

## **RQG – 26 – I Predict a Riot!**

### **Content Warnings**

- X
- X

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

#### **ALEX**

Hello and welcome to episode 26 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me as always, I have

#### **JAMES**

James Ross

#### **BRYN**

Bryn Monroe

#### **LYDIA**

Lydia Nicholas

#### **BEN**

Ben Meredith

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**ALEX**

And who are you playing?

**JAMES**

Sir Bertrand Macguffingham

**BRYN**

Hamid

**LYDIA**

Sasha Rackett

**BEN**

Zolf Smith

**ALEX**

Cool.

**BRYN**

I don't give my full name because it's much longer than everyone else's.

**ALEX**

I can't pronounce your character's full name

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**BRYN**

Hamid Saleh Haroun al-Tahan

**ALEX**

Yeah you made it just

**BRYN**

I didn't I trip over. Don't edit that out!

**(laughing)**

Let the people know that I cannot pronounce my own name.

**JAMES**

It's the imperfections that make you all the more beautiful Bryn. That's what it is. You're like a carpet that's been soiled in some way.

**(laughing)**

**ALEX**

You are so complimentary

**BRYN**

I remember why I'm friends with James and have been for a decade!

**ALEX**

So as a quick rundown of what we've been doing up to now. You obviously hit up the Natural History Museum and have been chasing up these leads which, in fact, Bryn you lead the way. We have some leads, what are they in the big picture?

**BRYN**

Right, so we've got some mysterious metal we've discovered is adamantine and we intend to track to Damascus. We've got a weird seed that is also sort of metallic and we think we're going to be able to track some more information in Svalbard. We've got a key to a safe deposit box, to one of them big banks in Cairo. It's specific to Han Bank, yes, that my father owns. We've got a origami swan which we have some potentially identifying information about which we're going to follow up in Japan. We've got a friend of our mysterious inventor in Paris called Francois Henry.

**BEN**

Francois Henri

**BRYN**

So I'm bad at French accents. And we've got some research that's been compiled at the university in Prague. So there are six clues

**LYDIA**

And we have a weird death eater faceless thing whisper about my cousin.

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**BRYN**

Yeah we've got lots of other...

**LYDIA**

There's other things

**BRYN**

We're making a delivery to Paris, I mean, you know, my hands occasionally turn into weird scaly claws

**ALEX**

Minor things.

**BRYN**

I was intending to ask someone about some point but I haven't really worked out...

**ALEX**

It's just one of those things. You're so busy and you're not registered to a GP in this area so...

**BRYN**

Well I had that once and I've managed to oppress pretty effectively.

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**JAMES**

Typical man, takes ages to go to the doctor.

**(laughter)**

**ALEX**

So obviously chasing some of these down. The most recent place you headed up was Kew Gardens which went...

**LYDIA**

Well I think it went great. Sasha thinks it went great. She exploded a lot of things, she's chased some things.

**BRYN**

I'd forgotten that fungus I killed singlehandedly with infinite acid blasts. I'll have to listen to the episode again last week.

**ALEX**

And Bertie learned to not mock the creature that's walking away because it will come back you and pound you into the dirt.

**JAMES**

Bertie has learnt nothing!

**(laughing)**

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**ALEX**

So after Kew Gardens you headed on to Dover in the hopes of catching a tunnel train.

**BEN**

We had a lovely train ride!

**ALEX**

You had a lovely train ride.

**BRYN**

Nothing went wrong!

**BEN**

We had a nice chat. There was dinner service.

**ALEX**

Yeah, you're currently in Dover. You had a lovely meal where you found out that everyone...I say everyone, a lot of people are annoyed at the Cult of Poseidon for...

**BRYN**

No good reason!

**ALEX**

No good reason although thankfully Bertie managed to bully the way to passivity again and the last thing that happened, you headed out of the restaurant only to see a kerfuffle. A veritable kerfuffle down the docks where there appears to be a large...

**LYDIA**

Is it a fracas?

**JAMES**

I prefer a fracas and a kerfuffle to an embrolio.

**ALEX**

I suspect that if left to its own devices it may go via fracas and embrolio to just...

**BRYN**

Will it eventually get to ruckus.

**ALEX**

It may hit ruckus. It's too early to tell but you're currently on an incredibly wet street with a big storm still pounding down.

**BRYN**

I have a question not designed to show off my use of long words.

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**ALEX**

Go for it

**JAMES**

Brouhaha is longer

**(laughing)**

**BRYN**

You told us at the end of the last episode we were levelling up. Has that happened already? Are we now level 3 or will it happen next time we sleep?

**BEN**

We walked out the fish and chip shop and suddenly ding!

**BRYN**

Well it's important for me know because it affects my choices.

