

RQG – 37 – Ups and Downs

Content Warnings

- X
- X

[Show Theme - Intro]

ALEX

Hello and welcome to episode 37 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, for another adventure in Paris I have

BEN

Ben Meredith

LYDIA

Lydia Nicholas

BRYN

Bryn Monroe

JAMES

James Ross

Rusty Quill Gaming – 37 – Ups and Downs

BEN

Zolf Smith

LYDIA

Sasha Racket

BRYN

Hamid Saleh Haroun al-Tahan

JAMES

Sir Bertrand MacGuffingham

JAMES

Sir Bertrand MacGuffingham and for the next three to four episodes we'll be suffering from a curse of mild head cold.

[group laughter]

ALEX

But we power through

JAMES

We power through...

ALEX

We power through, never mind asbestos, curses from podcasts.

BRYN

I nearly introduced myself as Hamid, when you said... when you said when I have joining me. It was only these two saying their actual names, I was like oh my god what's my actual name.

[group laughter]

BEN

I'm becoming my character.

BRYN

Jack Check was right...

[group laughter]

ALEX

Well look at it this way, we've now spent 37 hours, give or take, in a very small room, in close proximity, that can do strange things to us.

BEN

And we've done it all in one marathon recording session.

GROUP

Yeah...

ALEX

It's been crazy.

[group laughter]

BEN

[unclear: 1:05] references to Easter, Christmas

BRYN

Oh my god.

BEN

Passing events.

ALEX

It took a lot of planning

BEN

It did. It did.

ALEX

Runners just come up and bring us food, and take away our take away our bodily waste.

BEN

Yeah...

BRYN

I kind of regret repeating the...

BEN

In the same bucket, I wish they'd use a different bucket

[group laughter]

BEN

Can we have... can we have more than one runner please Alex?

[group laughter]

ALEX?

At least more than one bucket

BEN

More than one bucket yeah.

BRYN

I kind of regret repeatedly referencing all those celebrity deaths that we're now going to have to go and actually execute ourselves.

LYDIA

Murder

[Yeah]

BEN

Other the next few months to make sure that the new cycle follows our references.

LYDIA

I don't remember what the sun looks like.

[group laughter]

ALEX

You don't need sun, you need only games. Also, because of the way we record, this is the first recording that we're doing, which will be out after Magnus has launched, but it hasn't launched for us, so we're speaking to the future.

GROUP

Oh... hello.

ALEX

Hello future people, I hope that the world's still here. If it's not, I'm going feel really silly. So, the Magnus archives is up now. It's available on iTunes and all good Podcasters, and we're releasing an enormous amount of extra episodes at launch (a) as a thank you for bearing with us and (b) because we can, and that's cool.

LYDIA

Do you need to know how many times Alex had to re-record that, because his kept his voice shifting into a kind of unearthly moan.

ALEX

So, I'm fairly certain that the Magnus archives is the reason that everything went literally to hell at err... Rusty Towers, so god knows what it's doing out there in the world now that it's available. But give it a listen, who knows, it might be the worst thing that ever happened to your town, but it might also be really fun and interesting to listen to.

BEN

May be both.

ALEX

Who knows.

[group laughter]

ALEX

Now, back on to what we actually do.

[group laughter]

ALEX

So, picking up from where we left off.... Oh... a lots have happened, obviously via a flooded Dover, Zolf's brief career as a prisoner.

BEN

I was having a really rubbish time, generally.

ALEX

Yes, yes you were. And it got worse, because then three of you. you know, the three, that you know... care... Went across the channel, on a boat, whilst Bertie had a lovely train ride, with no complications whatsoever.

JAMES

I don't know... I don't remember any complications at all. It was fine, stop asking.

[group laughter].

ALEX

Long story short, via a brief stint in Calais, where Bertie very nearly, but didn't kill anyone, because Hamid was there to... to smooth things over. Eventually you all made it to Paris. And in Paris discovered **Le Triomphe**, a hotel, a presidential suite, the most expensive suite potentially in the world, held in perpetuity, in Sasha's name, specifically, with surname, Sasha Racket... with... amongst other things...

LYDIA

She does not trust...

[group laughter]

LYDIA

Nice things do not end well.

ALEX

With a little letter from err... Brock, I believe it was

LYDIA

Signed... Brock...

ALEX

Signed... and then inside the presidential suite, there was a list of names, wasn't there?

LYDIA

Umm...

ALEX

The party decided to... I believe you swung by the [unclear: 3:45]

BEN

Yes

ALEX

After a night chatting with gargoyles from Sasha's end.

BEN

And the most momentous thing happened, which is Hamid has a date.

ALEX

Yeah, he does.

BRYAN

Oh...

LYDIA

You say that's the most momentous thing. I did skip time, and have my memory altered. But let's focus on the date!

[group laughter]

LYDIA

Let's focus on the date.

BEN

Like any good TV show.

BRYN

Yep

BEN

Everyone's always more interested in the romantic sub plots than the actual massive events.

[group laughter]

BEN

The world's ending but...

JAMES

Will they, won't they... in the long term they won't because the world's ending...

[group laughter]

JAMES

But in the meantime.

[group laughter]

ALEX

We will pick up outside [unclear: 4:22] and have just realised that Sasha's clearly had her memory messed with in some way.

LYDIA

Yeah, he was a nice chap, and then I... I was here, I think, like he was... it all went very well. I knocked on the door, I think... Did I... did I... did I try and... I think I tried to break the door? Did I try and knock? I must have tried to knock. He was a very nice guy.

BEN

There's definitely a spell on your mind, Sasha, I'm a bit worried. Maybe this man has some. Is a [unclear: 4:57] of some power. I mean, if he can alter memories, that's quite advanced.

BRYN?

Yeah, but, why?

BEN

It's very strange

BRYN

Because... you.

LYDIA

We just had a nice conversation. There was... there was nothing secret or weird.

BEN?

Well that's the thing. Because obviously there's... something was... because otherwise he wouldn't have bothered to wipe the memory, because we still

know that Sasha got up there, and had a meeting. So it's the contents of the meeting, not the meeting itself, which is the problem. Is there a way to undo that?

BRYN?

Umm...

LYDIA

Don't be messing around inside my head.

BEN

Well, it's already been done, so.

LYDIA

No. Yeah, but like maybe that guy was an expert. You guys don't even know what it is.

