)

...you know, an Other London pitchfork...

**BEN**

The urban pitchfork.

**(group laughter)**

**ALEX**

A length of pipe and a scowl...

**LYDIA**

Like a big sort of fishing rod type thing with a really big hook on the end that they use to catch rats.

**ALEX**

Yes.

**LYDIA**

(imitates a sound foomph) Yeah!

**JAMES**

Mm.

**ALEX**

Yeah, all of those, definitely...

(laughter)

**LYDIA**

Yeah, to catch bats out of the air...

**ALEX**

(Laughs).

**LYDIA**

Um, yeah can I- is there any chance of me just hiding at this point?

**ALEX**

Yeah, you've got more than enough time, they're at the top of a hill, you're currently halfway through the marshy bit on the way back to the hill that you look down on.

**JAMES**

Presumably as a mob they're very obvious, and we as a small group are not obvious.

**ALEX**

They're crested against the top, they are not trying to hide...

**JAMES**

Yeah.

**ALEX**

...you are filthy, covered in mud, beneath the mud you are covered in dust unless Hamid took the time to prestidigitate every single person, even Hamid, unless you have being going step, prestidigitate step, prestidigitate...

**BRYN**

No.

**ALEX**

...step, prestidigitate...

**BRYN**

I've started getting dirty again.

**ALEX**

Yeah, yeah, you're all filthy, covered in mud, you are the same colour as the world around you and heck, there's bits of like- still bits of brick work which had accidentally worked their way into Bertie's armour and things. You don't even- you barely look person shaped, like yeah they're not seeing you.

**LYDIA**

I pull everyone into a sort of crevice under a rock, like if there's a- like the sort of thing that we were hiding in two episodes back...

**ALEX**

Sure, yeah.

**LYDIA**

...where there was sort of a you know a...

**ALEX**

Like an outcropping.

**BEN**

Yeah.

**LYDIA**

Rusty Quill Gaming – 16 – Collateral Damage

Yeah, and I so try and pull them back there and then I glug another of my potions...

**ALEX**

Sure.

**LYDIA**

...which is I think D6...

**JAMES**

D8 plus one.

**LYDIA**

...D8 I need to get an eight... Ooh eight!

**BEN**

Yay.

**ALEX**

So, nine total.

**LYDIA**

Right.

**ALEX**

Okay in which case are you all trying to hide?

**BRYN**

Yes.

**ALEX**

Let's do a collective stealth roll and I will have Sasha aiding - does that make sense?

**JAMES**

Yeah.

**ALEX**

Because she is effectively the expert, so you guys are trying to hide and she is like no put that here, blah, blah, blah, blah, blah...

**JAMES**

Also, the dog.

**ALEX**

...and the dog you will have to your best, try and keep him quiet...

**JAMES**

Right, okay.

**ALEX**

So, if- who do you nominate to do your collective stealth roll?

**JAMES**

Uh, Lydia.

**BEN**

Sasha

**ALEX**

Funny that, go for it.

**BEN**

I was going to say, armour check penalty, does that apply to stealth?

**BEN**

Yes, but if you are completely stationary it doesn't.

**BRYN**

Ah okay.

**ALEX**

It's one of those things where, when you are moving around these things you want factor...

**BEN**

You go clank!

**ALEX**

...honestly when you are being still and you are just trying to hide, the bonuses go so, for a person who is normally plus 40! For a person who is not moving and is also trying really hard to be stealth is plus 80! It just ramps enormously.

**BRYN**

Okay, sure.

**LYDIA**

Oh! I rolled a two!

**ALEX**

Let's say...

**LYDIA**

Plus my, plus my sneak, my stealth is eight so it is ten but... ahhhh

**ALEX**

We will bring everyone else for just being rubbish at hiding.

**LYDIA**

I'm also I'm grumpy, I'm not in a good headspace.

**BEN**

I'm pretty good at hiding. I am well hidden behind Bertie.

(laughs)

**ALEX**

As a group I am afraid the roll was only a ten...