**ALEX**

It's a good point to the point where before we start playing I will actually engage with this little bit more as a question. In the older versions of Dungeons and Dragons so 2.5 and other tabletop games they explicitly stated that in order to level a minimum amount of time would have to pass. So remember, if...you remember you passed a ridiculously busy three days at the start of the campaign and ended up levelling up after, like three days. In the older system they would've said a week at least has to pass before you can make it out of level

one. I am less stringent on that. It makes sense because you shouldn't just instantly have a new ability which is why I've been making a point of the sessions of telling people to focus on RP'ing things that they're going to be developing a skill. A good example, a great example, Sasha with the bombs. Is that was fine for you to just suddenly have bombs because you nicked a bunch and were faffing with them for ages beforehand so that's how we sidestep that time requirement. So what I'm going to do this, and it's the precedent I'm setting for future, is until you sleep all of your stats are as you have them now. Levelled up. But big shiny new abilities do not kick in until you have at least spelt. So spells and depending on feet, if it's just a basic like you have +2 diplomacy now, that's not a big deal but for instance, I know that Bertie has cleave. Cleave will not kick in until you've slept. You're not going to be wading into huge crowds...

**BRYN**

But Sasha's weapon focus would

**ALEX**

But Sasha's weapon focus would because it's just a very flat bonus and it's very simple to...

**BRYN**

Combat reflexes?

**ALEX**

Combat reflexes wouldn't until you sleep. And I could do with all of you...this is a little peep behind the curtains. This is the kind of conversation I have with the

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players outside of the game. I could do with all of you keeping an eye on these things in RP and if you see a way to work in, oh if only I have a way of figuring out how to attack two people in a short space of time. I should mould this over.

**BEN**

A modern military strategy just isn't quite there yet!

**(laughing)**

**ALEX**

But you see what I'm getting at.

**BRYN**

I don't need to justify any improvements to myself because I am a sorcerer, all of my abilities come magically to me from my magical genetic

**ALEX**

Magic, magic, magic

**BRYN**

Magic, magic, magic

**ALEX**

Ok. So you are on a stormy street, rain is pelting it down. It's almost hard to hear one another unless you're speaking in a clear carrying voice. You are outside the Soggy Admiral where there's a bunch of churlish looking merchants

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who are sat quietly and there is a brouhaha brewing down by the docks. It looks like from the perception check you guys gave me last session that it is a large group of civilians with a line of guards keeping them away from the docks and what looks to be like probably some Poseidon representatives or something. You're seeing some tridents. Not that many people use tridents so it's not that big a stab in the dark. And it is getting on to early evening at this point.

**LYDIA**

But I don't understand how like the wiggly ones...because they didn't have any bones in. So how do they even move around like, because it's very convenient

**BRYN**

Oh it's really fascinating actually

**BEN**

Guys there might be a riot starting so maybe let's belay this conversation until a bit of downtime

**LYDIA**

But I...

**BRYN**

We'll talk about it later Sasha, it'll be fine.

**BEN**

Right do you think we should get involved in this or go straight to the temple.

**BRYN**

We should probably find out what's happening at least. Maybe not dive straight in or anything. I look pointedly at Bertie

**JAMES**

Bertie looks pointedly away from Hamid.

**BEN**

Look people might start being killed so let's go deal with that, right.

**LYDIA**

Fine. I load up my spring loaded wrist sheathes.

**ALEX**

Preparing for the murder!

**BEN**

Yeah I start wandering over to the...well not wandering, striding purposefully, stomping purposefully over

**ALEX**

So you stomp purposefully. Does everyone else go at very slow pace to

**BRYN**

We stroll so that we can keep up with him yeah

**BEN**

Ha, ha, ha!

**ALEX**

So you head down. It is a downhill slope and obviously your heading towards the harbour bay and off to the side are the white cliffs and it becomes really apparent as you're heading down that a significant portion of the white cliffs have been carved, as if in some kind of temple motif.

**JAMES**

Is it four dead presidents?

**(laughing)**

**ALEX**

It's just one living god I'm afraid. They'll get there, give them time! Times can change but obviously with the stormy weather and the rain, you can barely make it out. But it's clear that someone's done a number on the White Cliffs of Dover.

**BRYN**

Is it new? Is it not like a landmark that we all know about?

**ALEX**

It's a landmark but I'm dealing more with Sasha who's never even left London before. So yeah, you'll have seen it on the way in and it...they'll be people taking pictures and all kinds of things.

**LYDIA**

That's big! Wow! Is that your god?

**BEN**

No, that's a building.

**LYDIA**

Right

**(laughing)**

**BRYN**

It's designed to look like his god, yes.

**LYDIA**

Oh, cool, right.

