

## RQG – 104 – Nice to Meet You

### Content Warnings

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#### ALEX

Hi everyone, Alex here. I'd just like to take a moment to thank some of our patrons. Janine Martel Morris, Cathy McLeod, Layne Lloyd, Emma Crisp, Nicky Knight, Carly Sherber, Emily Phelps, Shina Köstenberger, Mika Kaditz, Miranda Waters. Thank you all. We really appreciate your support. If you'd like to join them go to [www.patreon.com/rustyquill](https://www.patreon.com/rustyquill) and take a look at our rewards.

#### [Show Theme - Intro]

#### ALEX

Hello and welcome to episode 104 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

#### BRYN

Bryn Monroe

#### LYDIA

Lydia Nicholas

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**BEN**

Ben Meredith

**HELEN**

And Helen Gould

**ALEX**

And who are you playing?

**LYDIA**

Sasha Racket

**BEN**

Grizzop drik acht Amsterdam

**BRYN**

Hamid Saleh Haroun al-Tahan

**HELEN**

And Azu

**ALEX**

You know what...

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**LYDIA**

Skills

**ALEX**

You guys are getting well good at this.

**BEN**

Anyone who's actually just joining this episode, first of all why, we're 104 episodes in

**ALEX**

Stop being mean to new listeners

**BEN**

But also that's going to be a really confusing intro

**ALEX**

I might return to normal after that. That was your graduation test

**(laughing)**

You all passed. You're allowed to play your characters. We don't have to can the entire season.

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**LYDIA**

Woo

**ALEX**

So we are going to pick up where we left off. You are investigating Simulacrum shenanigans in Damascus and you are currently scoping out...

**LYDIA**

Heist. Heist. Heist. Heist!

**BRYN**

Is it a heist or is it a demolition? Do we just wanna blow up the whole thing?

**BEN**

Ooh

**ALEX**

You are currently scoping out Crank Industries which is guarded by super, suss people. Is a super, suss place and just in general screams come investigate me.

**LYDIA**

Heist. Heist

**BEN**

Well what we could do is we could heist bombs in there and then blow it up.

**LYDIA**

I don't know if I can put my bombs on a timer.

**ALEX**

You can't. It explicitly states that they expire to stop people doing exactly that.

**BEN**

You would need special demolition bombs

**ALEX**

Unless the factory makes bombs, in which case that problem solves itself.

**BEN**

It probably does to be honest

**HELEN**

Well we don't know if we need to explode it yet

**BEN**

Yeah but why not

**HELEN**

Because that's a bad thing to do on top of a mountain

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**ALEX**

What am I going to do...

**BRYN**

Better than in the middle of a city

**ALEX**

What am I going to do is describe the stakeout and how things unfold rather than have to RP stuff but I do need to know are you doing this all from a single location or are you going to try and do a lap of the place. How do you want to scope it out and then I can tell what happens.

**LYDIA**

Sasha's going to take control because this is what she's done a thousand times and will say she's going to do a lap of the place and tell everyone else to stay still apart from maybe Hamid who's allowed to go near if he's invisible. She's also going to ask Azu if she can do anything to stop glowing. I don't think Grizzop glows does he?

**BEN**

No, also, hang on a minute, I'm pretty good at sneaking. I am. I'll prove it.

Make a sneak check

**ALEX**

If you're gonna grunt you have to grunt into the microphone. There you go.

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**BEN**

I'm going to make a sneak check

**ALEX**

Well tell me what you're wanting to do first. Just generic sneaking.

**LYDIA**

Just like crouches...

**ALEX**

Sneak...

**LYDIA**

Just crouch and oh he's gone.

**BEN**

Close your eyes and count to ten.

**LYDIA**

I would never do that.

**BEN**

Come on, I just wanna...hide and seek, the game

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**LYDIA**

Blank stare. You make yourself vulnerable then...

**BEN**

So one person closes their eyes and counts and the other people playing try and go and hide and then the person seeking, who is the person who's counted has to try and find them. The reason they close their eyes is so that they can't see where the people go because otherwise...

**HELEN**

Yeah like this. 1, 2, 3...

**LYDIA**

No I understand the counting part

**(laughing)**

That's fine, right. Alright...

**HELEN**

9, 10. Ready or not here I come. Oh you're there.

**(laughing)**

**ALEX**

You're not very good at sneaking are you Grizzop?

**HELEN**

No you should be hiding.

**LYDIA**

Alright, fair. We just haven't had a chance to sneak. Yeah, sure. Right, ok.

Closes her eyes

**BRYN**

I'm hiding too.

