

RQG – 91 – Can't We All Just Get Along

Content Warnings

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BEN

Hi everyone, Ben here. I'd just like to take a moment to thank some of patrons. Tarin McKay, Richard Neville, Andrew Burton, Coleen J, Ali Greenspan, Elizabeth Parker, Jonathan Pook, Demonswolf. Thank you all. We really appreciate your support. If you'd like to join them go to www.patreon.com/rustyquill and take a look at our rewards.

[Show Theme - Intro]

ALEX

Hello and welcome to episode 91 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

BRYN

Bryn Monroe

Rusty Quill Gaming – 91 – Can't We All Just Get Along

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

ALEX

And who are you playing?

BEN

Grizzop drik acht Amsterdam

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Sasha Racket, who's asking?

HELEN

And Azu.

ALEX

And Bryn, what is Ben playing?

BRYN

Grizzop.

ALEX

Close enough. We'll build up to it slowly.

BRYN

Drik acht Amsterdam.

ALEX

Boom!

BRYN

He spelled it out in one episode and now I know how it works!

ALEX

You're such a programmer.

BEN

You can see the matrix.

LYDIA

The matrix is made of letters

ALEX

So we're coming in, high energy here. For a really low start. Really low start.
So we have had...we have had...

LYDIA

Speak for yourselves, I left the last one laughing hysterically. Too high pitched.
The laugh is too high pitched.

ALEX

We have had Hamid's sister's funeral. We have had mysterious cloaked figures
tied to Sasha's past in some way turning up.

BEN

Who got murdered!

HELEN

Totally murdered.

ALEX

They got absolutely slaughtered. And then you're going to complain why I
destroy you all later and I'm going to be like well you dealt with the first one so
quickly. Anyway, also we have Hamid having tense family moments because
his brother did a thing and it's awful. And Azu's basically alright as far as I'm
aware.

HELEN

Yeah, yeah, yeah there's nothing wrong Azu.

ALEX

As is Grizzop as far as I'm aware.

LYDIA

I'm sure you have a backstory that's really cool though.

HELEN

No family trauma. No heart-breaking...

LYDIA

It's all fine. It's really lovely to have somebody in...who is just...

HELEN

Sunshine and light.

LYDIA

Sunshine and love and happiness.

ALEX

Speaking with sunshine, love, happiness and light I am going to start with Grizzop and Azu.

BEN

Ok I think, Sasha! Sasha!

HELEN

Sasha! Sasha?

ALEX

Give me a...I love that yours is less like where you are than your name is Sasha right? I've only known you two days, it is Sasha right, it's not like Satcha and I've misheard or something. Can I get a perception check from everyone 'pon camel.

BEN

Oh no!

ALEX

I will roll for camel.

BEN

I got a 9.

HELEN

So I got 11.

ALEX

You got 11.

HELEN

Does Topaz know where she's going?

ALEX

Topaz T Camel has not spotted Sasha either as far as you're aware.

HELEN

Damn.

ALEX

So with that in mind you find yourself riding along. Eventually you find yourself, you're heading towards the main strip as far as I was aware.

HELEN

Yeah

ALEX

Yeah you find yourself starting to ride down the main strip. It is full of lots of grumpy looking people tidying up yet more sand.

BEN

Have any of you seen Sasha?

ALEX

Everyone's just looking at you a bit nonplussed.

BEN

Sasha!

HELEN

Has anybody seen a sad human?

BEN

Yeah

HELEN

Sad humans anybody?

BEN

That high, dressed in black. No?

HELEN

Sneaky looking.

BEN

Lots of knives

(laughing)

LYDIA

Basically invisible!

(laughing)

ALEX

Have any of you seen someone who you can't see?! Could you give me a perception check Sasha 'pon the building with your gargoyle chums.

LYDIA

Gargoyle chums

BRYN

Gargoyle sphinx chums I recall.

ALEX

Sphinx chums to be specific yes.

LYDIA

She rolled a 19 so that adds a 12...

ALEX

Do you have any idea how many penalties they'd make if they were doing a stealth check running down the middle of the...

BEN

Sasha!

ALEX

Yeah you can see Grizzop upon Azu upon a camel riding down the middle of the strip making a scene. Meanwhile in the time it took them to get there a small crowd of people have started gathering around trying to figure out what the heck is happening as people fall into the fountain and like someone got up and was like what's happening and then their briefcase popped open. There's slowly a crowd of people trying to figure out what the heck's going on.

LYDIA

Because we were throwing stuff at them.

ALEX

Tiny, tiny little chips of stone. Just enough to mess with people.

LYDIA

Yeah...thanks lads that's what I needed. Scratches the sphinx gargoyle on the head.

ALEX

In the kindest...you can tell it's trying to be kind, it kind of looks at you, raises a stony eyebrow, gestures to the fact that it's made of stone. Thanks anyway.

LYDIA

Yeah...no, cheers. You...know any places to go, I suppose? Around here.