**LYDIA**

Yeah.

**ALEX**

...so, yeah the mob they start sort of coming down and then they start trudging passed you and it's clear they don't seem to be looking for anyone, they are just beelining straight for the compound.

**[Mob shouting]**

However, one trailer, one laggy person kind of sees something and just pops over to investigate, just breaking off from the main mob and, yeah they get a sight of a pegleg. Just a pegleg poking out from an out cropping. "Guys, guys?" He starts kind of walking closer and the mob kind of start to peter out on their forward movement.

**BRYN**

I tumble out of hiding and cast charm person.

**ALEX**

Go for it. What's the DC to beat?

**BRYN**

14.

**ALEX**

14 to beat. "Guys," and he just goes a bit slack and he starts smiling

**BRYN**

Hey, it's good to see you again.

**ALEX**

...and kind of confused and go "Hey, hi."

(Sasha laughs)

**BRYN**

How's it going?

**ALEX**

"Yeah," just dead eyed stare.

(laughs)

**BEN**

I think we should move.

**LYDIA**

I think we should not attract attention.

**BRYN**

I think we probably won't come with everyone.

**ALEX**

"Oh right."

**BRYN**

You know I am just a bit tired and...

**ALEX**

"Yeah"

**BRYN**

...everything, I think I am just going to head back, but you guys go ahead.

**ALEX**

"Right, yeah"

**BRYN**

Don't let anything stop you.

**ALEX**

"Did you need a hand or anything?"

**BRYN**

(pauses)

No. No, we'll be fine

**(group laughing)**

That pause was me being like, ooh maybe...

**ALEX**

"How far can I twist this?"

**BRYN**

Deciding it is safer to say no.

**ALEX**

"Oh right well, we'll be coming back this way."

**BRYN**

Yeah of course, but just- I mean don't tell the others, it's better if they are focused on...

**ALEX**

"Like a prank?"

**BRYN**

..Yes. Yes it is, yeah. Just keep everyone focused on getting down there and you know, not worth mentioning that a couple of us are just heading back, because of you know not feeling great.

**ALEX**

“Yeah.”

**BRYN**

But, good luck!

**ALEX**

Taps his nose, and he goes “yeah!” and then starts heading out towards the group and the group who turns around and he goes “No, it’s nothing. It’s nothing, no pranks!”

**(group laughter)**

And then just starts walking, everyone looks a bit confused, and they just carry on towards the compound with that guy behind occasionally you just hear a very distant (member of the mob sniggering to himself).

**(group laughing)**

**BEN**

What japes!

(laughing)

**ALEX**

So, there you go.

**BRYN**

Finally, a charm person worked.

**LYDIA**

Yay!

**BRYN**

Everyone's been beating the DC...

**ALEX**

He was very close actually, he rolled quite high anyway but...

**BRYN**

Yeah.

**ALEX**

...man in mob is not known for his high wits or saves  
(laughing)

**BRYN**

Safe DCs just aren't very high in general basically.

**BEN**

Yeah, that's because some of them exist which is "or die".

**BRYN**

Yes.

(group laughing)

Time for a break I think.

**ALEX**

Oh, good point. So, we'll leave it there and come back in a couple of minutes.

**[AD BREAK]**

**ALEX**

And welcome back, so yeah you guys successfully managed to avoid a mob...

(Lydia laughing)

...and what do you do now?

**LYDIA**

I want to hurry everyone towards the doors that I know lead to the stairs that will take us back up to the surface...

**ALEX**

Mm hm. I am going to give you an option before we describe the journey, you have got two major options, Sasha, you can either try and get out the way you came in. There is the main stairway, but it is guarded and there is like a keeper of the stairs who keeps track of everyone who goes up and comes down although, to mention it, a while ago, Haringay did mention that he put in a word with the stairway men...

**LYDIA**

Yeah.

**ALEX**

...to, you know, give you access. They are pretty much equally distant, it depends how you want to do it, but you would have to go through the Racket territory both times.