**BEN**

Oh yeah I see what you mean, ok yeah, sure.

**ALEX**

Heading down the street as it slopes downwards it becomes really clear that yes, there is a large group at the base of the slope all facing out towards the docks. There are a line of guards, about five or six, who are with sort of halberds all held horizontally just keeping people at bay. There is an incredibly flustered looking harbour master with a rather soggy looking book, stood on a crate who seems to be saying something you can't hear from this distance. A large group of people, none of which appear to be sailors. It all appears to probably be civilians, merchants, that kind of thing who seem right angry. Very annoyed. They're chucking things and there are behind the guards who are holding them back with halberds, are two representatives of Poseidon. From your perspective they don't look like the kind of person that you are. They look more like the equivalent of clerical.

**BEN**

Ok, ok.

**ALEX**

They're not quite the free agents that people have been led to assume the Cult of Poseidon have.

**JAMES**

They actually look like a formalised religious militia.

**ALEX**

Yes

**JAMES**

Ok cool. God bouncers

**(laughing)**

**ALEX**

Yeah so there are two god bouncers there. Tridents, full plates, big white beards and they look comparatively unconcerned by the angry mob, probably because they might be able to take them. Who knows.

**BEN**

When I see the harbour master I think I'll turn around to this lot and go, right we should probably head to the temple. It's just a bunch of people complaining about how they can't get their boats out. I'm going to nothing if not make the situation worse.

**BRYN**

You don't think we could try and diffuse the situation at all maybe.

**BEN**

You're welcome to but I'm staying back here because this, pointing at the trident, is not going to make them happy.

**ALEX**

Give me a perception check all of you.

**BEN**

No

**(laughing)**

**JAMES**

I have 12.

**ALEX**

That's not actually bad for Bertie

**BRYN**

18

**LYDIA**

24

**ALEX**

24. So Sasha you can see towards the back of the crowd a few of them seem to be prepping to kick things up a notch. As in, one of them's been levering up a cobble and someone else is...a couple of people seem to be wielding like kugels and a couple of knives. It's all on the downlow but it's very clear what direction they want to take this.

**LYDIA**

Exactly the kind of thing Sasha would notice.

**ALEX**

Yeah it would!

**LYDIA**

Right, guys, I mean just...can you see, right so there's going to be...this is going to kick off right now. I'm...they've got some, they're taking up the floor, we should...

**BRYN**

Bertie let's go and make friends.

**JAMES**

Yes I like friends. Bertie pushes gently in the direction of the back of the crowd with the people who are doing the levering up etc.

**BRYN**

I'm literally just going to trot up to them and say a very friendly hello and just smile my broadest smile.

**LYDIA**

I move to the nearest wall and back against it. I don't look like I'm with them but I'm in throwing range.

**BEN**

I'm staying where I am and ducking into a doorway if I can.

**ALEX**

That's probably not a bad idea.

**JAMES**

So what I would like Bertie to do in combination with Hamid is between the two of us we are going to present the carrot and stick approach to the back row of the crowd where I will attempt to intimidate them and Hamid will attempt to charm them into putting down the...

**ALEX**

That's fine. I will say both of you give me your respective rolls and then I will deal it from there.

**JAMES**

Oh I'm pomp and pageantry if I'm doing...

**ALEX**

Well obviously you're Bertie.

**JAMES**

13 + 7 + 1 for pomp and pageantry so it's 21

**ALEX**

It's ten minutes of my life roll plus one bonus.

**BRYN**

I rolled a 3 for a grand total of 13.

**ALEX**

Your modifier's huge! Ok so what we'll do is we'll say the second you rock up they didn't notice you. A couple of them have already started moving forwards through the crowd. One of them has literally pulled their arm back to heft a cobble, has turned to check the coast is clear to see Hamid just looking up at him going hello. We'll go from there.

**BRYN**

What's going on?

**ALEX**

Nothing. What?

**BRYN**

Why is everyone gathered here?

**ALEX**

Well you mean it's just fing innit. I mean...

**BRYN**

What thing? Do tell me?

**ALEX**

I mean it's this bloody Poseidon lot innit.

**BRYN**

What have they done?

**ALEX**

Well they've been, you know, this! He's just pointing at the sky.

**BRYN**

Oh no. How did they do that?

**ALEX**

Because...and he's clearly getting bamboozled like this is...

**BRYN**

I'm basically just going to keep asking...I'm going to be like an annoying child that keeps asking why. Everything he says I'm just going to find a way to question it further.

**ALEX**

Let's keep RP'ing it. It's like...they're the weather people right and it's been like this for three days. A storm for three days. Yeah right. Yeah so we're...

**BRYN**

Have they tried to do anything about it?

**ALEX**

No! Exactly. So like, we're just here...