**BEN**

26

**ALEX**

26 on the sneak. Hamid?

**BRYN**

17

**LYDIA**

What do I roll?

**ALEX**

Perception check for when you open your eyes

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**BEN**

You're not used to being this side

**LYDIA**

Ok. 11 so 23.

**ALEX**

And you got 26 right?

**BEN**

Yep

**ALEX**

Grizzop manages...just but manages to hide. Hamid does not.

**BRYN**

It's not like trivial. It's not like I'm just standing in front of you

**ALEX**

Hands over your eyes

**BRYN**

It's quick. I'm better when I'm invisible.

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**(laughing)**

**LYDIA**

Like does that mean she just doesn't find Grizzop at all or it takes her...

**BEN**

I think it probably takes her a long time

**ALEX**

Well technically speaking that means that you don't find Grizzop

**BEN**

But in the context of the game

**ALEX**

But yeah, in this context, yeah he hides very well

**LYDIA**

Alright

**ALEX**

You find him because you've run out of places to check rather than because he hid poorly

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**LYDIA**

Fair

**BRYN**

How noisy is your armour? That's an out of character question

**BEN**

Not very. It's agile.

**ALEX**

He'd specifically chosen so that it doesn't cripple him when he comes...

**BEN**

Mechanically I have a -3 armour penalty check instead of the rest of it and because I'm a small goblin I get a +8 natural bonus.

**ALEX**

Actually I apologise, what armour do you have? Do you have...

**HELEN**

I have an agile...

**ALEX**

So you rolled something more like a 1 falling out of the limo

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**HELEN**

Rather than a -20 million

**BEN**

Ok so that means that your armour check penalty is -3 so you probably want to make a...it applies to a bunch of different skills. If you just put -3 there to remind us.

**ALEX**

We'll remember

**BEN**

We'll be able to work it out.

**ALEX**

So yeah, Grizzop's fairly sneaky so what's the plan Sasha?

**LYDIA**

Ok so we're scouting out around the perimeter

**ALEX**

Audio format. Who's "we're"

**LYDIA**

Well the three of us that can sneak at all

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**(laughing)**

Hamid you're on a short operation while you got invisible.

**BRYN**

I mean I was gonna save that for later.

**LYDIA**

Alright then don't. Ok. Grizzop you're taking half, I'll take the other half

**BEN**

Alright

**LYDIA**

We're looking for entrances and for anything suspicious.

**BRYN**

Also it would be good to kind of get a note of the patrol patterns

**LYDIA**

I mean that's a longer job but sure, get an idea of who...

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**BRYN**

Make sure there's nothing unexpected. I mean that's what I'll be watching from for here

**LYDIA**

Ok well you do that and checking the changing of the guards in just a couple of hours, it's not gonna give you if something can surprise you.

**ALEX**

How long are you willing to recon that's all I need to know

**LYDIA**

Until cast dark

**BRYN**

A couple of hours...well I mean you should come back.

**ALEX**

It's almost...it's only 1pm or something

**LYDIA**

Yeah so we've got like 4/5 hours until we get back and start having a plan

**BEN**

We're doing a proper job

**ALEX**

I mean you're quite near the equator so it might even be longer than that.  
You've got a while

**LYDIA**

We've got six hours to scout out around, look at where the patrols are...

**ALEX**

Cool, then you will have no penalties for trying to rush it. Can I get...

**LYDIA**

And I will ask Azu if she can not glow. Is that something you can do?

**HELEN**

Can I not glow? I don't actually...do I have a dimmer?

**LYDIA**

Hamid can your costume cupboard help us here?

**ALEX**

Can I get you to try a, it doesn't come up a lot, use magic device

**BEN**

It's down the bottom

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**HELEN**

Ooh I have a thing in it. 20.

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**ALEX**

Yes you can. You've never done it but you're like yeah actually I probably should. I don't know why you'd want to.

**LYDIA**

You're sneaking Azu. It's a thing. You want to not be able to see...be seen. No, seeing is good but being seen not good, right

**HELEN**

Right, ok

**ALEX**

So because everyone's...

**LYDIA**

Also heard. Can you be smaller and quieter?

**ALEX**

Because everyone is splitting up can I get a separate sneak check from everyone for just their entire recon

**BEN**

Oh by the way look after this – I'll take my armour off

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**ALEX**

Sure

**HELEN**

All of it?

**BEN**

Yeah. I'm wearing clothes underneath.

**ALEX**

Footloose and fancy free

**HELEN**

Ultimate stealth.

**BRYN**

I'm going to stay with Azu but just keep watching from here.