**LYDIA**

Oh, ooo,

**JAMES**

Under both circumstances?

**ALEX**

Under both circumstances.

**JAMES**

Okay.

**LYDIA**

I think going back the way that we came, well, you didn't say the other option?

**ALEX**

The other option is the...

**LYDIA**

The main one?

**ALEX**

...main one with the keeper of the stairs...

**LYDIA**

Right.

**ALEX**

...and stuff where you basically go through official channels.

**BRYN**

We did get attacked the way we came.

**LYDIA**

Yeah, I think I am going to go the main one because it's less likely that Ashen is hanging around with a grudge.

**ALEX**

Uh, yeah no one. You know what give me a knowledge local, just to go...

**LYDIA**

18 plus...

**ALEX**

Oof, all of the numbers.

(laughs)

**LYDIA**

...eight so yeah, six...14...16

**BEN**

24.

**LYDIA**

(shouts) Sasha has had a bad day okay...

**(group laughing)**

...bumped on the head...

**ALEX**

Get off her case – god!

**LYDIA**

Yeah.

**ALEX**

Yeah, so you know that all of the gangs have- it's more of a forced ceased fire when it comes to the main area, is no one wants to disturb the main entrance because of a lot of goods and stuff get sent down and come up and so on. So, it's this weird thing where people try to have trouble and then Upper London kind of put their foot down and went, no, no, no we are not going to come down but, this bit has to get left.

So, it became this weird kind of halfway house once you are down the stairs when no one really tries to cause trouble...

**LYDIA**

Mm.

**ALEX**

...and the trade-off is that the policemen, who do have a very small presence there, don't really pursue anyone out of that area...

**LYDIA**

Mm.

**ALEX**

...and it's kind of like I said it's sort of like a hub...

**LYDIA**

Yeah.

**ALEX**

...that no one tries to mess with. So, yeah let's skip ahead...

**LYDIA**

Yep.

**ALEX**

...you guys make your way back through, making it back through this bit of territory it's quite empty compared to before, obviously it's later but also a huge number of people have just gone past in a mob so yeah, you don't really run into any people...

**LYDIA**

I go up to the one remaining guy at a jellied eel stand... an eel- salted eel stand, and I am significantly cheerier after having an eel...

**ALEX**

Alright then. You get yourself a good eel...

**LYDIA**

Yeah.

**ALEX**

...which both me and Lydia know eels really actually nice.

**BRYN**

I buy an eel for Brutor, because he helped dig me out...

**JAMES**

Ahh.

**ALEX**

Oh yeah, Brutor has been quite slow he's still got a little bit of a limp going on.

**JAMES**

Can we heal Brutor at some point?

**BEN**

Um, we can do, but I am out...

**JAMES**

Oh right, fair enough...

**BEN**

...I am out of magical help.

**JAMES**

Alright.

**ALEX**

Yeah, so you get an eel...

**JAMES**

I'm carrying Brutor, am I also carrying the hostage?

**ALEX**

A little bit.

**JAMES**

I'm carrying both of them.

**ALEX**

Aww.

(laughter)

So, there's Bertie trumping along with a hostage over one shoulder, Brutor over the other looking across, making to lick his face, then stopping because Bertie taught him a lesson about licking enemies...

(laughter)

Ruff, ruff, ruff.

(laughs)

Well, yeah you are stopping along, at some point yeah you feed Brutor a bit of eel.

**JAMES**

Yeah.

**ALEX**

He likes you and licks your face

**JAMES**

(imitates Brutor eating an eel)...

(laughter)

**ALEX**

...and yeah...

(laughs)

...does that thing when he keeps licking his nose over and over...

**JAMES**

(imitates Brutor enjoying eating an eel)

**ALEX**

...that is going to be the most horrible editing I ever have to do...

**LYDIA**

Yeah.

**JAMES**

Don't edit that. Leave it in. Leave it in. I think our listenership needs to hear that.

Needs to hear me RP'ing a heavily salivating dog...