**BRYN**

Do they normally control the weather?

**ALEX**

Well they can because, you know...

**BRYN**

How do they control the weather?

**ALEX**

Because they've got like...as you're talking the people who were distributing amongst the crowd, you can see they're now beginning to try and rile it up. Lots of yelling stuff out and then moving, yelling stuff out. You could've done something about this. And they'll sidestep a few things and be like, yeah he's

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right. They're just trying to stir it up and cause trouble basically while one of them's just nonplussed by Hamid.

**JAMES**

Can I exert my intimidate check on the people who are doing the filtering around?

**ALEX**

No

**JAMES**

Fair enough so I'm just intimidating...

**ALEX**

Currently you're just intimidating a guy who's holding a cobble and someone who's next to him, both of which look a little bit gormless and a little bit confused by what's going on already.

**JAMES**

Bertie leans into the space just between the two heads of the people who Hamid is currently in conversation with.

**ALEX**

So you're leaning over Hamid.

**JAMES**

Over Hamid. Straight over Hamid between the two. Now wouldn't you two gentlemen rather just drop those stones and Bertie just taps the stones out of their hands respectively.

**ALEX**

Oi, look, right we are legitimate, we are totally legitimate right. We are business...

**BRYN**

What does legitimate mean?

**ALEX**

It's like...we're proper, we're proper business people and we're trying...

**BRYN**

Well what's your business?

**ALEX**

We're merchants and we're trying to...

**JAMES**

Now listen to me you filthy little new money oik. You're here carrying levered cobbles around like some sort of urban stone.

**ALEX**

I don't know what you mean. We are legitimate...

**JAMES**

I know full well. Well I'm not sure that you understand what any of the words in that sentence mean little boy. Maybe you should put that stone down properly and pop off home...

**ALEX**

He's sizing you

**JAMES**

...while you still have a home to go to and legs to take you there.

**ALEX**

Well it's alright for you, I mean you're obviously , you know, you've got cash, some of us have to work for a living, and you know, when these guys are trying to kick things off. As he's saying that someone's lobbed something at the harbour master who's ducked and it's definitely turning a bit sour.

**BRYN**

I assume that these guys have had their attention occupied by Bertie, more effectively than my delaying tactic. I'm going to slip through the crowd, mostly through people's legs to go to the person who just threw something and I'm going to cast prestidigitation to give their tunic a nice glow in the dark bright orange.

**ALEX**

Ok, I will get you to give me an acrobatics check to make your way through an increasingly angry crowd otherwise you're going to get lost in the shuffle because you are less than half the size of half of the people that are there.

**BRYN**

This may not go well. I roll 15 so 19.

**ALEX**

19, yeah. I mean Sasha's clearly been teaching you a couple of things on the side. You manage to get your way through and you manage to put...was it on both of them, just one of them?

**BRYN**

Whoever's thrown anything I cast prestidigitation. So if I see other people I'm just going to do the same thing.

**ALEX**

So there are now three people who have glow in the dark clothes who are...a few people are noticing and...

**BRYN**

Just to confuse and highlight

**ALEX**

And again it's just befuddling the situation mostly. The harbour master who just ducked after having a rock thrown at him, points at one of them who's glow in the dark and one of the guards starts trying to wade through the people to grab them and the crowd are just forcing them back. It's getting a bit lairy. Lots of yells and angry, it's not being handled particularly well and the harbour master looks completely out of his depth. Oh, oh, don't do that. Don't do that.

**JAMES**

So this is quite obviously going a bit...

**ALEX**

Yeah, yeah

**JAMES**

So I'm going to start sidling up, trying to be as inconspicuous as possible.

**ALEX**

Look some of us have to work, they're not letting us work because, you know, whatever religion. Am I right. So we can't do our...it's ridiculous. It's ridiculous and he starts yelling and one of them is reaching down to the pick up the cobble that you knocked out of his hand.

**JAMES**

Shhhhhhhhhh

**ALEX**

Look do you have a point.

**JAMES**

Bertie glowers at him. Very hard once again. Bear in mind I got a 21 on this.

**ALEX**

I'm just making you work for it for a change

**(laughing)**

**JAMES**

Bertie grabs him by the shoulder, are you absolutely sure you wouldn't rather just go home and avoid any potential unpleasantness. I can't help but feel that if you have to work for a living that might be a little bit harder if, for instance, all of your fingers are broken and your hands are reduced to a bloody bone mush.

**(laughing)**

**ALEX**

That one made it through. You were maybe just losing him in the shuffle a bit and aiming a bit high. Once you were nice and clear. Alright, calm down. Bit much. He sort of taps the other guy on the shoulder and they back off slowly. You got rid of two of them. There's three in the crowd and one of them is currently having a bit of a scrap with the guard. You can't take me! You don't know! You don't know! You're part of the problem!