**ALEX**

Sure. Give me the sneak checks please

**LYDIA**

So that was...

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**BEN**

Oh for goodness sake

**ALEX**

Sasha's on?

**LYDIA**

So I got a 19 +...

**ALEX**

Everything

**LYDIA**

14 + 5. 19 + 19 is 38

**HELEN**

Yeah

**ALEX**

Are you sure?

**LYDIA**

Yeah

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**ALEX**

Because it is.

**BRYN**

You should've lent your cloak to Grizzop to even you out a bit

**LYDIA**

No she's impressed by Grizzop. Grizzop doesn't need any help

**ALEX**

Grizzop what are you up to?

**BEN**

I get  $9 + 12$  so 21

**ALEX**

Ok and Hamid?

**BRYN**

So I'm staying still but I can still roll the stealth check if you want?

**ALEX**

I thought you were doing a sort of short distance

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**BRYN**

Yeah short distance one I guess

**ALEX**

Yours is a lower DC to hit basically

**BRYN**

17

**ALEX**

17. Very good call putting him on the short distance then. You have successfully...

**LYDIA**

Not been spotted?

**ALEX**

Roll me a sneak check and just don't get a 1.

**BEN**

Oh but this is Helen!

**HELEN**

I'm just holding the bags. I'm not even doing anything. I could get mistaken for a boulder

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**BEN**

An extremely loud sneeze

**HELEN**

Yeah Azu and me sneeze the same

**ALEX**

Achoo-choo-choo

**HELEN**

Avalanche. So that's a 16

**BRYN**

So your stealth affect is -4

**HELEN**

What?

**ALEX**

Yep

**BRYN**

Well -1 for your dexterity and -3 for your armour so a total of -4 to that.

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**HELEN**

So that's 12

**ALEX**

Yeah you're fine. You're good.

**BEN**

There's a reason we let you watch the bags

**HELEN**

I didn't realise I was that bad at sneaking.

**BEN**

But consider your AC, that's the trade-off. We are real hard to hit.

**ALEX**

So you all manage to hit the required DCs by like 1 or 2 so that's nice.

**LYDIA**

What on earth was I supposed to do if I rolled lower than 38.

**ALEX**

So here's the thing, what you've done is you've hit the max tier for me to give you extra info.

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**LYDIA**

Yay!

**ALEX**

For everyone else you hit the minimum tier required to not get noticed. So good job.

**HELEN**

Fantastic

**ALEX**

Can you all give me perception checks for what you notice please

**BEN**

22

**BRYN**

God I can't roll above a 10 today.

**ALEX**

Why what did you roll?

**BRYN**

4 so 15

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**ALEX**

And Helen

**HELEN**

9 total

**ALEX**

9. And Sasha?

**LYDIA**

26 total

**ALEX**

26. Good. I'm going to do these from bottom to top. You see nothing but that's actually a good thing so what that means that you've discerned is that they don't have an extended patrol that is sort of patrolling the big, wider areas. They're not doing random spot checks so not seeing something is bizarrely a positive result.

**LYDIA**

Idiots

**ALEX**

Sorry a negative result is still a result

**HELEN**

Yeah

**ALEX**

Hamid. You see from your perspective that there is probably, I'm going to say you are able to see the guard post. You are able to see that they cycle through who's on the patrol and so on to keep people vaguely aware. They're not being very stereotypical. They're actually looking to see if people are coming near. They're not even playing cards, it's rubbish

**BRYN**

And their uniforms don't even slightly cover their faces

**ALEX**

Uniforms? What uniforms?

**BEN**

Do any of them regularly go off to urinate in a bush on their own?

**ALEX**

No! It's weird! It's really weird and then there's this one moment where there's like a piece of rock falls because a bird lands, right, and instead of them going, oh it's probably the wind. They...two of them go look and two of them stay behind. It's really weird but anyway you do discern that...

**BRYN**

We'll probably have to kill them all.

**ALEX**

They are doing...

**HELEN**

That I can help with

**(laughing)**

**ALEX**

They are doing laps of the perimeter but close to the fence and the person who's on perimeter always has two dogs. They swap who has the dogs so they are all familiar with the dogs. In total you think across the whole exterior you've seen, and obviously Sasha you have this as well, you've seen probably ten people but it is like always four at the front and the rest are on patrol. There is one extra thing which is that a delivery turns up at one point. A covered cart turns up. It is drawn by a pair of draught horses that stops. They stop, they examine it properly. They examine underneath, they examine what's inside. You see the thing's full of meat and they dig around, they poke it.