(laughter)

...eating an eel, and then licking his own face...

**ALEX**

Fair enough.

**BEN**

I don't know whether to turn the timer off or not.

(laughter)

**BRYN**

That's what makes us a unique...

**JAMES**

Yes!

**BRYN**

...and special podcast.

**JAMES**

Look, it's what the people want.

**ALEX**

So our USP is sloppy noises.

**ALL**

URGH!

**ALEX**

...so, keeping it going!

(laughter)

You guys carry on through the territory, you start heading into Racket territory...

**LYDIA**

Mm hm.

**ALEX**

...you get watched by a lot of eyes...

**LYDIA**

Mm hmm.

**ALEX**

...no one passes judgement.

I will go ahead and take a stab in the dark and say Sasha tries to skirt the town hall as far as possible...

**LYDIA**

Yep, we go so slightly further because we are going around the edge of say the territory...

**ALEX**

Sure, give me a perception check Sasha.

**LYDIA**

Oh um, 19.

**ALEX**

Yep, that's fine...

**LYDIA**

Okay.

**ALEX**

You notice at some point that Ashen starts to follow you, but not for very long before another person who was following you, who you also kind of noticed, just steps out of the doorway into his way and then he just gives you the most evil he can possibly summon over a long distance...

**LYDIA**

Mm.

**ALEX**

...and you guys, yeah, just leave him behind.

**LYDIA**

Yeah.

**BEN**

So, completely oblivious to all this, isn't this the longer way round? Can we just go...

**LYDIA**

Well, I was thinking of avoiding the people that you know, took us hostage before... Yeah, they're not the most trustworthy people and it's not like...

**BRYN**

I am sure Sasha is taking the safest route.

**BEN**

Right, fine.

**ALEX**

Okay, you guys yeah carry on through the Racket territory, you make it into the more commercial areas which people are a bit more familiar, and you are not heading to the wholesale market though. As you start heading through...

**LYDIA**

Watch out for pickpockets guys, we've got protection but that does not include your pockets.

**ALEX**

Interestingly, it seems that once you are carrying a person over your shoulder people are less inclined to cause trouble rather than more...

(laughter)

...it's weird, it's almost like when you are... presumably none of you are now being subtle about weapons, you're like, "I don't care. Don't care," yeah...

**BRYN**

I have exactly the same number of weapons as before...

(laughing)

**ALEX**

Yeah, people are keeping their distance this time.

**LYDIA**

The thing is it wouldn't be too unusual a sight down there...

**ALEX**

That's the thing! Now you all look like mess it's...

**LYDIA**

We are completely filthy, like I have got chunks like whilst healed, but I am guessing is there a trait to picking up scars like...?

**ALEX**

What tends to happen actually so here's a good one, is there are a few rules regarding the missing body parts and things like that, I tend to institute a rule which I quite like which is any time you are not below zero...

**LYDIA**

Mm hm.

**ALEX**

...you get a scar.

**LYDIA**

Yep.

**BEN**

What, the Fable method?

**ALEX**

Yeah, I like it I think it's good it gives your character some kind of proper history...

**LYDIA**

Yeah.

**ALEX**

...so, you know what I will let you choose, you've gained a scar...

**LYDIA**

Yeah.

**ALEX**

...that will be permanent...

**LYDIA**

Okay.

**ALEX**

...what kind of scar is it and where would you like it?

**LYDIA**

How big are we talking? Because if it's a small one then I might have it like through the eyebrow...

**ALEX**

It's going to be fairly large, like handspan large, because that was an enormous explosion...

**LYDIA**

Right.

**ALEX**

...in your face, so it will probably be on the front half.

**LYDIA**

Yeah, it is, so shoulder to neck you can see, if she is wearing a jacket, that there is the beginning of like a burn...

**ALEX**

Sure.

**LYDIA**

...at the side of her neck and going down, but most of it whilst she is wearing a jacket is sort of- but you can...

**ALEX**

Yeah, yeah, yeah.