ALEX

Yeah. I'd check out the pharaoh. Apparently he does really, really good whisky. Really good.

LYDIA

Ah ok. Right. I guess I'll do that. She's going to wander down and around.

ALEX

Basically off the very high rooftop with no checks because it's basically pointless.

LYDIA

Yeah it's too many attention really around there now I guess. Goes to drink her whisky.

ALEX

Hamid, I believe where we left off you were in the middle of your grounds with a father who was striding off being profoundly unhelpful and I'll be blunt, quite unlikeable at the moment despite current tragedy.

BRYN

Yep something about I'll have to sort this out like I always do.

ALEX

Basically yeah and then he's been striding down towards the central drive that you came up originally.

BRYN

This is not how to fix anything! Talk to us!

ALEX

He continues to ignore you. Makes it to the main gate. Your brother's sort of run out of steam maybe halfway there because he doesn't have either the capabilities or the soberness to deal with this right now.

BRYN

I cast magic missile. I'm not targeting my father but it targets perfectly. I'm basically going to make the missiles impact just in front of his feet.

ALEX

Alright. You just fired a warning shot at your dad?

BRYN

Yeah!

ALEX

He stops. From the distance that you're at you see the distinct sign of such shoulders going up with a sigh and going down with a sigh. He leans across and talks to the one of the guards and then proceeds to have them open the gate and walks out.

BRYN

Saleh just go back to your room. I'm going to follow dad and find out what he's doing.

ALEX

He just turns around and starts stumbling back towards the house. Heading down you see your father basically heads around the side of the guardhouse to, there's always a carriage kept prepped just in case someone needs to head out or something.

BRYN

I will run to catch up with him. I'm not letting him get away from me.

ALEX

He heads into the carriage, closes the door however...

BRYN

I'm going to jump on the back.

ALEX

Could you give me an acrobatics check to jump upon the carriage. It's not particularly high. Just don't fluff it.

BRYN

How I wish I was Sasha.

LYDIA

Really?!

BRYN

24

ALEX

Really? You're going to wish to be Sasha...

BRYN

I rolled a 19.

ALEX

The carriage sets...

BRYN

Sasha rolls a 19, she gets like 50.

ALEX

Carriage sets off, you hop upon the back plates basically, holding on using, you know how the footmen have the holders.

BRYN

Yeah, yeah.

ALEX

There are no footmen currently. You jump on where the footmen would be and you are now in the carriage. Your father's in the carriage and hasn't noticed you.

LYDIA

Rubbing off you on!

BRYN

Cool. Yeah I'm just going to watch.

ALEX

So you're not going to try and get in. You're just going to follow him to see where he goes.

BRYN

Yeah

ALEX

Ok that's fine.

BRYN

If he wants to play it like this, we'll play it like this. Dad!

BEN

We now have a spy!

ALEX

Sasha you have made it down off the rooftops, what's your current plan?

LYDIA

I'm going to go to the bar.

ALEX

Ok.

LYDIA

I'm going to find out who runs this town.

ALEX

So I'm going to stick with Sasha for now. You head to the Pharoah.

LYDIA

Two things, does it look divey enough for her?

ALEX

Two things become immediately apparent. One, the place is a dive.

LYDIA

Yes!

ALEX

The second thing that becomes apparent, really popular but not in a way that's problematic. It's a sprawling, old building. It is one of the only old buildings left anywhere near the strip. Most of them are retrofitted or really tasteless, new modern constructions. This one is a sprawling, old, it looks like an inn. Who knows how it's managed to stay where it is. It's made mostly of stone...

LYDIA

This is where all the people that work at all the other places drink, right.

ALEX

Bingo. I won't get you to roll the knowledge local to know that!

(laughing)

Long story short, it's sprawling, it has grown as there are less and less places for people that aren't mega rich, wealthy and/or like posh, let's be honest, to go to.

LYDIA

Nice.

ALEX

And it had a sign over the door. It's so faded as to be basically to be unintelligible but heading inside...

LYDIA

She can't read Arabic anyway.

ALEX

Exactly but there's not even image to recognise from it. The reason that you know it's there is like a couple of people were talking and blah, blah, blah. Like people were literally talking about heading to the Pharoah and you were like oh they probably know. Job done.

LYDIA

I suppose it's a tourist area isn't it so enough of them will be speaking either French...probably not even English but French because the French are a lot wealthier in this world than...so there might be people around that she understands.

ALEX

Yeah the place is extremely eclectic in its clientele. There are a few well dressed people who, even to your practiced eye, are just they're roughing it. They're slumming it. It's not...they're not being particularly well received but heading in it is the first familiar setting you've probably been in, in a very long time.

LYDIA

The rooms are all very small and...

ALEX

All of the rooms are small. It's got loads of nooks and crannies. It has loads of low ceilings.

LYDIA

Yay!

ALEX

It has beams. It's not even appropriate architecture for this part of the world. Someone set it up clearly a long time ago playing to a taste and has just...