BEN

We could go to an expert.

[laughter]

I'm not saying like, Hamid just start poking around in your ear.

JAMES

Don't worry about it young lady, just focus... watch my finger.

LYDIA

No. No one's getting in my head.

BEN?

Before you entrap her, I was going to say, no I can't do that.

[group laughter]

BEN

So, umm... I won't be.

JAMES

Maybe you could watch my finger instead.

BEN?

If you like.

JAMES

Good.

BEN

What's this going to achieve.

JAMES

I don't know. It's very soothing though isn't it.

[group laughter]

ALEX

I've just found a glimpse into Bertie's private life.

[group laughter]

Whilst sitting in a quiet room, just looking at his finger.

JAMES

Umm...

[laughter]

LYDIA

Hold amazing.

JAMES

I'm very at peace.

[group laughter]

BEN

That didn't go as anyone thought it would, so...

HAMID?

No, I don't really know what to do next, should we at least go back to the hotel, so we can talk about hit properly.

LYDIA

It's pretty easy to sneak in though. I mean I could... I could... go in again, it will be fine.

BRYN

Yep, but he might get a bit annoyed, and do something worse.

BEN?

Probably don't want to confront him until we've worked out what we can do about... you know... mind magics.

BRYN?

Yeah.

ALEX

There is about, five/six hours left before Hamid's date. So you've got a good solid afternoon ahead of you before you need to...

JAMES

But he has a magic item which means he's ready, basically instantly.

BRYN

I'm always ready.

[group laughter]

BRYN

So, this might be a quick jog of memory. There was the other chap, that we asked about, who isn't working here anymore.

LYDIA

Ah yeah.

BRYN

Did we get a lead on him?

BEN

Err... no... but we know that someone else was asking about him, which was the reporter, Amelie Rose.

BRYN

Yes...

BEN

Who's name was also on our list.

BRYN

Right, we should probably...

BEN

And we have some contact details for Amelie Rose, because I got those.

BRYN?

I say all that again, in character.

[group laughter].

ALEX

Skipping ahead... you all know that you have the address of a Ms Amelie Rose.

BEN

Your French accent is terrible.

ALEX

Who was an... apparently an investigative reporter, according to the list that you have...

BEN

Yes.

ALEX

Who was in the [unclear: 7:27] asking after Dr John [unclear: 7:30] who was the organ artist who is now not there.

BEN

Who left about six months ago.

ALEX

Yeah, he left six months ago.

BEN

I make notes, I've got all this written down.

ALEX

It's very hard.

LYDIA

I had a memory spell, so I don't know.

[group laughter].

LYDIA

I'm perfectly in character...

BEN

More authentic...

LYDIA

Totally.

BEN

Fab, fab.

ALEX

So, should we presume that you are heading after Amelie Rose?

BEN

Yeah.

ALEX

Ok. The contact details that you have, are for a newspaper, I Gazette Grande. The Grande... I can't pronounce it properly.

BEN/LYDIA

The big Gazette

[group laughter]

ALEX

What can I say.

[group laughter]

BEN

The massive Gazette...

LYDIA

It's a double page. It is a broadsheet.

BEN

One broad sheet. It's a massively broad sheet.

[group laughter].

ALEX

It's like five foot by ten.

LYDIA

Yep.

JAMES

But you've got the big stories, big news, big time...

BEN

Like the Buster Keeton sketch, where he just keeps opening it.

[group laughter]

BEN

And opening it and opening it.

ALEX

So, it is an address is a significantly seedier part of town.

JAMES

Ahh.

ALEX

Presumably you head off?

BEN/BRYN

Yeah.

ALEX

OK. So we'll sort of montage the journey a bit, you start, in obviously grand sweeping terraces, big blazing neon cosmopolitan, lots of mechanical men, and the occasional gyrocopter flying past in the air. But obviously you start heading down narrower and narrower streets. And what was actually paved you know your perfect flush paving, very well done in terms of cobbles, which have clearly been there a long time.

BEN?

So with the way that Paris has been laid out, are we heading into the suburbs or are we heading towards the Eiffel Tower, Eiffel's Foley.

ALEX

Heading out from the centre. You're right in that you are actually sort of. You are heading closer to Eiffel's Foley than would otherwise have been. But it is very clear that you are heading out from the centre, like central paradise area. It's a little bit shunted from real Paris in the sense of like... there are parts around there that are nice whereas here it is very much sort of shunted a

little bit a way from that. So, you are heading closer to Eiffel's Foley. Drawing nearer, actually, it becomes readily apparent, even to everyone's eyes, who are like looking for it, that it's... it's a big eyesore, and it's clearly properly a shanty town, it's cardboard, corrugated iron, people have been clearly doing that for a long time. There is a police presence around the outside, it's basically... they're quite happy to let people go in, but they are giving a lot of trouble to anyone who's trying to... you know... get out. It's sort of a nominal presence really.

BEN

Sounds healthy and sustainable.

ALEX

Definitely [laughter]. There are no problems here.

BEN

Is there just a sign by the door saying... day since last riot with this on it?

[group laughter].

LYDIA

Yes...

ALEX

A guy with a cast, his arm in a cast goes up, lifts off a four...

BEN

Yep...

ALEX

And put's on a one.

[group laughter]

ALEX

So, disappearing down more allies and so on. The buildings are... they're old style, they're actually quite well designed. They're good architecture, but very poor maintenance, and eventually you find yourself outside of a particularly seedy building, one of the doors is hanging off, and it has an incredibly umm...

LYDIA

Really, really big... [unclear: 10:24] blowing past us...

[group laughter]

LYDIA

Enormous piece of paper.

[group laughter]

BEN

It's actually a serious problem.

LYDIA

Wrap around them.

[group laughter]

BEN

This newspaper is a public menace.

LYDIA

That's right. they were trying to fight them off, as it blows down the street.

[laughter]

ALEX

There is a large green sign in an arch over the door. It's a bit incongruous, given how seedy everything is, but it's like. You know the old-style post offices, how they had their big grand kind of façade... it's like that, but in awful condition.

LYDIA

Neither rain nor snow nor sleet...

ALEX

Massive, massive...

[group laughter]

LYDIA

Massive and terrifying.

BEN

Ahh paper storms of.