**LYDIA**

...see like from the side of the jaw corner kind of downwards.

**ALEX**

Yeah, yeah. Okay, sure. So, you guys carry on and you guys and you make it to the central pub. As you get closer and closer it becomes really apparent that the most well-off merchants in Other London are obviously placing themselves here.

Eventually, you actually see in the distance a guard, like an actual town guard what you recognise as an Upper London town guard, with a scowl on his face and seems to be stood beside what looks like a freight elevator of some kind and yeah, people are giving him a wide berth and you guys are on a street, it's fairly busy but no one's even batting an eyelid at you guys- no one recognises you... Or better yet, they do recognise you as other, Other London that is...

**JAMES**

Oh.

**ALEX**

I am not going to keep doing this...

(laughter)

**LYDIA**

It's okay we're here.

**BEN**

We head straight up to the guard.

**BRYN AND LYDIA**

Yep.

**LYDIA**

We sound as tired as our characters.

**ALEX**

“Move along”.

**BEN**

We're going up.

**ALEX**

“Alright, give me your papers.”

**BEN**

We don't have any, talk to Sergeant Haringay about that.

**ALEX**

"He mentioned though," he just pulls the...

**BRYN**

Oh, now that we are heading out of Upper London I will clean up everyone a bit if they allow me to.

**ALEX**

Sure, even with prestidigitation...

**BRYN**

Yes.

**ALEX**

...does everyone allow you by the way?

**JAMES**

Yeah.

**BEN**

I do.

**LYDIA**

Uh, I flinch a bit, so maybe it doesn't work quite as much...

**ALEX**

Sure.

**LYDIA**

...but yeah.

**BRYN**

It's tidying, it's you know very much cosmetic rather than...

**LYDIA**

...yeah, but that's like the first time that I...

**BRYN**

Yeah.

**LYDIA**

... sort of realised that there's a big burn down my neck.

**ALEX**

Yeah, yeah, and the dog when you come near having seen other people get clean is like (imitates dog barking) "rour, rour, rour, rour..."

(laughter)

**BRYN**

I will clean the dog.

(laughter)

**ALEX**

“Rour, rour...”

**LYDIA**

What colour does he turn out to be under all the muck?

(laughter)

**BRYN**

White.

**(group laughter)**

**BEN**

...as the driven snow...

(laughter)

**ALEX**

It’s mostly a like a hazel brown with mottled darker patches...

**LYDIA**

So, he looks like he’s sort of covered in mud?

**ALEX**

Yeah, pretty much.

(laughs)

But yeah, you, presume you head into the elevator or the lift.

**BEN**

Mm hm.

**ALEX**

Head in he closes the trellis, pulls the thing (imitates shutting the elevator door and it moving) ...it's slow like super, super slow.

**LYDIA**

So, how much was this going to be for us all?

**BEN**

Quite a lot.

**LYDIA**

We could go on quite a lot.

**BEN**

(sighs) It depends on whether or not he considers the job finished. That's why I don't like taking conditional contracts but um, didn't really have much of a choice.

**LYDIA**

We got like the notebook, we got the guy. Like he can torture out whatever we don't have.

**BEN**

Yeah.

**BRYN**

an I have a look at the notebook?

**BEN**

Uh, yes, there you go.

**BRYN**

I look through it to see what I can figure out...

**ALEX**

You see a couple of passages that are written in magical script.

**BRYN**

I cast read magic.

**ALL**

Yay!

**ALEX**

Thank goodness you picked that skill!

**BRYN**

I mutter just gently to myself “I could never get that spell to work before,” and then just accept it.

(laughter)

**ALEX**

Sure. So, as with Sasha, how long are you going to spend reading it?

**BRYN**

Um, the entire lift journey at the very least.

**ALEX**

Right, so yeah you are reading through it and you see that some of the stuff is in arcane, some of it's not and what Sasha will have seen as sort of gobbledygook. Once you have the “read magic” stuff part of it, it seems like he's swapped to whoever wrote it, presumably Edison, swaps freely between magical script...