LYDIA

Of all the bars in all the world

ALEX

Yeah. You have finally managed to find a place that doesn't feel wrong.

LYDIA

Ah ok.

ALEX

Can you give me another perception check please.

LYDIA

That is 27.

ALEX

27. You manage to...so there is the main bar and you...

(laughing)

BEN

She accidentally rolled a D50!

ALEX

So having a wander around you find that actually there's multiple bars in there because it's become that sprawling and all over the place and you find yourself a nice quiet nook with it's own dedicated bar that people just haven't migrated to. Maybe the ceiling's a little bit too low there. Maybe it's got slightly less windows than it should. Either way it consists of a barman, you and an extremely drunk patron leaning over the bar beside you, potentially unconscious.

LYDIA

I'll have a...er excuse me, do you have...I heard the whisky was good here mate

ALEX

The drunk patron actually just goes, yeah whisky, rubbish.

LYDIA

I mean it seems to have worked on you mate.

ALEX

No. Gin. Trust me. It's all about the gin. Everyone comes for the whisky, they stay for the gin.

LYDIA

Well alright but...

ALEX

He reaches into his pocket and just pushes across a coin. She'll have the biggest gin you've got. Gin

LYDIA

Erm...cheers mate. I mean I can pay my...

(snoring noise)

Puts the coin back in his pocket and just...

BEN

Oh my god Sasha just didn't steal something! Something is wrong!

LYDIA

Why would she steal a coin from...there's no pride in stealing from an unconscious person.

ALEX

So jumping back to Azu and Grizzop.

BEN

Sasha! Sasha!

ALEX

You're distinctly aware of a large commotion outside one of the casinos.

HELEN

Ooh this is...does Sasha cause commotions?

BEN

Let's go thataway. Pointing from atop Azu's shoulders.

HELEN

High ho Topaz.

(laughing)

ALEX

I will skip RPing a crowd because that's never fun. It doesn't work

(chatting noise)

Thank you so much

BEN

Stones in my...I'm all wet now...

ALEX

It seems to be that someone was causing trouble but no one saw what was causing the trouble. It...hmmm. Grizzop, to you, it smells a little bit like someone's been sneaky. Like from your experience with Sasha up to this point. Azu I don't think you've been around enough to jump to that conclusion quite so quickly.

HELEN

No, but it is suspicious.

ALEX

It is suspicious.

HELEN

Ok

BEN

We have a trail. I don't know...

HELEN

You know Sasha better than I, what would she do if she was upset?

BEN

I dunno. Sneak off probably. Well do what she's...yeah.

HELEN

But then what?

BEN

Sneak off some more? I haven't really seen her super upset. Well not in the sort of this kind of way. So I dunno. Do what most people do, go get drunk.

HELEN

Ah! Yes!

BEN

I can see about 12 bars from here.

HELEN

We will search all of them!

BEN

Pub crawl!

ALEX

I am going to jump to Hamid. Hamid you're on the carriage, the driver hasn't noticed you either. You've definitely picked stuff up from Sasha. You've definitely been improving. Look at you! You're an adventurer. You left a boy, you came back an adventurer! So the carriage heads down and then, again you're extremely familiar with this place. It's where you grew up. It's heading

towards, what looks to be to your eye, the central repository for the meritocrats. Specifically it's the huge building that holds all of those magical artifacts that are deemed too powerful and again it's the most expensive client that the entire Tahan family has is official meritocrat storage and so on. He's heading there. Also as a reminder for you out of character, it is the place where the rather unfortunate incident involving your brother took place.

BEN

Is it also where the lockbox is?

ALEX

You don't know. But you know it had a Cairo code. You'd have to like reference...check a couple of records while you're here but he's heading straight to the main entrance to that.

BRYN

I'm going to wait until he gets out of the carriage and then just follow him.

ALEX

Pulls up out front. He steps out. Sees you. Hamid you're embarrassing yourself. And heads through and steps through into the main entrance of the building itself.

BRYN

I'm going to follow him.

ALEX

Yep for everyone who is not Hamid, just so we can build the mental pictures here. This is a completely retrofitted and forgive me but I'm in Egypt, I've got to do it, it's a completely retrofitted pyramid.

BEN

Da dah!

ALEX

The original stonework is still there however it has been supplemented with glass, with steel. It is...if any of you know your Egyptology, from certain earlier periods a lot of the pyramids would've been coated in stuff other than stone. Specifically either bright white limestone or some of them had electrum capstones that kind of thing.

HELEN

Yeah because they shone.

ALEX

Yeah, yeah exactly. Well whoever was the architect who was given the job of retrofitting this place leaned into that. They've...

BEN

Have they basically clad it in Le Louvre lobby

ALEX

Yes.

HELEN

Ahhh!