**BRYN**

That again is really suspicious you guys

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**ALEX**

They stab it with like skewers and stuff

**BRYN**

This is the suspicious-est of things

**LYDIA**

They stab the meat?

**ALEX**

They get skewers and stab it...

**BRYN**

Yeah make sure no one's inside the meat

**ALEX**

...to check

**LYDIA**

I just thought maybe for fun

**(laughing)**

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**BRYN**

If I was going to try and sneak in as a meat delivery I'd cover myself in a layer of meat and they've foiled that plan that I didn't have

**LYDIA**

I get that. It just sounds very fun.

**ALEX**

Sasha. What you notice is it's in like, to your professional eye and because you've had more chance to look around and so on, it's really professionally done even if they make a couple of minor mistakes and the mistakes are them banking on who's coming to the top of a mountain to do this place. Honestly the fact that it's so far out is doing the majority of the work for them. The fencing is in good condition

**LYDIA**

Dammit

**ALEX**

The warehouses are more than a quick sprint to the warehouse wall from the fence

**LYDIA**

Curses

**ALEX**

You discern that yes there's the same number of guards as what Hamid said, one of them patrols on the inside of the fence and one of them patrols on the outside of the fence but staggered. They're not next to one another.

**LYDIA**

Ah this is gonna be tricky

**ALEX**

There is however one major flaw which they appear not to have been able to do much about

**LYDIA**

Yes?

**ALEX**

There is an outcrop sufficiently close to the fencing that you reckon that with careful timing, if you are either very acrobatic and skilled you could do a running leap and maybe hop over the fence and then get the inside, sprint to the warehouse wall and use it to cover you for patrol. Or, if you're less sneaky maybe if someone was to distract or otherwise delay one of the guard patrols you could run a rope over the fence from that bluff but that...there is no version of events, their patrol is too quick for you to do that unless someone is distracting a guard. So either someone very skilled can go in on their own using that bluff or as a unit you could get more people in but at least one of them is going to be running interference and distraction and, in your opinion,

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distraction is introducing an element...it's kind of a balancing act. More people inside is good but on the flip side if they know that there is something afoot they aren't the kind of people to go "oh, how strange", they'll probably do things like send someone to look with some dogs and with a partner and stuff so, it's difficult. Once you're inside there is a negative which is that there's a lot of empty space between the warehouses which is exposed but you also notice that they have little to no lighting so in proper dark if the moon is covered or something similar...

**LYDIA**

Can we cover the moon?

**(laughing)**

**BEN**

Alright Mr Burns!

**ALEX**

If it's a dark night it'll actually do you a service. There's nothing in the way and no one's going to be able to see that far however if it is a bright night it is...

**BRYN**

So what you're saying is we should get the Dark Knight on our side?

**ALEX**

I mean that would help because...

**(laughing)**

If only there was someone who had a cloak of...something. I don't know. That would solve the majority of your problems. Cloak of...cloak of the marsupial.

**BEN**

Cloak of the rodent

**ALEX**

Cloak of the sparrow. I dunno

**BRYN**

I can just make us all invisible.

**HELEN**

Ooh that's...

**ALEX**

Oh you do notice no magic users on the external perimeter. No one casts a spell. No one does detect magic or anything like that.

**LYDIA**

Ah ok maybe we should detect magic in case something really clever is going on

**BEN**

Do I notice anything?

**ALEX**

Ha. So, what you notice is there is one of the guards who you think is a weak link. Where everyone's super, super on it but this one guard, they're kind of on it, they're kind of on it and you notice that when all of the other guards are not in sight they are kind of a little bit, oh I can't be bothered with this. They still do their patrol but they're just...there is clearly a weak link in this group because any time someone is coming around a corner, it's all stand up straight and get ready and then the second that they're not they kind of slump down. Their patrols take a little bit longer

**BEN**

So what's their job? Are they one of the wall patrollers or...

**ALEX**

Well they cycle who's in the front box and who's on the wall patrol. So he cycles through but whenever he's alone...he's also very easily recognisable. He's completely bald. Like polished bald but he's clearly the weak link in that group but everything else is...you're mostly spotting things that confirm what Sasha says with the exception of that bluff because it's around the far side

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**BEN**

Yeah, yeah sure. Well then to avoid duplication of information I'll just recommend that we try and get in when that guard is doing the patrol because we'll probably get a bit of an easier time.

**ALEX**

I am going to jump to you are all reconvened at your spot. It is not dark but sun is in the process of setting as you're talking.

**BEN**

I'm putting my armour into my bag of holding because if Sasha's saying we might need to do some acrobatics then I don't want to be wearing my armour.