**BRYN**

Sure.

**ALEX**

...and non-magical script just, as if he was bilingual. In fact, you notice some other languages in there as well. Portions of it seem to be a diary of some kind, day 67, blah, blah, blah, blah, blah...

**BRYN**

Mm hm.

**ALEX**

...it seems to be split into about six broad sections and looking at some of the sort of technical designs, let's say Sasha you were looking a bit over the shoulder...

**LYDIA**

Mm.

**ALEX**

...like the technical designs seem broadly independent per those sections, so on one of the sections there's a lot of drawings of like, you know, like a nervous system?

**BRYN**

Mm hmm.

**ALEX**

A lot of sketches of that and stuff like that, and then on another one there's sort of a few more sketches to do with like a human skeleton and things like that and then a skeleton for a massive orc and things like that.

It's very piecemeal, it's clearly no coherency to it, and you notice reading through it there's this weird thing where he gives equal weight to "I bought an ice cream at this little place in Paris - absolutely lovely, definitely going to meet Francois again," or whatever.

Things that you notice are, yeah, in the first section there is a lot to do with this guy called Francois, Francois Henri, he seems to spend a lot of time with him you just see the name a lot...

**LYDIA**

Aw.

**ALEX**

...you don't go into huge amounts of depth because it's you know, it's a sizeable notebook.

**BRYN**

Mm hmm.

**ALEX**

On another one you see that there's a lot of dedication on like the place of Prague. Likes a lot of talking about Prague. Loves the Prague architecture apparently, stuff like that, and there's a key taped to one.

You know what, give me a perception check all of you.

**JAMES**

I have a total of 16.

**BEN**

21.

**BRYN**

24.

**LYDIA**

20.

**ALEX**

Hamid, you recognise the safety deposit box key. There's basically another...

**BRYN**

Mm I use my skill "recognise plot hook".

(laughter)

**ALEX**

Yeah there's a number printed on it but you would have to consult records to actually trace a safety deposit box, rather than just know "ah yes box 3269444 that's an Antarctica bank"...

(laughter)

...um, also you again encounter that origami swan and while examining it you find that written on it is just a little phrase that says “For teaching me not to forget my culture”...

**LYDIA**

Mm.

**ALEX**

...a bit weird...

**LYDIA**

Yeah.

**ALEX**

...but it’s written on the actual swan. There’s that shard of metal that Sasha saw and then...

**BRYN**

What type of metal is it?

**LYDIA**

The same as was on the Simulacrum.

**BRYN**

Yes.

**ALEX**

You would have to give me an appraise check to recognise it at a glance. It's non-magical the actual...

**BRYN**

Oh, right.

**ALEX**

...metal appears non-magical.

**BRYN**

Then I don't know.

**LYDIA**

I can do that appraise check.

**ALEX**

You already did and didn't recognise it so I couldn't get you to do another. ...and then last but not least you see on the very, very back page, effectively the words of, "And I guess this is it," and there's just a sort of a seed, maybe the size of an index finger, quite a large seed, quite flatten and it has a- it's weird and it has a metallic sheen but appears to be an actual seed. It doesn't look like someone made a seed out of metal...

**BRYN AND LYDIA**

Mm.

**ALEX**

...it is a seed but appears to have a- it's like the sheen of petrol say, or something like that...

**BRYN**

Yeah.

**ALEX**

...and yeah it's mostly it's a lot of sketches to do with the Simulacrum and anecdotal "ooh I met this guy, this guy has been really useful for..." blah, but not actually going into any real depth regarding it.

**BRYN**

Mm.

**LYDIA**

Like he did say that although- the guy on the roof, he did say that there were blueprints to- but...

**BRYN**

But that someone left...

**LYDIA**

...they were gone yeah.

**BRYN**

...the fourth person we were talking about...

**BEN**

Jeremy.

**BRYN**

Jeremy.

**LYDIA**

J- yeah, well like so... well I am guessing that this guy, prodding the still unconscious being...