ALEX

Yes they have. So the original pyramid is still there. Basically in pristine condition but around it and over it and mimicking its shape, just expanded, is this huge metal glass latticework and so on. But that does mean that this building is phenomenally huge because you're taking a great pyramid and then adding another great pyramid over the top of it. Also it appears that when you're looking around, again this is for everyone's benefit apart from Hamid you've been in this building before, that there are hidden between the original building and the glasswork, there are some extra offices and so on but higher up and so on. Like the equivalent of corner offices, things like that. So from a distance it's just a big glass pyramid. Closer to it, it has this kind of jewel structure going on. Heading inside, again just for mental picture sake, that retaining of the old only kind of had a superficial aesthetic vibe. They have mostly gutted the place at the level that you enter. There's a foyer. Pyramids shouldn't have foyers. That's not right. But yeah there's a foyer that your father heads into and immediately heads to the far side and begins a quiet conversation with someone behind a desk.

BRYN

As soon as he noticed me I started walking by his side or immediately behind him.

ALEX

He proceeds to ignore you.

BRYN

Yeah I'm going to just go along with that. Like if he can't deal with his family that's his problem, not mine.

LYDIA

Everything is built halfling sized right?

ALEX

No. No. So this foyer is sort of the dual structure, you saw it in the Mr Ceiling L'Arc de Triomphe a while ago if you remember where basically it has...

LYDIA

So a low desk of the halflings, medium desk for the humans and then a tall desk for the orcs and elves.

BRYN

So not quite but broadly speaking there are two size categories. Small and medium. And humans and elves and orcs all fall into the same category.

There's not quite enough variation between them to mean you have to...and then you get halflings and gnomes and goblins that are in the small sized category so you do need stuff to be actually different sized for them.

LYDIA

Are dwarves...

BRYN

Dwarves are medium

ALEX

Dwarves are medium

BEN

Because they're wide.

ALEX

Again the size category...just diving into mechanics. It's more based on mass than on height.

LYDIA

Ok, interesting.

BEN

Dwarves are more like...

LYDIA

They're dense.

BEN

...rectangles. Yes!

ALEX

Dwarves are as much as a human but stretched differently. So yeah heading in your father...you overhear effectively he's saying that he will speak to the manager of the institute as soon as possible and then he heads to a private room that is basically up the equivalent of some back stairs. You haven't been to this bit before but it's nothing you haven't seen before in so many other Tahan branches albeit this one has a lot more security roaming. Your father goes to the door, opens it, turns around. If you are attempting to follow him you go this far, you don't go any further.

BRYN

Would you like me to explain the problem with the family father?

ALEX

No. He closes the door. I'm going to jump back to Sasha. After about 15 minutes if you're going to be hanging around there.

LYDIA

Yep, yep.

ALEX

The patron next to you comes to and starts to actually like blearily look at you. They're not diving into conversation straight away but they do being the trope of monologuing a little bit.

LYDIA

Grand.

ALEX

They're basically talking to the barperson who occasionally looks at you going pfft. But they're professional enough not to stop him. And he's just there. I was important, you know, it was all set. It was going to be so good. I was...and then I didn't, you know. Like the sandstorms they're the worst of it but I mean...like what about the cars? And what about...I was waiting on the translation so what happens now. Nothing. I'm just wasting.

LYDIA

You what? You're translating?

ALEX

Uh. That's the one.

LYDIA

You're a translator?

ALEX

No! What, no?! Oh hello. What, no! The French lot, they do the translations and then I use that and that's how we make k...k...teamwork.

LYDIA

Oh! The French

ALEX

'Nother gin

LYDIA

What?

ALEX

'Nother gin

LYDIA

Yeah alright. I'll get this one mate.

ALEX

Alright, yeah.

LYDIA

Gets him a gin.

ALEX

Sure, sure.

LYDIA

Yeah I mean a lot of things are messed up I guess now.

ALEX

It's just...you know things being messed up is alright. You know.

That's...accidents happen.

LYDIA

Well...

ALEX

It's just...it's just a bit rubbish that...that it came out badly, you know.

LYDIA

Yeah mate I do. I do know.

ALEX

It's like what happens now. What happens now? I want to go back to the magic. The old style. No one wants that. It's rubbish. I spent years. I studied coding.

LYDIA

Urgh! Why did you do that?

(laughing)

ALEX

I know! It was up and...coding and like I was going to be the first, like archaeologist to use modern methods you know. It was...it's all rubbish.

LYDIA

It's a great plot hook mate!

BRYN

Which historical figure is this? Place bets now!

ALEX

Well we all know that Napoleon's on the cards for one of you so you can take dibs on that first.

BEN

I presume it might be Livingstone.

ALEX

That was funny. You deserve better than I gave. That wasn't you. That wasn't you that done badly.

LYDIA

What's his name that dug up Tutankhamun?

BRYN

Oh!

HELEN

Mr Cursed

BEN

Mr Cursed! That his name afterwards!

ALEX

So while...

BEN

I'm Mr Cursed now!

LYDIA

The guy that actually broke through was fine right, it was everyone else that died?

ALEX

So whilst we dive in and unpick the elaborate tapestry that is my game, we will come back in a couple of minutes.