[group laughter]

ALEX

So it's... yeah... the Gazette Grand... you're in the right place and there's no one at the front door, there's... it's not a particularly high up in the situation to be in.

BEN

I suppose.

LYDIA

Alright, this looks perfectly lovely.

BEN

Should we knock?

LYDIA

This is how all newspapers look, I'm sure.

JAMES

Bertie strides up to the door and knocks heavily with his fist.

ALEX

The one remaining door. Just falls inwards, a cloud of dust. Your hand appears to have punched through where it... knocked quite lightly, what's clearly a massive terminate problem, on top of everything else.

BRYN

I do hope you don't put too much stock in first impressions.

BEN?

Do you think it's shut down? I mean they did say at the arc that Amelie Rose hadn't been... had been by a couple of months ago looking for John-Luke [unclear: 11:50].

BEN

Well how you pronounce it flawlessly.

[group laughter]

BEN

Of course... editor's note...

[group laughter]

BRYN?

He speaks perfect French.

BEN?

We're here, so we might as well have a look.

JAMES

This looks like a lot more than a couple of months' worth of neglect I must say.

LYDIA

I sneak him.

BEN

Before you sneak in,

LYDIA

No.

BEN

Is the floor... is the floor dusty? Is there signs of recent passage?

ALEX

He's just asking for perception, that's all.

LYDIA

Ah... right...

BEN

Yes.

ALEX

There is... there is signs of it being frequently disturbed. It looks like it's still in use. There's bit of detritus have blown in. Just terrible condition.

LYDIA

You might notice that but I stride in.

ALEX

Stealth-check Sasha, if you're just powering through and ignoring everyone else, go for it.

LYDIA

Yeah.

BEN

I was going to say, we're just be having...

LYDIA

Oh 20...

BEN

So we've definitely.

LYDIA

I don't even disturb the dust.

[group laughter]

BEN

We've definitely... definitely... have that conversation and then what do you think Sach?

LYDIA

No.

[group laughter]

BEN

Right.

LYDIA

I'm hidden behind a dust moat, floating...

[group laughter]

Stairs...

ALEX

So creeping inside...

LYDIA

The other dust moats are freaked out by how quiet it has got.

[group laughter].

BEN

It looks like a ballbarian covered in oil.

[group laughter]

ALEX

Heading into the main foyer, you see, like a lot of the sort of...

LYDIA

Floating...

ALEX

Floating flawlessly and not disturbing any dust, somehow, despite having no magical prowess whatsoever.

BEN

Steppy toes.

ALEX

Laughter. It's a spell - level one.

[group laughter]

ALEX

Heading into the foyer, like a lot of the terrace buildings from that era, its actually deceptively large once you're inside. There's a lot of depth to it. There's a staircase, heading straight up. There's a corridor to the left-hand side of that staircase, running into shadow, and there are actually a couple of doors to the left and right. Turns out they're... it sort of expands slightly to the properties on the other side.

LYDIA

Ah... are there footprints?

ALEX

All the doors are closed. There are footprints. There are... there's a clear track in the sort of the dust and the dirt, leading straight up the stairs from the front door.

LYDIA

I go up the stairs.

ALEX

Sure.

BRYN?

Should we give her a minute? Should we follow her in?

BEN

No, it's what she does best. I guess. Just let her scoot.

JAMES

But if she wants to explore the upper floors I dare say we can have a look downstairs.

BEN

Or we could do a circuit of the building. To see if there's any...

JAMES

I don't know.

ALEX

Come back to Sasha...

[group laughter]

BEN

You're the boss...

BRYN

Yeah but... I just... I don't know... I'm not used to exploring newspaper offices.

ALEX

So cutting back to Sasha, so... heading up the stairs.

LYDIA

Yep.

ALEX

You're at a landing. There are a couple of doors that are open. It appears that there has been a decent amount of traffic. It's probably just one person, or two. But on this landing there are a couple of doors open and off to the corridor on the right hand side, at the end of the corridor, there is a door that is closed. There is a sort of stretching/scratching, coming from there.

LYDIA

I sneak up to it.

ALEX

OK.

LYDIA

And listen to the door.

ALEX

Perception check for the door.

LYDIA

Is it a door...

[group laughter]

LYDIA

17... what's... oh what's my perception? 8... Yes.

BEN

It's a strong start to the game.

LYDIA

Definitely a door...

BEN

Yeah...

LYDIA

Made of wood, bit of glass... oh...

ALEX

It sounds like oak, but it could be a different...so listen in...

LYDIA

Younger oak... from the north...

[laughter]

ALEX

You hear the distinct sounds of... what sounds like a pen or quill, or some kind of writing implement, on parchment, sort of behind the way and then grumbling in French. French which unlike the French you keep getting exposed to, where it's all harsh and that... it's actually, something that you can make out. And it's just filthy... it's just swearing.

LYDIA

I knock on the door. Yeah... I'm just going to knock. Hello mate, but in French)...

ALEX

Yeah of course..

LYDIA

How you doing love, ducky, what's up... I don't know... many words...

ALEX

It goes, very, very quiet.

LYDIA

Are you like, Amelie Rose and stuff? Init?

ALEX

It's clear there is someone trying, and failing, to be quiet. There is the sound of someone sort of being, really, really silent, followed by... oh knocking stuff and just being awful.

LYDIA

Do you want to pick up your pen mate? You seem to have lost it approximately three centimetres from the ground.

ALEX

Everyone, apart from Sasha, give me a perception check.

[laughter]

JAMES

10 minus 1 is 9.

BEN?

7.

BRYN

21.

ALEX

21. Hamid. You see one floor up, what looks like an extremely portly, old man appears to have been pretty carefully lifting up the window, and really carefully trying to climb out doing a...

BRYN

Hello...

ALEX

He kind of stumbles, then falls with a clatter on to the fire escape outside. A steel fire escape.

BRYN

Umm... I will shout, as loud as I can... Sasha... he's trying to climb out the window...

[laughter]

ALEX

We'll just say that you can hear it...

LYDIA

Yes.

ALEX

There's not much noise at this end.

LYDIA

Open the door and go in.

ALEX

You see a pair of feet, poking up outside the window, because, he's on his back in the fire escape, you recognise the patched and frayed soles of someone

who's a bit down on their luck. Anyone who speaks French, hears the most vile swear word imaginable, and then...

BRYN

I don't speak French, but I think I can...

[group laughter]

BRYN?