**ALEX**

He's not unconscious he's just gagged and still because he is tired of Bertie occasionally just shaking his shoulder to shut him up.

**JAMES**

Whoopsie, wobble, wobble.

(laughter)

**ALEX**

Yeah, yeah.

**LYDIA**

I'm guessing that that guy will be able to tell us.

**ALEX**

Okay, so the elevator sort of clanks up to a stop...

(sound of elevator stopping and doors opening)

...and it opens into an actual building. It is not a very large and very unglamorous foyer. There appears to be large sort of double doors at the other end, you know the sort of folding metal ones that you get for freight and things like that...

**BEN**

Yeah.

**ALEX**

...and there's just a person behind a counter, behind a glass counter to one side. The guard comes over and just mutters something, he just pushes over some paperwork for you to sign, and yeah, you guys head on. Are you heading straight to Central?

**BEN**

Yes.

**ALEX**

I don't know, maybe swing by Hamid's for a beer.

**BEN**

Chill out a bit, would you like a drink? – oh you've got a gag in, that's fine.

(laughter)

**ALEX**

So yeah, you head through the city and now you start drawing a lot of attention from people. Mostly the attention is on Bertie with the person trussed over one shoulder and a dog happily bouncing along on the other. You seem to be a curiosity, like no one's yelling things or anything like that...

**JAMES**

Don't mind us. Official police business, carry on, carry on.

**ALEX**

Give me a perception check Bertie.

**JAMES**

19...

**LYDIA**

Oooh.

**BEN**

Wow!

**JAMES**

...minus one is 18.

**ALEX**

You see from a balcony a couple of gnomes, sort of just lean over make a point of allowing you to see them. Give a nod and then sip some tea and you just carry on walking.

**BEN**

These gnomes have been in the background a lot! My skills of “sense block hook”...

(laughter)

...is just going wild over here...

**ALEX**

Is your Spidey Sense tingling?

**BEN**

Yes.

**ALEX**

That’s fine so yeah you keep going and then you make it to central, you head up the front steps...

(sound effect typewriter)

... “hi can I help?”

**BEN**

Yeah, we're here to see Haringay.

**ALEX**

"Yeah that's Zolf and..."

**BEN**

Party, yes.

**ALEX**

"...yeah, right yeah okay".

You hear a "What?"

Haringay pokes his head out.

**BEN**

We've got him.

**ALEX**

"I think I love you, Zolf."

(laughter)

**BEN**

Not appropriate, let's get on with the conversation.

**ALEX**

“Here, now.” He opens his office door...

**BRYN**

Just before we enter, I mutter low enough just for only these guys to hear, not Haringay is, don't mention the notebook.

**BEN**

Let's go in.

**ALEX**

So, he opens the door.

**ALEX**

“Put it down.”

**BEN**

Bertie?

**JAMES**

Bertie drops the prisoner next to a chair, just straight on the floor.

**ALEX**

Yeah.

**JAMES**

...and very deliberately not in the chair.

**ALEX**

Mm hmm. As you are doing that Haringay has literally bodily swept all paperwork off his desk again. Pushed his desk up against the back wall. Has gone out, looked both left and right, closed the door, pushed his chairs to the side and ignores the person that you have caught, gives it a glance and then turns to you guys, “Right who saw you bring him here?”

**LYDIA**

Like half the town.

**JAMES**

Upper London.

**LYDIA**

...and most of Other...

**ALEX**

“Right, five minutes.”

He opens the door steps out and closes the door behind him.

**BEN**

What was that about then?

**BRYN**

I have no idea.

**LYDIA**

Or is this about the notebook?

**BEN**

I am starting to get a bad feeling about this, I think we should probably keep that under our hats.

We did what he asked, he wanted us to bring the perpetrators that's it, that all.

**BRYN**

The notebook doesn't have very much about the Simulacrum in it, but I think there's some other things in there that are a bit strange. I think it might be worth us just finding them out.