**JAMES**

How far away is the one who's doing that to Bertie?

**ALEX**

About 25 feet of crowd.

**JAMES**

Bertie is going to march purposefully through the crowd without anything that might resemble an acrobatics check. He's just going to wade his way through with a combination of bellowing and actually shoving people.

**ALEX**

So lots of people have acrobatics checks to get out of your way.

**JAMES**

Yeah that's basically it. In the direction of the one who's starting on the guard.

**ALEX**

Go for it. Give me a strength check to just budge your way through.

**JAMES**

What am I rolling?

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**ALEX**

Just a D20 and add your strength modifier

**JAMES**

8 + 3. 11

**ALEX**

11. You're making slow going of it because there's just so many people but you do manage to get there as things are still happening.

**JAMES**

Make way. Make way. Ah yes, now. Again I lean in and I put my hand...Bertie puts his hand on the derogator's shoulder, pulls him back a little bit and again it's going to be a quiet intimidate check.

**ALEX**

Ok go for it.

**JAMES**

16 + 7 + for pomp pageantry is 24.

**ALEX**

Go for it.

**JAMES**

Right now sunshine.

**ALEX**

At that point something dings off the back of your helmet thrown from a different part of the crowd. It doesn't hurt. It barely made a dint in the armour but nonetheless it's now then, ding!

**JAMES**

You will notice how that rock thrown straight at my head didn't hurt at all.

**(laughing)**

I barely noticed that. How much of an impact do you think it's going to make if I smash this fist straight down the side of your face?

**ALEX**

As this is happening, so I'm taking a pause here. Jumping to the wider picture, things are rapidly turning south around Bertie as the other two are still causing trouble and yeah, people are starting to push and a couple of the guards are losing their footing and the crowd are swelling forward. Nonetheless from Bertie's perspective it's all going swimmingly well. The one that you're trying to get intimidated is looking very cowering.

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**LYDIA**

I am going to use my crowd dodger and everything I can to get to Hamid who I can from my wall, I can see is in the middle of the crowd that's turning sour.

**BRYN**

Track him by the glow in the dark clothes that are appearing.

**(laughing)**

**LYDIA**

I'm going to go grab him.

**ALEX**

Can you remind me what crowd dodger does for you specifically.

**LYDIA**

So crowd dodger is a +2 in acrobatics to move through a creature's space is primarily about attack of opportunity but...

**ALEX**

Nonetheless, no I will apply to this and give you the +2 to the acrobatics move through the crowd because it's crowd dodging.

**LYDIA**

Oh good because I only rolled a 9 so that's 18 + 2 is 20.

**ALEX**

20.

**BEN**

Rolling 9 when you've got a 9 bonus is not a bad roll!

**ALEX**

Yeah so you're moving through quite easily. As you move past you can just hear Bertie off to the right with the guy, listen like it's not a problem we're just going to...we're just making our point

**JAMES**

Bertie at this point, because he's behind him, what he's done, is he's kicked his knees out and forced the man to the ground on his knees in front of the guard and gone, why don't you apologise to the nice man you're been hurting so badly. Maybe with your words because, you know, guards have feelings too.

**ALEX**

Cutting to Sasha who's just made her way to Hamid. Hamid at this point you're getting buffed around left, right and centre. Another guard has been tripped over, the harbour master's panicking at this point and is starting to blow a whistle [whistle noise]

**LYDIA**

I am going to try and grab Hamid and take him out of the crowd.

**BEN**

Try and get him to the front!

**LYDIA**

No! No.

**ALEX**

Sasha, what do you do?

**LYDIA**

I grab him and I take him out of the crowd.

**ALEX**

Ok so shall we say back or side?

**LYDIA**

Side is always the direct route. He's going to try to take the side of the crowd.

**BRYN**

If Sasha's able to sidle she will.

**ALEX**

In which case give me a second attempt but this one is going to be at high DC because you're basically pulling Hamid along whether he wants to or not

**LYDIA**

5 + 9 + still my 2?

**ALEX**

Yeah plus your 2

**LYDIA**

Yeah so that's 16.

**ALEX**

16. You're not able to with Hamid in tow. Like you're moving fine but every time you see a spot and dash through it you've perfectly timed it so that Hamid [slapping noise] into the person and again [slapping noise] into the person. So you're getting buffeted and also dragged along whether you want to or not at this point.

**BRYN**

I'm going to try and wriggle free.

**ALEX**

Our first one of the campaign! Give me an escape artist check.

**BRYN**

9, 2, 11.

**ALEX**

11?

**BRYN**

Yeah

**ALEX**

No!