Azu, Grizzop.

(laughing)

Azop

BEN

Azop, Grizzu

ALEX

Ok this needs to be canon. Is it Grizzu or Azop? Place votes now.

HELEN

Azop.

BEN

I think it should be up to the audience.

ALEX

Ok you know what, yeah place votes. Let us know. And then we'll go with...

BEN

If they're going to make up a ship name then it should be up to them.

LYDIA

And we'll find out in three or four months' time! Yay!

ALEX

So Azu-Grizzop.

BEN

Ok that's the worst one.

ALEX

I know I'm going to have to go with the worst, it'll encourage people to pick a better one. So Azu-Grizzop could you both give me knowledge local. So what this is representing is asking around, that kind of thing, rather than just pointing and looking.

BEN

Oh actually no I can't make that check because it's trained only.

HELEN

Oh neither...wait...

BRYN

That's Lydia's character sheet

(laughing)

ALEX

I'm really good at knives and hiding, how didn't I notice this!

HELEN

Well I also don't have it but I did roll a 20.

ALEX

So what that means is there's a maximum amount that you can get if you're untrained.

BEN

But a crit success.

ALEX

But a crit success I'm sort of factoring in. So I'm going to jump time ahead a chunk for you two. Things are getting mushy because I've got the parties split three ways. I'll do the best I can.

LYDIA

And frankly if you're relying on Sasha having a conversation to advance plots that's...

BEN

We can do a quick montage which is, Sasha are you in here? No. Alright next one. Sasha you in here? No. Ok.

ALEX

Combined with the Cairo strip problem of lots of free samples of alcohol. Lots of very, very pushy waiters and waitresses.

BEN

I will say no, no, no first two times and then well if Azu's doing it, fine.

ALEX

I mean plus on the third one they were like you would offend us if you didn't sir.

BEN

Well I...

ALEX

You would enter the premier establishment of the strip and not even partake. I mean we have a reputation to uphold sir.

BEN

Oh no, no, no, no, no sorry.

ALEX

I mean you're a representative of Artemis.

HELEN

Come on Grizzop!

ALEX

Surely sir...

BEN

No absolutely. Yeah of course. Of course. I wouldn't want to...

HELEN

Cheers!

BEN

Vodka you say.

ALEX

Could you both give me fortitude saves.

BEN

Oh wait I'm a paladin. We're both paladins. We have amazing fortitude.

HELEN

Yes! That's a 19.

BEN

Ooh yeah you're alright.

HELEN

+ 9.

ALEX

Wow!

BEN

And I got an 8 + 9. So 17.

ALEX

You're both fine. Worth pointing out, Azu you're more fine. You're pretty certain that, I mean you have to pretend like it's alcohol for all the rother sentient races.

BEN

Oh you've got...what was your thing that you conjured up?

HELEN

I had orcish moonshine from the mountains of Kenya.

ALEX

Yeah so Kenyan moonshine is like orders of magnitude more and you are...so this is you basically going ooh yes look at us having a drink. Like you're basically humouring the other races a little bit.

HELEN

It's like communion wine or something.

ALEX

Yeah

HELEN

Nothing...

ALEX

There is nothing, not a blip.

BEN

Whereas I'm like loose.

ALEX

Yeah Grizzop, you've got a happy buzz going but eventually...

LYDIA

He's already such a cheery guy. It's kind of hard to tell. He's like yeah!

BEN

Go a bit more hyper. Who'd a thought?

(laughing)

I've made myself do that.

ALEX

You have eventually managed to basically conclude that Sasha has not been in any of the large premier establishments and you've also come to conclude there's not many other places around.

BEN

Ok in which case when we're sort of towards the last ones we're like, hey we're looking for a friend. So we've looked at all the bars here, is there anywhere else off the beaten track. Somewhere where tourists don't go. It's kind of...

HELEN

Somewhere where a sad person would go.

BEN

Yeah, yeah, yeah, yeah.

ALEX

Ok I'm going to jump from that question, which might've been the right question. Hamid what are you doing? Your father basically just closed the door and is in what is effectively a sealed box for the discussion of confidential matters.

BRYN

Oh I am angry. I'm going to cast detect magic.

ALEX

Ok so you detect quite a variety kicking around.

BRYN

Yeah

ALEX

Straight off the bat one of the...there are two major things...actually give me a knowledge arcana.

BRYN

ALEX

26. So a lot of this you're already familiar with. Again some of them standard protocol and some of them are special that you already knew about here. I'm not going to dive into specific schools if only because there's that many. It'll take me a while to cross reference. The place is warded against things like teleporting in, it's warded against things like...

BRYN

Let's cut to the chase, if I cast fireball on the door how badly is it likely to go.

ALEX

From your experience...

LYDIA

It's protected with a bouncy spell.

BEN

I mean also remember like we're basically in an office building right.

ALEX

You're in the office part. You're not in vaults or anything...