**LYDIA**

Right these guys are unfortunately...they're not rubbish. How much invisible do you have Hamid?

**BRYN**

Well I could make all of us invisible. It would last about 6 minutes I would say

**LYDIA**

And how many times can you do that?

**BRYN**

I can cast that spell 6 times

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**HELEN**

On all of us, 6 times?

**BRYN**

No 6 times total

**LYDIA**

Alright so if me and Grizzop jumped in, you two could walk in the front invisible.

**BRYN**

Yeah I mean we wouldn't...they could still hear us potentially

**LYDIA**

Ah so you could

**ALEX**

And the barrier isn't just a sort of standard pole, it does have things dangling underneath and so on so you are doing things like hopping a barrier.

**LYDIA**

I find it funny how the chair squeaks as I laugh

**ALEX**

I did forget one extra fact which is that you see mundane, not magical, you do see bells set at periodic intervals around the complex, around the perimeter and one by the front gate. The one by the front gate is obviously bigger but they are just mundane bells though, they're not wide or anything

**LYDIA**

Like some kind of string that when you cross it, I assume

**ALEX**

No, no, it looks to be...

**HELEN**

Warning bells

**ALEX**

Yeah it looks to be just...

**LYDIA**

Well the thing is I'm personally not capable of planning a heist but Sasha would be so this is tricky.

**ALEX**

You also spot that the bells are keyed differently so if a bell rings they'll know where...

**LYDIA**

Oh my gosh! Why did you make them good Alex? We're not good.

**BEN**

That's why we really need to play Blaze in the Dark.

**LYDIA**

I don't think anyone's particularly interested in Sasha jumping in and doing it herself.

**ALEX**

What I could say is could you give me a...

**LYDIA**

A planning check

**ALEX**

Could you give me raw intelligence check please

**LYDIA**

Oh dear

**ALEX**

I mean you're quite intelligent

**LYDIA**

She is. 13

**ALEX**

13. You reckon if one of you...either you or Grizzop was to use that bluff to get into the compound first...

**LYDIA**

Yeah so if we jumped in

**ALEX**

And then the remainder were to be invisible that could cut down the time enough that you could probably get in completely undetected. But you think it will need that extra element of either you or Grizzop in first. You know what I mean stringing the rope and then sending people across.

**LYDIA**

Grizzop how jumpy do you feel? How jumpy do you feel today?

**LYDIA**

Not as jumpy as you but still reasonably jumpy

**BRYN**

I mean what was the make up of the fence? Could you slit...slit a hole in it?

**BEN**

A guard would find it.

**ALEX**

Another fact, I just keep adding things. This isn't security. It isn't just all warehouses. There is, as there was with Rachets, there is a central administration building which is in the middle.

**HELEN**

That's the one we're going for right?

**BEN**

Yes. Well maybe. It depends what we wanna find.

**LYDIA**

I'm thinking that we wanna look in a couple of warehouses. Go to the admin place first and then...

**BEN**

That's made me think, have we seen people moving between warehouses? Have we seen people leaving work? Have we seen them going to bed?

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**ALEX**

The only people you have seen inside the complex, there was the meat delivery, someone came out of administration, signed for it, did a check themselves

**BEN**

Were they a human?

**ALEX**

They were a human as well. Then they gestured for the thing to be taken around the side and they went back inside. Sasha you would have seen they take it around the back, the person who went inside actually comes out and they just took the meat from the thing, placed it in a shed, effectively a storage shed but it is a sealed one, near the administration building and then they did a few runs to different warehouses.

**LYDIA**

So something...

**ALEX**

There's one person to your eye in there.

**LYDIA**

So something is doing the work that eats meat that ain't a person.

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**BEN**

In the warehouses?

**LYDIA**

That's what I'm thinking

**BRYN**

It certainly seems possible. It's weird isn't it. The whole thing is just...

**HELEN**

Giving me the creeps

**BRYN**

Yeah

**BEN**

Yeah so then we probably want to get into the admin building right because if we go into one of those warehouses and whatever it is eating all the meat finds us then we might have a pretty bad time.

**BRYN**

I think we need to do both but I guess the admin building first

**BEN**

Yeah and if we can take out the administrator...

**ALEX**

You didn't see them take any meat in the admin building. They only took them to the other warehouses.

**LYDIA**

Right I think that's a plan. Right so you...

**BRYN**

If we were on one side of the compound could you hit a bell on the other side of the compound with an arrow.