**JAMES**

Less escape artist and more escape finger painting

**(laughing)**

**ALEX**

Ah James! So yeah basically you're just caught in this crowd. It's rapidly going sour. Another two guards have tripped over. There's just effectively one guard getting overwhelmed and pushed backwards. The Poseidon guys have now sidestepped and are stood in front of the harbour master, tridents out ready just to keep people at bay. They don't really care about...

**BRYN**

I cast prestidigitation again to produce some fireworks. I just desperately want to distract everyone.

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**BEN**

Wait, wait, quick a riot's happening. Let's make explosions!

**(laughter)**

**BRYN**

Pretty, quiet fireworks. I'm just going to start sending, literally sprays of sparkly glitterness into the air.

**LYDIA**

That's not a wise thing.

**BRYN**

In an attempt to distract people.

**ALEX**

So for once I'm going to go really cinematic with this. We have this aerial shot moving across the crowd where at one side we're seeing Sasha desperately pulling Hamid through this crowd with fireworks going off where they are. We pan across, there's Bertie holding a man down who's going I'm sorry, I'm sorry, I'm sorry...

**JAMES**

Have you ever heard the expression [24:04], about something. Have you ever wondered how that might feel because you're about to find out if I cut your brains out.

**ALEX**

The front row start overwhelming the one remaining guard.

**BEN**

Can I add something to this little tableau. Have I got to the back of the crowd yet?

**ALEX**

You are now at the back of the crowd.

**BEN**

Brilliant. I'm going to cast obscuring mist because the thought behind this is that if no one can see they're probably going to just give up.

**ALEX**

What's the range, as in the actual width of it?

**BEN**

Well it's a 20 foot radius.

**ALEX**

20 foot long. It's making it then from pretty much from where you are now to the front of the crowd so it's covering the majority of the crowd.

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**BEN**

Cool and that will last for three goes.

**ALEX**

Ok cool. So this mist sweeps around

**BRYN**

If I could've done that with prestidigitation I would have.

**ALEX**

And everyone kind of hesitates...

**BRYN**

I stop casting fireworks when I see the mist

**ALEX**

Yeah once the concealing mist happens obviously I can't describe it too much. It becomes more blurring shapes, certainly there's a bit of an element of panic and then you start hearing a cry going, it won't work on us. It won't work on us! And lots of cries of cheers and joining in with them and the crowd seem more agitated and begin surging forward rapidly. You start hearing the clamour of a fight which you can't see.

**BEN**

Oh balls!

**JAMES**

Can I attempt a sense motive check on the guy that I've got, like, basically pinned to the floor and terrified.

**ALEX**

Go for it.

**JAMES**

Cool

**LYDIA**

His motive is terror!

**ALEX**

Go for it, go for it.

**JAMES**

Ok I've got -1 for this, do I have any sort of...

**ALEX**

No just go for it, you can't pomp and pageantry this.

**JAMES**

17 – 1 is 16.

**ALEX**

His motive's anything you want it to be

**(laughing)**

**JAMES**

And that ladies and gentlemen is why torture should not be used as a method of war because it's very poor intelligence. Bertie doesn't have much intelligence to start with.

**ALEX**

There you go.

**JAMES**

Good call.

**ALEX**

There starts to be the sounds of rolling sounds of thunder. Not just from what's going on, you're hearing like the sound of magical combat, couple of cries out and some screams. It's all going very south.

**BRYN**

I really wish I had my new spell. This is exactly the situation it was designed for.

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**ALEX**

Yes it is. That's why I was very specific about when it kicks in.

**LYDIA**

Can I continue pulling Hamid out?

**ALEX**

You guys are going to start taking real penalties.

**BRYN**

I'd like to assist this time.

**ALEX**

Go for it.

**BRYN**

19 on my acrobatics roll.

**LYDIA**

Only 8

**ALEX**

8 it's not enough for both of you. You aren't getting hurt but you are now completely separated in the mist. One of them bumps you, you fall over onto

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your front, you stand up and you're completely separated. So none of you can see any of the others and can hear a fight happening around you.

**BRYN**

How close is...who is the fight closest to?

**ALEX**

At which point I am going to call for initiative rolls at this point.

**BEN**

15

**LYDIA**

11

**BRYN**

18

**JAMES**

20

**ALEX**

Ok. Initiative rolled. Bertie, you're up. As you are hearing all of the fighting happening and there are definite yells from the harbour master going no, no, no, stop, please stop, please stop. Someone squares up to you as you've kept

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this guy down. The guy who's on the ground he's just like arm's on his head, he's just looking straight down, he's not doing anything but someone else squares up to you and hocks a rock straight at you.

**BEN**

It has total concealment.

**ALEX**

Is it total concealment.