LYDIA

The incantation goes I am rubber, you are glue, bounces off of me.

BEN

It's the arcane version of "boing fwip"

(laughing)

ALEX

So yes you could blow the side of this room off however you are also in a meritocratic controlled building insofar as it's like...Tahan have provided personnel, expertise and location but you'll literally have done the equivalent of walked into a government building going yeah I reckon I can blow this up. Like so if you're asking will you immediately die. No. Ask me if it's a good idea.

BRYN

No.

ALEX

There we go then.

BRYN

No that was me saying no, I won't ask you!

ALEX

I know! So what's the plan Hamid?

LYDIA

Is it is a character appropriate idea is a different question.

ALEX

And again I mean you are Hamid al-Tahan. The clue's in the name. Maybe you could get away with more. Maybe that's the solution. Let your emotions get the better of you and trust to your family name to get you out of the problem.

BRYN

That's...what I really want to do is just kick the door down but unfortunately I'm not Bertie!

HELEN

You could try!

BRYN

Which in every other situation I've been immensely glad.

ALEX

So what's the plan Hamid? You're currently stood outside a closed door.

LYDIA

You could just kick it pointlessly.

BRYN

No you see the thing is I'm not being an impetuous child.

ALEX

Make the call.

BRYN

That's the whole point.

ALEX

Make the call. You're running out of time. The manager's on his way.

LYDIA

Standing there confused is possibly a...

BRYN

I cast invisibility.

ALEX

Ok

HELEN

Ooh

ALEX

Ok you successfully cast invisibility.

BRYN

Going to wait for someone else to come along and step through the door with them.

ALEX

Ok. Eventually the manager does arrive. You see him arrive outside this room which has no windows. It's a room for confidential discussion. Takes a moment. You hear the distinct signs of, [whispers] god I hate him. He slicks back his hair, straightens himself up, puts on this big, bright but professional smile, opens the door, steps in. Hello sir. Yes sir, I'm so glad that you're here. And what can I do for you.

BRYN

I'd like to slip into the room unnoticed.

ALEX

Give me a stealth check with hideous enormous bonuses.

BRYN

So I rolled 18.

ALEX

Yeah you're fine.

BRYN

And invisibility is +20 when moving.

HELEN

Really?

ALEX

You slip into the room and then the door closes behind you.

LYDIA

I mean that sounds like job one for security.

ALEX

Your father is brooding. Like...you might have grown up a lot but no one can brood like your father. He turns back from the door to stare straight at the manager who's basically, they're not faffing but making a big song and dance of paying attention. I'm so glad that you're here sir. Right, well if there's anything that we can do specifically to cover. Your father, I'm aware that there was a murder on the premises. I'll get straight to the point. I need it to disappear. I'm going to jump to Sasha.

LYDIA

I should probably do a fortitude check.

ALEX

Give us a fortitude save.

LYDIA

Literally all she's done is drink. Slowly but drink and listen. 14.

ALEX

14. You don't hear any trouble elsewhere. It might be because [singing] nobody knows how cursed I am!

(laughing)

Nobody knows my curses. Nobody...the barman's gone. The bar is currently unattended. There is a bottle that has already been sold to nobody knows how cursed I am. And the bottle is between the two of you and he's been very open about he doesn't care what happens with it and he's just singing away. Azu and Grizzop by hook or by crook, you find yourself out the Pharoah. There weren't many other options. You're both basically ok. Grizzop's got his buzz going but that's about it.

BEN

Uh huh, uh huh, uh huh

(laughing)

ALEX

It's either this or travelling further and further outside the strip looking at posh ones. This is the only option...

BEN

This is fine. This is the thing that the bartender said so we should probably have a look in here. It's probably really good.

HELEN

I shall go first.

BEN

Yeah right. Off you go. Wait can you...how do I get down?

ALEX

You're still upon a camel and he's still upon you.

BEN

It's quite a long way.

HELEN

Then I tell Topaz to go away and suddenly drop

(laughing)

BEN

Ok still alive right, good.

HELEN

I gently pick you up and place you on your feet.

BEN

Thank you. Alright let's go. Let's go.

HELEN

Ok so Azu's going to walk in.

ALEX

There's a whistle which I'll do away from the mic [whistle noise] and then it's...you hear the distinct sound of people muttering paladins etc.

HELEN

Yeah I was about to say could I cast detect something to see if there's anyone...

ALEX

Detect Sasha. It's an obscure spell

BEN

Detect naughtiness.

HELEN

Yes like some kind of...I've got detect evil. I guess I want to know if there's going to be a brawl.

ALEX

Ok because people only fight when they're evil. Detect evil. You don't need to do a roll

BRYN

Yeah it's instead of a move action you just go, and now I know who's evil in here.

HELEN

Who is evil in here?

ALEX

About 30% of the clientele.

HELEN

Oh that's so much!

ALEX

There doesn't seem to be...occasionally there'll be a grump that. A grump?
That says a lot! A grump is what we call a group of five or more evil people.