**BEN**

Yeah

**LYDIA**

I like it

**HELEN**

That's a good idea

**LYDIA**

Alright you and me Grizzop, we'll get in there, then Hamid's plan, shoot something on the other side. While the dumb guard you told us about is going

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around. We'll get these guys over while they're invisible and then we'll dash into the shadows of a warehouse.

**BEN**

Alright

**BRYN**

We'll wait for cover of darkness and move behind the outcropping.

**ALEX**

The nearest warehouse to the bluff because it had to be is warehouse 13

**LYDIA**

That's ominous

**BEN**

Great, thanks Alex

**LYDIA**

Loving it. Great. Right that sounds like a plan

**BRYN**

How distant are the warehouses from each other?

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**LYDIA**

He said more than a short sprint

**BRYN**

No, no he said more than a short sprint from the exterior fence to the warehouse

**ALEX**

He's right. So from the exterior fence to the warehouses is a little bit more than 100 feet.

**BRYN**

But between the warehouses

**ALEX**

But between the warehouses is about half that

**BRYN**

Yeah still slightly more than you want. I mean in a round of movement

**ALEX**

Yeah it's a full round of movement from one warehouse to the next

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**LYDIA**

And we will be fighting our way out. Pretty definitely. Which is why we're getting the big guys in.

**ALEX**

To be fair I guarantee if you make it in and out undetected you are definitely levelling

**(laughing)**

**BRYN**

We're levelling up either way

**BEN**

To be honest they don't...

**BRYN**

We get XP for killing them

**ALEX**

You will get a lot of bonus XP for doing it on the sly

**LYDIA**

Bringing Azu in means fighting our way out. There is no way that we sneakily get out.

**BRYN**

I can save an invisibility spell potentially but we'll see.

**BEN**

Look if we're inside and we have a drop on them, there's only six guards. We'll easily take them all out.

**BRYN**

There's 10

**BEN**

10 guards, it doesn't matter

**BRYN**

And there might be more inside the building

**BEN**

Unless they all swarm...

**LYDIA**

And there's whatever's eating the meat

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**BEN**

Yeah but again if we get the drop of them, take them out one by one. I'm not saying we all get into the middle of the camp and have a brawl

**LYDIA**

Oh!

**ALEX**

I quite like that you in the middle of the camp barny! Anyone coming

**LYDIA**

Sounds great. Yeah.

**HELEN**

Do we still need a distraction?

**LYDIA**

Well we've got a distraction, Grizzop's going to distract by shooting an arrow and...

**ALEX**

So far the plan I'm hearing is Sasha and Grizzop leap into the complex just using the old acrobatics. Grizzop then, inside the complex, fires a bow to hit a bell at the very, very far end. You might have to go into the complex in order to...

**LYDIA**

Yeah he's going to have to sneak through

**ALEX**

Yeah obviously. When that bell rings, they'll obviously go look at that one. You will then get the remainder of the party in from that bluff. And then you're all in. Admittedly the guards have heard a bell ring but you are all still in which is...

**LYDIA**

Yeah we're all in and at that point we should still have all the invisibility spells

**HELEN**

Yeah and then we split up and some of us look at a warehouse

**BRYN**

Are we not...so I'm not going to cast invisibility when I hear the bell ring to get the two of us in.

**LYDIA**

I mean there's a rope. It won't make the rope invisible will it?

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**ALEX**

So I am going to take a break here whilst we hash out the very fine details but I think you've managed to put together a plan nonetheless.

**LYDIA**

Whoop whoop heist plan. Go team everyone!

**ALEX**

Ok sun sets. The moon rises.

**LYDIA**

How much moon? Moon

**ALEX**

And then is slightly overcast

**LYDIA**

Yay! No moon! Bye moon! No moon!

**ALEX**

So it's not worst case scenario but similarly you could've done with some proper cloud. It's ok. It could've been worse

**LYDIA**

Medium moon.

**ALEX**

So I'm guessing Sasha and Grizzop first. Who wants to go first out of the two of you?

**LYDIA**

I'll go

**BEN**

Yeah

**ALEX**

Can I get a sneak and an acrobatics from you. It doesn't matter the order, they happen simultaneously

**LYDIA**

So my sneak...urgh I only rolled a 5 but fortunately that is 24.

**(laughing)**

**ALEX**

And your acrobatics?

**LYDIA**

Ooh I got a natural 20

**BRYN**

Oh yeah

**ALEX**

Well let's just say that turns out that scoping the place out ahead of time and picking the guard who will offer the lowest DC for perception is a good call.