That was said in a way like...

ALEX

He gets to his feet.

BRYN?

I don't think there's any call for that.

ALEX

Looks in the window, sees Sasha, looks down, and then proceeds to start climbing up the fire escape to try and get to the roof.

LYDIA

I follow him. Alright mate we don't mean you any harm.

ALEX

I am going to get initiative roles for everyone. In fact, I tell you what, while we're chasing up all of the battle map, and getting everything prepped, we'll take a break and will be back in a couple of minutes.

ALEX

And welcome back, so... an elderly fat man, I won't get more specific than that, has darted, with surprising speed, up the fire escape, and the last thing that you saw is him hopping over on to the roof top. OK? There is a battle map drawn, I will describe it in detail, as it comes up. first up is... Bertie... you're off.

JAMES

OK, so Bertie at the bottom of the fire escape with Hamid and Zolf and [unclear: 17:24] in the [unclear] I think. The first thing that Bertie will do is pick up Hamid and toss him up... so he's on the first bit of the fire escape, so the ladder has not yet come down. So he's going to do that first. And then pull down the ladder.

ALEX

OK, Hamid, are you going to attempt to resist that in any way.

BRYN

No, it was my idea.

[group laughter]

ALEX

In which case, give me a strength you.

BRYN

Ok do it. I wasn't serious.

BRYN

3 plus 3 is 6.

ALEX

So you are perfectly strong enough to do so...

LYDIA

Hamid you've put on weight

[group laughter]

ALEX

You're perfectly strong enough to do so, but you sort of misjudge it a little bit. Hamid still... give me a reflex save?

BRYN

13...

ALEX

Thirteen... Hamid still manages, just by fingertips, to get his hands on the bottom rung on the ladder, which immediately [sound effect] pulls down quite quickly, jarring you, to the point where you end up letting go and falling back on the ground.

JAMES

But the ladder's now down.

ALEX

The ladder is down, and about to start pulling back up, because of the counter-weight. You will say that's a full action for you to do such an action.

JAMES

Fair enough.

ALEX

Hamid, you're up, as it were, you're prone, and the ladder is receding back up above you.

BRYN

None of my spells are helpful in this situation. Stupid spells.

[laughter]

LYDIA

Are you trying to set fire to anything or maybe a little bit of acid on the mechanism.

BRYN

Umm... I'm... can I still see the guy?

ALEX

No, he's disappeared over the rooftop.

BRYN

I'd say, given the initiative and it's all kind of happening at the same time, if you want to slightly deter your actions and hesitation, I will do something that will sort that for you.

BRYN

Hamid feels like he can't do anything, so holds his action.

ALEX

Again, it's been a while for listeners (a) since we did combat and (b) certainly since this scenario has come up, so, just to reiterate.

[group laughter]

LYDIA

We did have one actually. There was a guy that could jump so well...

[group laughter]

ALEX

It was a fun memory. From your memory, kind of distracting you a little bit and pushing you down the board.

[group laughter]

ALEX

So holding an action, is where a character has decided, I may be able to do something in this round, but certainly not quite this time. So what I'm going to do is hold an action, i.e. you sort of step out of the initiative order and get to reinsert yourself in a different term. Ready in action is the one where you sort of... like a trap trigger in magic, if people play like that kind of thing, whereby a certain set of conditions will activate your turn. Holding an action, that doesn't happen. So effectively you're saying pass for now. OK, in which case Zolf, you're up.

BEN

Cool. Pop over to the ladder.

ALEX

By footstep.

BEN

And put the trident into it to stop it.

ALEX

That's fine.

BEN

So I've got to reach... and then just back down.

ALEX

That's fine. I'll say that falls down with some ease.

BEN

Yep.

ALEX

Sasha, you are currently inside the office, as far as I am aware...

LYDIA

Alright...

ALEX

I'll place you by the window, ready to hop out if you want.

LYDIA

Ok. Err... I, being aware that people are going to drop things on you and everything, I have will stick my hand up to see if anything drops on me.

ALEX

A bottle immediately [sound effect] shatters onto the fire escape.

LYDIA

For the listeners at home, he did not make me aware of that before... I am really really happy with you.

[Multiple people speaking]

ALEX

Happy with you.

LYDIA

I thought, do I have a hat to stick out...

[group laughter]

LYDIA

But I don't... I don't I just waggle a hand. On my way up, did I see any other stairs going further up than this?

ALEX

Yes you did, actually.

LYDIA

OK. I will go... dash back in, and dash up those stairs.

ALEX

Ok. We will, for the sake of speed, I will say that you are midway up the other set of interior stairs.

LYDIA

Uh hm...

BRYN

Did we see the dude lean over the parapet to drop that?

ALEX

Hamid, from the flat of your back, give me a perception check

BRYN

Yes, haha. 14.

ALEX

14, you see a worried looking man, poking his head out, just briefly dropping the bottle. It was definitely that man who dropped the bottle. A few little shards of glass patter around you and I'm going to throw you a bone for once, and not make you more damaged for falling glass. But I should, I should.

JAMES

You there, stop littering.

[laughter]

ALEX

Bertie, you're up.

JAMES

Err... so the fire escapes there...

BRYN

Well and I didn't get my action, because I held it.

ALEX

If you want to insert, you have to say I want you to insert. I'll allow you to insert now.

JAMES

If you're going to follow the rules.

[group laughter]

BRYN

I saw the dude, I can't sleep.

ALEX

What's the...say?

BRYN

15. 17.

ALEX

He pokes his head, like I said. You attempt to cast...from the flat of your back. It's all very impressive despite the fact that you are on your back, but nonetheless you poke back. I don't think he even noticed that you were attempting anything over that kind of distance - Bertie, you're up.

JAMES

Err...so the fire escape go down. Bertie has now got to power up the power escape.

ALEX

Go for it. I will say that we can get you to the rooftop in we'll say two rounds, because you have to climb the ladder and then sort of.

JAMES

OK. Yep...

ALEX

Jog on.

JAMES

The fire escape we have to do a...

[group laughter]

ALEX

Oh god. He's so right wing. Get off me, get off me.

JAMES

That's what passes for the whit of the staircase.

[group laughter]

ALEX

Oh you're very clever James.

JAMES

Thank you.

ALEX

Zolf, you're up.

BEN

Good. Where's the nearest gap in this terrace of buildings?