BEN

Like a grump of minions.

ALEX

It's a grump of spuds.

LYDIA

So...like evil is...that is a thing that a person is rather than a species they are?
Like it's not like a lich is...

ALEX

So certain species can almost certainly be evil because it means that they have
such a massive slant towards it.

BEN

Goblins for one.

ALEX

I'm leaning quite strong away from that because it leads to quite boring
campaigns.

BEN

It's also complete garbage! Sort it out!

HELEN

Yeah orcs aren't very good.

BRYN

A lich almost certainly is because of the process they've had to go through to become a lich.

BEN

They're a spooky undead wizard who pulled their hat out and put it in a box.

LYDIA

Sort of like a banker.

BRYN

Acts of evil.

BEN

They're Voldemort basically. Voldemort is basically a lich.

LYDIA

Hey! Look some of us accidentally...

HELEN

Accidentally got undead.

ALEX

So you spot a couple of grumps over there. Couple of grumps over there.
Some of them have private rooms. Some of them don't.

BEN

Wait sorry canon, a grump is just a name for anyone who's evil. Are you a grump?

ALEX

A grump is a collection.

BEN

Oh I see gaggles of evil people.

ALEX

Yeah it's a grump of minions. One minion, a grump of minions. So there's a couple of grumps in there. There are a couple of evil people dotted amongst...

LYDIA

Rather than being like, this new quiche looks very trendy.

ALEX

The mutters continue. At one point someone playfully chucks a bottle that breaks not at you, just sort of in the right direction. That kind of thing. Let's put it this way they're not drawing weapons but you're not welcome here.

LYDIA

They're sketching weapons.

ALEX

Yeah

HELEN

Then Azu just rests her hand on one of her throwing axes.

BEN

Grizzop is going to run around to the different grumps and be like, don't worry about it. We're not here for you. You're all good. We're not trying to police anything.

ALEX

Give me a diplomacy check. I'm curious how this goes down.

BEN

I'm quite good at diplomacy.

(laughing)

LYDIA

Oh my god!

BRYN

What a statement!

BEN

I think...no I am quite good at diplomacy but the dice is a 1. I still got 8.

ALEX

Look on my worksheet.

LYDIA

You know what genuinely if Sasha didn't want you to find her you wouldn't have found her even if you were in the same room but if you get in trouble

ALEX

Speaking of which, give me a perception check Sasha. Meanwhile...

LYDIA

16 + 12 is 28.

ALEX

You hear the distinct sounds of a conversation between two bar people going what are we going to do? We're going to have to get them out. You hear the distinct sound of a grump down a side somewhere discussing how they're going to get the drop on these paladins who'd dare show their face here. You're at the corners of the bar that are distinctly more hostile and a pair of paladins have apparently walked into this place and are going to get the hiding of their lives.

HELEN

We shall see!

LYDIA

Sasha moves into the shadows. Draws her spring loaded wrist sheathes and winds them up with the ice dagger in one and fire in the other.

BEN

Usually we'd be doing stuff but look it's fine. Usually I'd be hunting you down. But actually right now, you're all good. Don't worry about it.

LYDIA

Sasha climbs into the...you said there were beams?

ALEX

Yes there are.

LYDIA

Beams like you can be on top...

ALEX

Bearing in mind that the ceiling you're having to stoop to get in so not beams you're going to be climbing on unless you want to be hanging at eye level. I mean you could. I won't stop you.

LYDIA

Ok fine, she stays in the floor level shadows.

(laughing)

ALEX

I mean it's dingy. It's dead easy.

HELEN

Grizzop I think you should come back.

BEN

No, no I'm just trying to chill everyone out.

ALEX

You find Grizzop in the middle of the room and is surrounded by...the grumps seem to have sort of coordinated themselves, unofficially. Like there's no plan

necessarily, it's just he seems to be mostly surrounded by grumps now and everyone who isn't a grump appears to have moved away and now you're finding yourself in a big, empty space of pub that seems to have been cleared from everything apart from like breakable tables and bottles and other accoutrement.

HELEN

I'm going to...so am I outside the circle around...

ALEX

No, no. No, no.

HELEN

Oh I am also in the circle.

ALEX

You're in the circle but Grizzop's the centre of the circle.

BEN

So basically just try and understand the situation. We're looking for a friend. We're not going to do any...

HELEN

Sasha! Sasha! Sasha! Grizzop's just...

BEN

I'm not even going to righteously punch you in the face. It's all good. Even though you are horrible.

ALEX

At which point...

HELEN

Stop!

BEN

We're making friends Azu. We're making friends!

HELEN

No, I know how to make friends. This is not how you do it!

BEN

And I know how to make friends.

ALEX

At which point three people attack simultaneously. I'm going to say that...I'm going to get everyone to roll initiative but you're going to be taking a penalty Grizzop.

BRYN

They get a surprise round.

ALEX

Yeah that's basically what I'm talking about.

BEN

I got a 22 so you know, come at me.