**LYDIA**

Does she actually do an extra flip while going over

**HELEN**

Just to show off

**LYDIA**

No one can see it, it's so dark

**BRYN**

She leaps hand first on to the top of the fence, twirls a few times in handstand mode, dismounts, raises her hands like an acrobat

**ALEX**

And no one sees because she did really well on stealth

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**HELEN**

Azu raises the thing that says 10 on it.

**(laughing)**

**ALEX**

Grizzop you're up. I need a stealth check and an acrobatics check

**BEN**

Ok so my stealth check is...14. I rolled a 2

**ALEX**

14. And your acrobatics?

**BEN**

3 so that's 9

**LYDIA**

I should've lent the cloak

**BEN**

No, no mercy of the D20 this is the thing...

**ALEX**

Also you say lent the cloak that wouldn't...

**BRYN**

That wouldn't have done anything.

**ALEX**

So now what I'm going to do is you've hit the DC for the guard to get a perception check. That's how I've been doing this. What was your sneak?

**BEN**

14

**ALEX**

You *just* get away. So how it lands, you don't manage to make it into the compound though. So you do a big running leap for the acrobatics and you just misjudge it, a stone moves something like that. You fall fractionally short but that does still mean bang into the face. Ow. You hear the distinct sound of a guard going...

**LYDIA**

Dog's ear twitching.

**ALEX**

They start accelerating but you have enough time to get up, leg it basically back up to the bluff. The guard turns up and is now at the bluff.

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**LYDIA**

His little cone of perception swinging from side to side

**ALEX**

The exclamation mark goes from red to yellow to green

**BRYN**

So one guy and two dogs

**ALEX**

One guy and two dogs

**LYDIA**

Did we bring any meat?

**BRYN**

And we're behind the bluff

**ALEX**

Yeah he cannot see any of you but he is just sort of looking around

**LYDIA**

Maybe the meat's just for the dogs

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**BRYN**

Hamid is poised with a spell on his fingertips.

**ALEX**

I'm not getting stealth checks from any of you because you are already planted. He then does eventually move on. This was definitely, though, you can tell it was because you picked the one who was a bit lazy

**BEN**

Sure cool. I will now take 10 for both of those things because I should've done that first.

**BRYN**

You can't. There's too much pressure to take 10 in this situation

**BEN**

Fine. I'll just re roll them then. Stealth is a natural 1 and 22 for the acrobatics.

**LYDIA**

That's the worse combination because you're inside.

**BEN**

So the natural 1 is still a 13 but...yeah.

**LYDIA**

Inside but everyone's having a party

**ALEX**

So you are inside. Sasha, you're inside. Where are you inside by the way?

**LYDIA**

In the shadow of...actually how are the warehouses shaped? Is there somewhere she can climb? If there's a warehouse and then the roofs coming over, she would clamber over...

**ALEX**

Yes there are ways for you to climb but it isn't an easy climb because they have a lot of smooth corrugated iron and so on.

**LYDIA**

Yeah the point would be to be somewhere that someone couldn't immediately look so she's not immediately next to it but is up a little way

**ALEX**

You've managed. Grizzop, you make it inside however again it's just a bit of a noisy landing. Guard comes running back. You are...what are your intentions once you're inside? You know that you've botched the stealth bit a little bit.

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**BEN**

Does the fence...is it chain link all the way to...actually is it chain link?

**ALEX**

No it's bars

**BEN**

Ok does it have like a solid base?

**ALEX**

Yes

**BEN**

I will push myself up because I'm tiny...well I'm small, push myself up against that solid base. Also I have not missed advantage more than in that situation.

**ALEX**

I know, right.

**BEN**

It was a perfect...

**ALEX**

This is exactly one you would've had advantage because you did the legwork.  
Give me another stealth check

**BRYN**

That's better. That's a 24

**ALEX**

Ooh. The guy takes the time to look though. So he comes running back.

**LYDIA**

We should've planned for Hamid to put invisibility...

**ALEX**

There's definitely some dogs barking and he comes running back. Another guard comes running from around the side where the entrance is and then the two guards are there with a pair of dogs and they are looking at one another and I'm not gonna RP it but you do hear - something's definitely up.

What?

I dunno. Haven't seen something. Something's definitely up

And they're like – ok cool. Complete your control. We're gonna double patrols and we will send someone warehouse to warehouse and just check everything's alright.

They're like – ok.

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All of this is panning out about two feet from you because you are completely flat, plastered right up against the border and there's just a little guttering overhang and they're doing that wonderful movie thing, you know where the camera is looking past your face at them having a conversation.

**LYDIA**

And see the grimace of terror

**HELEN**

Smile of fear

**LYDIA**

The grimace that goes ear to ear.