BRYN?

Would you mind holding the ladder long enough for me to start climbing it.

BEN

That's actually a really good point. If people are still waiting to get up the ladder then I'm not holding it.

ALEX

There is an extremely narrow squeezing space sort of between two buildings, to the left of the building...

BEN

OK.

ALEX

... that you're currently facing. However, it is a squeeze, and I mean that in the mechanical sense.

BEN

Yep.

ALEX

It's not an alleyway.

BEN

Fine, in which case I will hold my action...

ALEX

Ok.

BEN

So not do anything, which just remains me holding the ladder...

ALEX

Uh hm...

BEN

And I will wait till after Hamid.

ALEX

OK. Sasha, you are currently half way up the interior staircase...

LYDIA

Uh hm...

ALEX

and just up the top of the staircase is a closed door. You are moving currently at speed, running...

LYDIA

Is there a window?

ALEX

There is a window to the right hand side of that doorway.

LYDIA

OK. I want to hop out the window.

ALEX

It is closed currently.

LYDIA

Oh... can I try and open it.

ALEX

You can dive through like a pro...

LYDIA

I'm not going to dive through

[group laughter]

LYDIA

If there's nothing on the other side.

BEN

You would look really cool, just before you die. You're not batman yet.

[group laughter]

LYDIA

Can I not just open it?

BEN

One day...

LYDIA

Rather than batman who would sort of dive through and then swing around and climb up, he's sort of like [making sound effect].

BEN

Whop think this through...

ALEX

Just have a look, if that's ok.

LYDIA

Err... fine... Oh cricked my back...

[Group laughter].

Up I go... I'll just become a northern...

[group laughter]

ALEX

We'll say your move action gets you to the window, and we'll say that your standard action is opening the window. Give me a perception check? I'm being very generous on turnover today.

LYDIA

Oh... 12.

ALEX

It is not over the side of the fire escape. I will point it out on the map. For listeners it's sort of at the back of the building.

LYDIA

Is it all...or whatever it is?

ALEX

There are plenty of handholes but you will be climbing next time.

LYDIA

Cool.

ALEX

OK. Hamid.

BRYN

I climb up Zolf, and then up the ladder.

ALEX

Give me a climb check.

BRYN

Yep.

ALEX

Because Zolf isn't an easy person to climb.

BRYN

The thing is, this ladder is clearly built for humans, and I'm not human, so...

ALEX

Oh yeah, this is genuinely actually going to be problematic isn't it?

BRYN

16.

ALEX

16. There's a bit of a moment where your foot's in his face, and a... hang on...
[sound effects]. Sorry...

BRYN

Excuse me, excuse me sorry...

BEN

Get on with it.

[group laughter]

ALEX

You manage to make it over Zolf, and up to the ladder. Err you still have a
move action as well.

BRYN

Err... I will go up the ladder.

ALEX

Ok. Yep you've made it up the ladder, and you are now running up and you
are, effectively behind Bertie at this point.

BRYN

Cool.

ALEX

And, speaking of which... Zolf, you are inserting.

BEN

So much changing initiative. I will now full run to go through that squeeze
space...

JAMES

To move the same amount of squares, that a normal person does

BRYN?

Full run is four times move speed.

BEN

Yeah, but you can't full run with handicaps.

ALEX

It's denied to you because of...

BEN

Ahh...

BRYN?

Double move.

BEN

OK, well I'll double move. So that's err... I've actually...

BRYN

We've encountered this problem before.

BEN

Yeah we have. One, two, three, four.

[group laughter].

ALEX

So, let me work this out. In one, two, three, four... it will take you another turn to get to the...

BEN

Yep.

ALEX

To face the squeeze...

ALEX

Then, bearing in mind that because it's a squeeze, it will be taking twice as long to get through,

BEN

Well, come on Alex, I'll move diagonally to get... at least...

[group laughter]

ALEX

OK... well, so we'll say that you're keeping up.

BEN

I'm going to have some very quick turns.

ALEX

OK. Bertie, your hand is poking over the top. Give me a perception check, to see the situation?

JAMES

6 minus 1, is 5.

LYDIA

I'm on a roof.

[group laughter]

LYDAIA

Nice roof.

JAMES

Oh that sky... that cloud looks like a rabbit...

[group laughter].

ALEX

Chase it.

[group laughter]

JAMES

Oh, I can't go in the sky...

BEN

Yet...

JAMES

I'm a man!

[laughter]

ALEX

There are a load of rooftops.

JAMES

Yep.

ALEX

There is, on this rooftop, what looks like an exit for a stairwell, over to the left,

JAMES

Uh hm...

ALEX

And an elderly man, who is currently just climbing down...

LYDIA

Oh man... I should have checked that door was open...

ALEX

The far side of the building. You just see his head going... [sound effect] and then he pokes his head behind the far side.

JAMES

And so... as in over the far lip of the roof?

ALEX

The far lip, as in, if you were to run across the lip, run across the roof and leap, you may get ahead of him possibly.

JAMES

Yeah, OK. So Bertie's going to run over to the edge. He's not going to just dive off a roof.

ALEX

Sure. You can see that there appears to be some kind of corrugated roofing or something...

JAMES

Yep.

ALEX

Between the building that you're on and the next building, which is presumably what the old man is lowering himself on to.

JAMES

Yep, OK.

ALEX

OK. Sasha...

LYDIA

Yep. I'm leaping out the window, and if I'm looking across there, I am looking across there, I am on the back of the building, which the old man is also climbing down the back of the building, to get to this corrugated thing. Can I peep out, wave and try and climb across.

ALEX

You see an old man, dropping down... not climbing. Dropping down on the corrugated roof, which gives a very concerned wobble.

LYDIA

Is the corrugated roof the same level that I'm at?

ALEX

It is one level above you...

LYDIA

Ahh...

ALEX

And one level below...

LYDIA

Uh hmm...

ALEX

... where Bertie is. So you're on the second floor, Bertie's on the fourth.

JAMES

Can Sasha see me?

ALEX

No.

LYDIA

So I will want to climb diagonally up to where he is.

ALEX

OK. Give me a time check.

ALEX

Yeah...

BEN?

13

LYDIA

Plus 5.

ALEX

There are multiple hand holes.

LYDIA

Yep.

ALEX

You manage to climb across to the bit that's corrugated roofing over. So what it looks like, is there were actually two separate buildings.