**JAMES**

Bertie undoes the gag of the prisoner. You there young man, why, why would the Sergeant care who saw us bring you here?

**ALEX**

As you undo the gag, the moustache comes away with the hanky that you pushed in.

**JAMES**

(gasps in shock!)

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What does that mean?

(laughter)

**ALEX**

You react in character.

**BEN**

It was a fake moustache.

**ALEX**

It was a fake moustache.

**JAMES**

A fake moustache? A FAKE MOUSTACHE? You, young man, you should just wait until your body is ready!

**LYDIA**

Can I perception check?

**ALEX**

You can give me a perception check to better examine the person.

**LYDIA**

Ooh...

(laughter)

...20. I see her soul!

**(group laughter)**

...I know what she had for breakfast...

**ALEX**

So, with the moustache removed it's like, Sasha is like, oh I should... let's say that Sasha gets out of her headspace, obviously she has been kind of like a lot of dwelling...

**BEN**

"I almost got blown up."

**LYDIA**

I did get blown up! Just survived it.

**ALEX**

So yeah, Sasha just manages to get herself sort of out of that zone is like, "well that's obviously a..." reaches out, pulls a goatee off...

**LYDIA**

Yeah.

**ALEX**

...and then proceeds to pull the hair which is just a wig...

**LYDIA**

Oh right!

**ALEX**

...falls away. It's a good quality wig, like a really high quality wig...

**LYDIA**

Okay.

**ALEX**

...and it reveals what is, to you at least, very clearly a woman who has certain sort of androgynous-esque features but with blonde-ish hair, kind of dirty blonde hair...

**LYDIA**

Right.

**ALEX**

...tied up, not long just shortish, dirty blonde hair beneath the wig.

**LYDIA**

Right.

“Alright you are not called Guy, I mean if you are, like that is – that is unoriginal! Like what- who are you?”

**ALEX**

She, just looks at all of you... and I think we'll end it there!

**JAMES**

NOOO!

**BEN**

No!

**ALEX**

I love the ability to just stretch it and make all of you hate me...

**BEN**

You're a terrible person.

**ALEX**

It's delicious.

**LYDIA**

We do have one more episode to go before the end of the day right? We get to hear what's next?

**ALEX**

Oh yeah, we get the wonderful thing of we know what's happening...

**BEN**

YOU'VE GOT TO WAIT ALL WEEK! HAHA!!

(laughter)

**JAMES**

We're only doing this because we dislike you all personally, just...

**ALEX**

How fickle James is. Swapping from one moment personal advice. James' love is fickle he's a capricious... he's a capricious player.

**JAMES**

Yeah, yeah that's me. Oh yeah.

**BEN**

Like the wind

(laughter)

**JAMES**

Oooh, flowing one way, flowing another and then going like, ahh the wind got to get away from you now find you unappealing, and then coming back and yeah, I think you're fun...

(laughter)

**BRYN**

I am just going to make a thread on the forum which is nothing but spoilers.

(laughter)

**ALEX**

And I will find someone to shut that down!

(laughter)

Anyway, while me and Bryn have a bit of a talking to I think we will call it there and then we will see you next week.

**LYDIA**

Yay, bye guys.

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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**[OUTTAKES]**

**ALEX**

Fine and Bryn?

**BRYN**

I think the best way to avoid Alex using this in the outtakes is to f-[bleep]-ing swear a lot...

(laughter)

...put it in the sh-[bleep]-ing recording, so if I just [bleep] turn this off...

(laughter)

...there's no chance of me ending up in the outtake.

(laughter)

**BEN**

Oh dear.

-

**BEN**

When you were talking about jellied Seal, I missed the opportunity, but I did really want to ask, does it taste like a kiss from a rose?

**ALL**

Arghhhhh

(laughter)

**BEN**

That was bottled up inside that needed to come out.

(laughter)

**ALEX**

Maybe the first blooper that I am going to quietly take this episode and shunt into the last one.

**BEN**

## Rusty Quill Gaming – 16 – Collateral Damage

Oh dear.