**BEN**

So anyone within five feet or next to has concealment of 20% missed chance, anyone more than that has total concealment so 50% missed chance. And also just so you know because we are in the weather, moderate wind disperses in four rounds, strong wind in one round.

**ALEX**

Sure. Ok, he hocks a cobblestone, he can barely see him. It wouldn't hit anyway, I'm not even going to bother with the concealment. He just [throwing noise] straight past you but you clock the guy, you see that he's chucked it.

**BRYN**

What does it hit, you throw a cobblestone into a crowd, it's going to hit someone.

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**ALEX**

A person you can't see!

**(laughing)**

**BRYN**

Just because it could clock the harbour master or one of us.

**ALEX**

It was in the wrong direction.

**JAMES**

How far away am I from...

**ALEX**

10 feet.

**JAMES**

10 feet. Lovely. Ok. I glare daggers at him, this is purely for flavour but I flip on [27:58] which is red and shiny and tracks towards him.

**ALEX**

You've gone full predator on him.

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**BRYN**

You can see the red line, the mist is there now, it's just a dot at the end.

**JAMES**

And I draw my sword and charge at him.

**ALEX**

You won't be able to charge because there's people moving in and out. You could move to him and do an attack but you couldn't charge.

**JAMES**

I move to him. I do an attack.

**ALEX**

Ok. Any considerations for the lethality or are you just...

**JAMES**

Nope

**ALEX**

Shocker! Roll me

**JAMES**

Base attack bonus there, cool.  $16 + 8$  is 24

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**ALEX**

It's a hit

**JAMES**

D10 + 4. 8. It's 12 damage.

**ALEX**

It's 12 damage. Ok that's your turn. On to Hamid. You're up. You have been buffeted around. You just got to your feet. Currently no one is trying to stab you.

**BRYN**

I assume that there are still at least one, probably three glowing orange beacons?

**ALEX**

You can see one.

**BRYN**

I move towards it. I am going to cast charm person on it.

**ALEX**

I will say that you wouldn't be able to do it this round, you'd have to do it next round because you're fighting your way through people but I won't make you roll

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for your acrobatics check. We'll say you've taken a whole turn to just get there.  
Ok, Zolf you're up.

**BEN**

Oh cool. I am going to...

**ALEX**

Does the mist centre on you.

**BEN**

Yes

**ALEX**

Ok so if you move in it will move with you.

**BEN**

Sorry, no, no it's stationary.

**ALEX**

That's fine.

**BEN**

It emanates from me but then stays stationary.

**ALEX**

Right got you.

**BEN**

Or moves with the wind.

**ALEX**

Sure, sure.

**BEN**

I am going to reach into my pack, pull out a torch and light it and start waving it around saying there's a way out over here and then try and move backwards away from the crunch.

**ALEX**

Ok. Immediately after that a couple of people already start bombing it out, vaguely towards your direction, see you and then take a 90 degree different direction from you because they're just curving away from you once they see who's yelled that out. Sasha, you're up.

**LYDIA**

Hamid, Hamid where are you? I've lost a...has anyone seen a halfling? I've lost...he looks like a child but he's sort of...he'll always be going towards danger like an idiot. Has anyone seen a tiny idiot?

**ALEX**

A large man who you are basically going around sees you and is clearly intending harm towards you, let's put it that way. He's not done anything yet, it's not his turn in the initiative but it's very clear that he's squaring up to you.

**LYDIA**

Ok, I duck around stand in the back. That's what I do. How much of that do I have time to do this round.

**ALEX**

Currently no one is threatening him. There are a lot of people around but no one is threatening him so you wouldn't be flanking him.

**LYDIA**

Well actually I could....

**BRYN**

You just duck into the mist

**ALEX**

Oh yeah you could

**LYDIA**

Away from him into the crowd which I dodge

**(laughing)**

**ALEX**

Give me a stealth check rather than a crowd dodge one on this one because you're not trying to move quickly, you're just trying to disappear.

**LYDIA**

9. My stealth is 9 so that becomes 18.

**ALEX**

18 is enough already. He sees you, clocks you, starts moving towards you but you're gone. You're like a mist. Shockingly.

**LYDIA**

I'm like ball bearings made out of mist flowing down into a valley which is very beautiful

**BEN**

And also made of mist

**LYDIA**

And made of mist. It's a valley of mist. You can see in the metaphor it's a really beautiful tree. It's late autumn so...

**(laughing)**

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And it sounds like there's an hoot of an owl...

**ALEX**

I'm going to take a break here but you can finish this off in the break and we'll be back in a couple of minutes.

And welcome back

**LYDIA**

And the trout are swimming gently through the...it's like a mirage of kind of English country, and there's a fisherman there and he's asleep.