LYDIA

Uh hm...

ALEX

And it looks like someone's done a poor job of knocking through the wall of one...

LYDIA

Uh hm...

ALEX

And knocking through the back wall of the first building the Gazette Grand, and had a temporary sort of walkway wooden, with corrugated roofing set up. presumably its laziness and cowboy builders. Where would you like to place yourself, bearing in mind that you are currently clinging to a wall and he's stood?

LYDIA

Yep.

ALEX

So if you're worried about bottles, he could just...them at you, no matter where you are on the wall.

LYDIA

True, but I just want to climb sort of almost directly up, so that I'm level with him.

ALEX

OK.

LYDIA

Like, mate I don't want to hurt you, I don't want to hurt you. We're just... we're trying to find a friend that's... that's hurt...

ALEX

English or French?

LYDIA

In French.

ALEX

I'd assume so. He turns, looks at you... gives a err... and then obviously we're sort of in initiative order but it looks very clear like the first thing he's going to do is dash across to the far side. It's now his turn. How convenient.

[laughter]

ALEX

He heads across. Climbs up onto here.

JAMES

So he's now on the fourth floor. That roof is level with the roof that Bertie is on?

ALEX

Yes.

JAMES

OK.

ALEX

If you wanted to leap across, without going via the corrugated, you could do so.

JAMES

Yep.

ALEX

But you would be doing checks and it's a fourth floor fall.

JAMES

If I do it over the iron corrugated bit, that's only one floor down.

ALEX

Exactly.

LYDIA

Very heavy... it's very badly build.

ALEX

Also, what you'll notice is both of you notice that the second that he hops over, he also ducks down, beneath the ledge. OK. Hamid.

BRYN

OK. I follow Bertie, get up onto the roof, and move my movement of one, two, three four...

ALEX

Ahh.

BRYN

I am no faster than he is. I am not wearing anything heavy, but I have very little legs.

ALEX

Zolf, you're up.

BEN

Right.

ALEX

Ahh... you squeeze like a pro.

BEN

A squeeze.

ALEX

It looks full of rubbish, broken bottles, bins and things like that.

BEN

I'm in chainmail and have been swimming in the sewers.

ALEX

You're not in chainmail.

BEN

I'm not. That's fine. I need to take away all these blooming... yeah I've rubbed it out. Cool.

LYDIA

Passed Ben is use and cruel...

BEN

Yeah...

[group laughter].

BEN

Screw you passed me... yeah... fine... I'm not in chain or scale but I'm not in any kind of mail. I'm in clothed mail.

ALEX

Yep.

BEN

I dressed in a mailman custom...

LYDIA

He's in his pants.

[group laughter]

ALEX

So...

LYDIA

You're in a man costume, that does not fit very well.

ALEX

Bertie, you're up.

JAMES

OK. So Bertie, presumably has seen the old man dip below the ledge on the other side, because it's all at that height. Umm... Bertie is going to err... move

to the edge and is going to unleash Brutor from the... Throw him over the ten foot gap between the buildings...

ALEX

OK...

JAMES

Going BRUTOR... FLY... THEN KILL.

LYDIA

Oh god.

ALEX

We'll say... I'm going to say it takes a standard action to get a DOG, who is smart enough to realise that this... whatever's happening, I don't like... is going to be pulled out from your...

JAMES

Yep...

ALEX

Insane [unclear: 30:06] I cannot believe is canonical but nonetheless by next round you can be having him into order as it were.

LYDIA

What costume is he in?

ALEX

Oh, that is a very important question.

JAMES

He's got a...

BEN?

Angel of death...

[group laughter].

JAMES

He's got a little fedora with a little umm... little matchbook in it with press written on it.

[group laughter].

LYDIA

Ahh... that's adorable.

JAMES

Isn't it.

LYDIA

And awful...

[group laughter]

ALEX

I'm going to allow that.

JAMES

Thank you.

ALEX

I'm going to say that you pre-emptively had something made.

JAMES

I'm going to the newspaper office. Obviously, we're doing that because...

LYDIA

Bought a little hat on the way over

JAMES

Yep. It's got a little Eiffel Tower on it as well.

LYDIA

Oh...

ALEX

[laughter] you've got a little bit of souvenir tack and put press on it.

JAMES

On it...

ALEX

Sasha, you're up.

LYDIA

I climb onto the lower roof thing, run along and I'm going to try and climb up, less worried about him stamping on my hands now. I am going to get this guy gosh darn it.

ALEX

I will take a time check to get you onto the roof.

LYDIA

Uh hm... Err... 24...

ALEX

24. And...

LYDIA

So on this roof. So I've climbed up onto the corrugated roof, and I want to climb onto the next bit.

ALEX

Umm... what I'll do is I'll fudge it a little bit. Give me another climb check and we'll say you take a sort of wall run up...

LYDIA

I climb... climb so hard... Oh... 2. So, 7.

ALEX

You do not succeed. In order to shave time, you know... running... you basically wall run up, grab onto a piece of corner which just brakes in your hand. It's clearly very old. You fall back...

LYDIA

On to the corrugated.

ALEX

You slam onto the corrugated roof, which creaks ominously and you hear a [sound effects] a couple of bits potentially breaking, you're not sure. You can't see. Everything is still level, but it gave a very worrying shake.

JAMES

Does Bertie here and see that...

ALEX

You see all of that ployout.

LYDIA

Oh Sasha...

ALEX

Because you can see chunks of the beneath structure falling away, as you fall.

JAMES

Right, and that's the roof that's creaking at that bit?

ALEX

That's the entire walkway.

JAMES

Ok.

ALEX

She's landed on the roof of...

LYDIA

Sasha sort of repositioned herself very slightly, like a cat that you didn't see do that.

JAMES

Licks her forearm.

LYDIA

Didn't see it fall over there. That's... this is exactly where she wanted to be. I'm just looking up. Getting a better... getting a better view of that. umm... my fur is fine, what are you looking at. I didn't fall off that [laughter]. There is no food on my nose.

ALEX

You are having to do all of that from Prono as you fell on your back.

LYDIA

No.

[group laughter]

LYDIA

I just wanted to lie down here...

BEN?

I'm a bit sleepy actually.

LYDIA

Yeah... oh...