HELEN

I got 11 assuming I don't add anything to it.

BRYN

You do.

HELEN

Oh! I got 10

BRYN

No you don't!

(laughing)

BEN

You deduct something

ALEX

I'm glad we had this talk!

LYDIA

I got 7.

ALEX

So three tables are thrown at you.

BEN

Ok good. Right here I am.

ALEX

All of them are at Grizzop.

HELEN

For god's sake. Who blames them really.

BEN

Go on hit a 21.

ALEX

None of the tables hit a 21.

BEN

Limbo!

ALEX

Next we're into initiative order. Grizzop you are surrounded by enemies, all of whom are drawing weapons.

BEN

Am I now...have I clocked it?

ALEX

Yes

BEN

Oh...ok...

BRYN

Make him roll perception first! Yeah he acts first but he doesn't realise...

ALEX

I can't keep him in initiative order and also unaware there's a fight!

BEN

I got 16.

ALEX

Yeah you're aware. You're aware that you're surrounded by people that want you dead.

BEN

Ah alright I wasn't going to do righteous murder but you've forced my hands now. So I'm going to pull my bow out, knock it and point it at the head of the biggest person that I can find. Who's not Azu of course. And say, right, alright you all stand down or I'm going to do some righteous murder and it's going straight in your eye.

ALEX

The one that you aim at immediately charges you.

BEN

Oh ok, I was going to say I ready an action to shoot him in the face but I think he's triggered it right?

ALEX

Here's a question...

BRYN

Do you have enough actions to do that?

ALEX

Is it possible to draw a weapon...

BRYN

Draw a bow...

BEN

No that's a swift action I thought.

BRYN

Drawing a bow is not a swift action.

ALEX

Nope.

BEN

Oh! Ok. Fine.

ALEX

I'm afraid you won't be able to ready an action.

BEN

Ok fine.

ALEX

The person that you have drawn your bow and are basically preparing to ready, yes I know Pathfinder, basically charges you and ah manages to hit you with a chair.

BEN

Ok

ALEX

Dealing a formidable...a truly formidable 4 damage.

BEN

I'm also...

ALEX

Yes you are...4 damage from a chair.

BEN

Ok so I'll take the chair on the head and then do a backwards roll and try and ready the bow again.

ALEX

Yep, yep. Azu you're up.

HELEN

So I am going to run towards Grizzop because I've just made this friend, I'm not losing him just yet. So and like the other friend is still missing. I'm not having this. So I put the table as some kind of cover.

ALEX

You know what I will allow you to place a table between Grizzop and his first assailant. You've now provided Grizzop with total cover from half of the room.

HELEN

Ok then I turn to face the other half and...

ALEX

You're so clever!

LYDIA

I just love the complete antithesis of Bertie's relationship with furniture!

(laughing)

ALEX

Allies, to me!

BEN

Bertie would badly cut a table in half.

LYDIA

He smashed furniture quite a lot. We even considered him taking a feat where favoured enemy was tables.

ALEX

So what else do you do Helen?

HELEN

And then I draw the ominous great axe [singing] and then I go, we do not wish to fight. We simply wish to find our friend Sasha.

BEN

I'll go.

HELEN

No!

ALEX

Two thugs immediately attack Azu for speaking.

BEN

How dare you!

ALEX

They both attack. One of them attacks with some kind of hammer that they had upon hand and another one attacks with basically a bottle. Both of them just, clang, break the bottle on your armour and immediately regret their decisions.

HELEN

Ok

ALEX

I'm going to jump to Hamid. Total whiplash! So your father sits there and the manager, who, as much as he was officious, didn't get to where he is by not being able to read the room. Right, ok. I presume you're talking about...he gets that far before your father just gives a nod. It's going to be difficult, you are on meritocratic. Again your father just giving a dead stare. Right so well I didn't want to say it this way, there was an attempted break in. They were caught in the act and unfortunately, yes one of the security staff was killed but admittedly the party did manage to escape however we have been doing an internal investigation and believe that. Your father basically finishes the sentence for him. It was Saleh. What happens now?

Well, sir, we're in a bit of a predicament. We can't really make this disappear.

Your father stands, I'll do anything. He deserves better.

Rusty Quill Gaming – 91 – Can't We All Just Get Along

The manager's a bit thrown by this. There's not really a lot we can do sir. As a courtesy we've held off announcing and making an arrest until after the funeral sir but this is going to happen one way or another. It's not really a thing that we can do.

Your father sort of turns away, turns back. I'm willing to change my Will so that this entire complex enters full meritocratic control.

The manager starts piping up. We can't really...we can't make this disappear.

If you blame me instead of my son.

And I'm going to end the episode there.

BRYN

Nice one dad!

LYDIA

Good work!

ALEX

People are complicated. People are complicated.

HELEN

So complicated.

ALEX

Happy, happy, happy, happy, happy, happy.

LYDIA

We respect his craft?

ALEX

Bye guys!

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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