**JAMES**

With a large beard and a long back story. In 1950

**ALEX**

Bertie, you're up. It's your turn.

**JAMES**

What shape is the man that I've just hacked at with my sword in?

**ALEX**

Bad shape, he is still squaring up to you but it looks more like because he can't get away fast enough rather than because he's going to kill you.

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**JAMES**

Ok are you going to apologise?

**ALEX**

He cannot hear you over the clamour. There's just loads of people yelling and...

**JAMES**

Bertie takes that as no, I'm not going to apologise and attacks him again.

**ALEX**

Go for it.

**JAMES**

10 + 8. 18.

**ALEX**

It's another hit

**BRYN**

[singing] who likes murder?

**LYDIA**

[singing] Bertie likes murder

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**JAMES**

7 damage

**ALEX**

7 damage. He's still alive. He's not been bisected or anything. He's bleeding heavily. Ok Hamid you are up.

**BRYN**

I cast charm person on the person I now am able to cast charm person on.

**ALEX**

Ok. What's the DC?

**BRYN**

Do I have my new feature yet or not?

**ALEX**

Which one to be specific?

**BRYN**

Spell focus and enchantment.

**ALEX**

I will allow it because it's gradual one that would require you to learn...

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**BRYN**

15

**ALEX**

He makes it.

**LYDIA**

Oh!

**ALEX**

By barely anything but nonetheless he makes it with like one to spare.

**BRYN**

It literally has failed every time. It should have approximately a 75%

**ALEX**

You need to listen to the dice. They don't want you charming people.

**BEN**

Didn't it work once on the guy in the crowd.

**ALEX**

The riot! It did. Other London.

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**BEN**

After we done the bomb and they were all coming.

**ALEX**

Where he was...

**BEN**

I turned around.

**BRYN**

Yes it did. You're right. It did work once.

**LYDIA**

That's actually very useful, it turned the riot away from us.

**ALEX**

It's just now that the riot came back and got you because I had all these riot scenarios set up.

**BEN**

What are we going to do with all of these riots!

**ALEX**

Ok, at which point...

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**BRYN**

Also I've just clearly tried to cast a spell on this person so they're probably now going to attack me.

**ALEX**

Yeah the person that was there, sees you and decides to just take an arbitrary swing at you. It's just that kind of riot at this point.

**BRYN**

Try his luck.

**ALEX**

What's your AC?

**BRYN**

15

**ALEX**

Oh yeah he's hit. He is wielding what looks like, just a length of 2x4 dealing 2 damage.

**BRYN**

Oh that's fine.

**ALEX**

He just clocks you with it. What's worse is that it's not even particularly aggressive, he just saw an easy target and just went for it because you were there.

**BEN**

I just got a clip round the ear.

**ALEX**

Pretty much

**BRYN**

Well the reason I highlighted him earlier because he was on of the first people to be aggressive. He's clearly this kind of person.

**ALEX**

Zolf, you're up.

**BEN**

I will start walking backwards. No in fact I will run backwards waving a torch and shouting, over here! There's a way out over here.

**ALEX**

Like I said a few people are running out but it's rapidly becoming apparent that the people who are just caught up in the flow are pretty much gone by this point and the people who are there want to be there. Sasha, you're up.

**LYDIA**

Hamid! Hamid!

**ALEX**

Give me a perception roll, Hamid.

**BRYN**

15

**ALEX**

15. You hear her.

**LYDIA**

Where are you? Hamid? You're...

**BRYN**

I'm here

**LYDIA**

Right and I try to dodge through the crowd to...

**ALEX**

Go for it.

**LYDIA**

Acrobatics or strength?

**ALEX**

It would be acrobatics this time because he's in the thick of it.

**LYDIA**

For goodness sake Sasha. 4 + 9 + 2. So...

**ALEX**

15. You make no progress but you don't end up prone or anything like that. He's...Hamid's managed to work his way into the worst place to be out of the whole lot and you can't just make your way through to this massive scrap with

**LYDIA**

**BRYN**

**BEN**

**ALEX**

**JAMES**

**ALEX**

**JAMES**

**ALEX**

**BEN**

**ALEX**

**BEN**

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Rusty Quill Gaming – 26 – I Predict a Riot!

**ALEX**

**JAMES**

**LYDIA**

**JAMES**

**ALEX**

**LYDIA**

**JAMES**

**ALEX**

**LYDIA**

**JAMES**

**ALEX**

**JAMESALEX**

**JAMESALEX**

He sits down.

**JAMES**

Bertie slightly drunk with power just goes, you **ALEX**

**JAMES**

**ALEX**

**BEN**

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**BRYN**

**ALEX**

**BRYN**

**ALEX**

**BRYN**

**ALEX**

**LYDIA**

**ALEX**

**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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