ALEX

So, the old gentleman pokes his head above the parapet, and is hefting something heavy. It looks like a sack or something. He's really struggle under the weight. He looks down, sees you on the back and then says in French "I'm sorry"... and then tips it over the side.

JAMES

Oh... he going down.

ALEX

The sack, you don't know what it's off, slams through the corrugated roof.

LYDIA

Not on me?

ALEX

Not on you. it slams next to you, but it just ploughs through it. It punches straight through it. Give me a reflex save.

LYDIA

Only 13.

ALEX

13?

LYDIA

Sasha's getting damaged again [singing].

ALEX

So, the corrugated roof, the sack punches through the corrugation just breaks completely under the whole lot falls away. Bertie, you see Sasha going from trying to sort of make it looks like it's ok to just shock as the whole thing just disappears under her, before you can even make a reflex save to try and reach out and grab onto the wall, you are just dropping the distance.

BRYN?

Oh dear that's a... fall of damage is pretty...

BEN?

From a third floor it's not going to be too bad.

BRYN?

Ok. I know most system is like fall and damage. Dead.

BEN?

EB6 ish.

BRYN?

Oh really.

ALEX

I'm rolling it. OK. Ready. How many hit points have you got, total?

LYDIA

Err... 26.

BEN?

You'll survive.

ALEX

26 plus 2 plus 6...

LYDIA

Oh brutal...

JAMES?

14...

ALEX

You drop and you...

LYDIA

I am sore...

ALEX

Bertie, you see Sasha plummet. In fact, what with the dust that's run up in the corrugated you just don't even see where she lands.

JAMES

Umm...

ALEX

But you do hear the crunch as loads of masonry and pieces of timber and other things fall which would be dealing you another 1D6 in detritus damage. 5.

LYDIA

Brutal, these dice do not. I got a 20 for sneaking through an empty building.

ALEX

I love that we go from like a couple of weeks ago we're all, including me, rolling 1s, and then this time, we're all rolling really high, and either way, you guys suffer.

JOINT

Yeah...

ALEX

But yeah... you disappear down. I will deal specifically with you and like how it plays out when we get round to your turn. For now...

LYDIA

Just say aww...

ALEX

Hamid, you didn't see this play out, because you're too far back. You just saw him heft... a sack over it and then heard...

BEN

Yeah...

ALEX

Heard a very big crunch...

BRYN

A real scream.

ALEX

Sasha... did you scream?

LYDIA

No.

ALEX

I did not think so.

BEN

Five foot step.

ALEX

Uh hm...

BRYN

To the end of the roof, so I can see what's happening...

ALEX

You see the old man, whose face is aghast... he's leaning over, he's not even paying attention to you two or what's just played out.

BRYN

I say Sasha, no. how could you... and cast a magic missile at the dude's face.

ALEX

Take her not me. Take me far away.

[Group laughter]

LYDIA

Bertie shouts...

JAMES

Take her, it's fine. Here you go.

LYDIA

Take her, not the dog.

JAMES

Because I'm now level 3, magic missile is twice as powerful as it used to be. No longer is there a single projectile, now there are 2...

BRYN>

I do 5 damage.

BEN

So, you're a 1 and 1 on your...

ALEX

Given that most of him is not really paying attention, or say it cracks into his head, it's easier then. He looks even more aghast and terrified.

BEN

I guess, you know he wasn't thinking of being hit by magic, I suppose.

ALEX

Zolf...

BEN

Does the alleyway reduce my movement speed.

ALEX

By half.

BEN

Wonderful.

[group laughter]

BRYN?

That the most sarcastic putting a miniature on a table.

[Group laughter].

ALEX

Look, we're all mocking you. the fact that you're going to be coming round, with someone.

BEN

You'll be getting there first.

ALEX

You're certainly going to be going to Sasha first.

LYDIA

Why are you knocking him for strong character choices.

BEN

Yes

[laughter]

ALEX

No not really. Bertie we will say, if you still want to throw, Brutor is out of the [unclear: 36:31]. You can either drop him to the rooftop, as a free action, drop him over the side of the building as a free action...

JAMES

Why would I do that?

ALEX

I don't know, you're crazy. Or throw him as your standard action.

JAMES

Err... let's think... so looking round the edge of the building, it's quite a long way for Bertie to run on foot. There is no way that he can get over this 10 foot gap, him wearing his big heavy armour. He is not going to take his armour off, do a running jump, put it back on and then fight the guy. So he's going throw Brutor, and then he is going to start running around the... the long way around.

ALEX

Give me the strength check to get Brutor across?

BEN?

This might be the end of the podcast.

JAMES

4 plus 3 is 7.

BEN?

That's it. We're done.

ALEX

Make it.

BEN?

It lands on Sasha, kills her, but the dog's ok.

ALEX

So just to spell this out for listeners, and for the party, Brutor does not have a lot of hit points. The chances of Brutor surviving a fall from this height are very, very slim. This is a reflex save, because Brutor gets them. You better hope he rolls well.

BEN

Come on Brutor. That's an 8.

JAMES

Oh...

[laughter]

LYDIA

You didn't give Alex any room to fluff did you Ben.

BEN

No.

LYDIA

And you had to say it, so the listeners know...

BEN

Yep, what we've done. This is what we...

ALEX

Bertie, in the heat of the moment, throws Brutor over the side, there's a [bark]. He falls short of the rooftop, fails to scrape on to something, and you

see him [bark] disappear into a cloud of dust currently filling the alleyway at the bottom, which Sasha set up. Sasha. OH, You still have a move actually. I'm sorry. You just saw...

LYDIA

Spend it crying.

ALEX

You just potentially flung Brutor to his death. What do you do?

JAMES

I think for Bertie's move actually, his jaw just drops 2 inches.

[group laughter]

JAMES

That's what happens.

ALEX

That's fine. Sasha.

LYDIA

Do you scream?

JAMES

A silent scream. Bertie's just killed the member of the party that he cares about most [laughter]

LYDIA

Cares about full stop.

JAMES

Yes.

JAMES

No, he cares about Hamid.

[group laughter]

BEN

Oh dear...

JAMES

And Sasha very slightly...

LYDIA

Yeah... In that... no... you mean he actively doesn't actually despise Sasha.

ALEX

Ok. Now, is there...

LYDIA

Is it safe for me to try and catch the dog?

ALEX

Sasha, it's your turn.

LYDIA

Me try and catch the dog.

BEN

Yes, you should try and catch... Reflex save to try and catch Brutor.

ALEX

I will require you to have a perception check to see that there is a dog hurtling towards you at speed.

BEN

In a big cloud of dust...

LYDIA

Oh no... 12... 12 total. Do I see the giant dog?

ALEX

Let's find out. Don't mind me while I roll 4 D6s.

LYDIA

Ahh...

BEN

I wonder what those could be for. They could be for anything.

BRYN

Happiness dice.

[laughter]

ALEX

I'm doing this on the sly by the way. I swear to everyone I will not lie, if the dog dies the dog dies, but I do not want the party to know...

BEN

To know whether the dog is dead or not.

ALEX

OK.

LYDIA

Does the dog land on me? On Sasha?

ALEX

You, on your turn, here [sound effects] boom - the sound of bone snapping crunch. There is the sound of timber, you here an [sound effect]. I will end the episode there...

Screams

LYDIA

A load of people say they stop listening when they're worried about the dog, Alex, we've have had people contact us and say that they episode where we weren't sure if Brutor was going to be alright, that they nearly didn't listen again, and it was only when they saw us tweeting about him being happy in little outfits that they started again.

ALEX

This isn't on me. This is on James Bertie dog chucker off...

JAMES

He landed in a farm somewhere.

[group laughter].

ALEX

We're terrible people... we're terrible people. Right. on that note... yeah, sure we'll come back next week and we'll find out whether everyone is alright...

BEN

For the remaining 15% of our audience...

[group laughter]

ALEX

Bye guys.

EVERYONE

Bye.

LYDIA

Forever...

[group laughter].

.....

BEN

Yeah.... Bertie, he's come out and he's told that everybody's big secret and you're not going anywhere near as sympathetic as you should be.

BRYN

That's because he's a monster.

BEN

It's like, wait a minute...

LYDIA

I'm an asshole in chains...

BEN

Yeah...

ALEX

But you're still an asshole..

BEN

This is a concept album

LYDIA

Why don't you all like me?

ALEX

Ball and chain...

[general laughter]

ALEX

It's a big eyesore and it's clearly properly a shanty town. It's... cardboard, corrugated iron, people have been clearly doing that for a long time, and there's a... effectively a perimeter, a fence perimeter around the outside of it. Which has umm... it's not particularly well maintained or anything.

BEN

Does cardboard exist?

LYDIA

Do you mean in game or?

BEN

Where was cardboard?

[group laughter]

BRYN

...the content of cardboard right now.

LYDIA

Interrupting your regularly scheduled episode...

ALEX

Questions from Bryn... as well answer...

[group laughter]

BEN

It must be a 20th Century thing...

BRYN

Yeah... that's what I kind of... maybe very late...

ALEX

I'm going to go ahead and say permutations of cardboard...

LYDIA

Thick paper...

ALEX

Well they were discovered on during industrialised magical experiments... and don't require magic to be made, but was an interesting accelerated...

BEN

1817...

ALEX

1817?

JAMES

The first cardboard box, in England. Beautiful British products. Every time you look at a cardboard box, you should think of [unclear: 42:46].

ALEX

So where...

BEN

In a normal empty cardboard box that's where of course we keep the compassion of British Empire...

LYDIA

Keep the Queen.

ALEX

We are disappearing down a rabbit hole really, really potentially boring, but not quite boring.

BEN

The entire rest of this episode is just us discovering interesting... discussing interesting things we learn from Wikipedia.

[group laughter]

BEN

Go right ahead. Specifically about packing materials...

[group laughter]

In my defence I am really very ill.

[group laughter]

ALEX

So, picking up, yes there is cardboard.

BEN

Contagious...

Rusty Quill Gaming – 37 – Ups and Downs

[group laughter]

ALEX

It's just swearing... and really vile swearing.

LYDIA

I understand it perfectly.

BEN

Are you aloud to swear in French on this Podcast?

ALEX

No.

BEN?

Like John Luke the card does?

ALEX

There will be no swearing.

LYDIA

Or in Chinese, like they do in [\[unclear: 43:37\]](#)

ALEX

No, no there will be no swearing because we have listeners...

LYDIA

That is a part of our listenership...

ALEX

Actually...

LYDIA

We are a long running [unclear: 43:47] podcast and anyone that has managed to make it to episode what 32...

ALEX

37...

LYDIA

Anyone who has taken the trouble...

ALEX

I'll make you a deal, OK? Here's the deal. All listeners, if you're OK with us swearing in Klingon let us know. If you're not OK with us swearing in Klingon let us know, we'll tally it up and then we'll know...

BEN

And then I can subscribe...

BRYN

And if you are tell us some Klingon swear words...

LYDIA

Because only Bryn...

BRYN

I don't know any Klingon swear words.

BEN

Oh right... Please give us some Klingon swearwords then.

LYDIA

I genuinely think less of you.

BRYN

Oh yeah... I know one Klingon word, which means hello, goodbye and I want to fight.

[group laughter].

LYDIA

That's all you need.

[group laughter]

ALEX

Initiative roles for everyone.

BEN

Bertie will all chase up the fire escape...

BRYN

I'm not...

ALEX

And you will have to jump up and pull down a ladder in order...

BEN

I'm going to ask Bertie to toss me on to the fire escape... Nobody tosses the dwarf, but everyone tosses the half dwarf.

ALEX

Ok.

LYDIA

Toss me Bertie, toss me...

BEN

Is that one of your French girls... up the fire escape..

[group laughter].

LYDIA

Toss me like one of your French salads...

[group laughter].

LYDIA

Croutons... croutons..

BEN

I would like to raise my objections to the existence of a fire escape. It's clearly [unclear: 45:00].

ALEX

Of all the things you have a problem with is an anachronism, that's the one your...

BEN

Are we going late 19th century.

BRYN

I mean bearing in mind we didn't have a problem with a lightening elemental running the Eurostar...

BEN

Like it really does depend on...

ALEX

At the risk of opening a can of worms, I have actually considered this. And part of it is you haven't completely... you have artificially globalised society [unclear: 45:23] where suddenly you've got countries being isolated...

BEN

We've done it again... one of the first fire escapes of any type, was invented in 18th century England...

Cheers...

ALEX

I am so on this...

BEN?

Every time you escape from a burning building...

[general laughter]