**ALEX**

And then they set off together. So you have managed to make it in without them specifically seeing you. They know there is something up this evening and they have increased guard patrols as a result but you are both inside.

**LYDIA**

Curses. Sasha appears next to you. Shall I roll for that?

**ALEX**

No, no you're fine. The guards have moved on. It was just this entrance. You've got a few minutes before the next ones come.

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**LYDIA**

Let's get the rope in right now.

**BEN**

Shall I do the bell?

**LYDIA**

Yeah, dash off that way

**BEN**

Ok. I'm going to go do the bell.

**ALEX**

Sure. In which case then you don't need to do an attack roll because you're going to place and take the time to do it. You'll take 10. I am going to get you to do one more sneak attack because you're basically traversing the length of the compound.

**BEN**

Yeah sure

**LYDIA**

Oh wait for this Sasha will lend you the cloak. Take it off and put it on you.

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**BEN**

Cool, ok in which case that goes up by 5 so that means I got a bonus of 17 plus that 5 is a 22.

**ALEX**

Yep. You make it across the compound. So you make it across the compound, line up the shot. I'm not going to get you to do attack rolls or anything. Last chance, you fire?

**BEN**

Yes I'm going to try and do it so that the arrow deflects the bell and just goes away

**ALEX**

Ok I am going to make you do an attack roll for that then. If you fail though I'm not going to have you miss, it is just gonna be a...this is if you succeed well enough you do manage to skit it off the bell and disappear it.

**BEN**

Cool. I need to hit the table first. Oh it's a natural 20

**(cheering)**

**LYDIA**

We needed that!

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**BEN**

Total of 31

**ALEX**

You skim it perfectly. It rings out loud, clear and quite low. It's one of the larger bells and it just disappears off into the distance. They are not finding that thing at all.

**BRYN**

Azu and I hear the bell and start sprinting for the fence

**ALEX**

Yeah you hear it loudly and clearly

**LYDIA**

By the time you turn up the rope is over.

**ALEX**

Yep you can take 10 on that because you've taken the time to get the timings right

**HELEN**

What does take 10 mean?

**ALEX**

Ah ok so reminder for...

**BEN**

This must've been a very confusing...

**HELEN**

I was like I assume this is a good thing

**ALEX**

For new listeners as well so there are things called take 10 and take 20 which are meant to speed the game along. How take 10 works is if you're not under time pressure, you can just say that you rolled a 10 which is the exact average so for this one because you put the time in at the start to like check everything and recon and blah, blah, blah, I'm ok to remove that time pressure. If you hadn't have done that there would be a time pressure and you couldn't take that. Taking 20 is where you have oodles of time. Hours and hours and hours. And it also explicitly states that you fail in what you're attempting at least once so that way it's like if there were a guard around you can't take 20 whereas if Sasha had stolen a chest, taken it home and was working on the lock, well take 20. It means that you take the time to do the absolute best you can. But it's a way of speeding it up. Normally it doesn't come up in encounters unless you've put the legwork in, you've put the prep in and blah, blah, blah. So you can take the 10 because this bit isn't under time pressure and I'm also ok for both Azu and Hamid to take 10 to climb into the structure because again the rope's there.

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**BRYN**

Hamid's terrible at climbing but Azu can lift him a lot of the way up

**HELEN**

Basically what I do is lift Hamid up and just punt him a little bit

**LYDIA**

And then Sasha grabs him and puts him down

**BRYN**

Totally fine

**ALEX**

Meanwhile Grizzop...

**BEN**

Sorry I'm just silhouetted in the moonlight...pop

**(laughing)**

**LYDIA**

Fan art on a postcard

**ALEX**

Meanwhile Grizzop you see a very sharp and like skilled response to that bell. The two who were on the gate don't move but all of the other guards converge on that, immediately have a quick conversation. One goes off back round the other side, one goes the other side and one starts...you hear, I'll throw you that, you hear one of them say that they're going to be coming into the compound to work warehouse to warehouse so they are definitely all coming back around. I'm not gonna get a stealth check for you to go back across the compound. I explicitly said there was no one in the middle of the compound you're fine.

**LYDIA**

Ok so once we're all inside.

**ALEX**

You all reconvene outside the warehouse

**LYDIA**

Hamid how fast can you cast invisibility. If they turn up can you do all of us at once?

**BRYN**

No I need a few seconds per person

**ALEX**

But you all convene for the sake of simultaneousness.

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**BRYN**

If they're starting to search the warehouses I'll just do it now on all of us. It'll last long enough to get into the admin building.

**BEN**

Do we wanna do warehouse now or admin first?

**BRYN**

Admin first

**LYDIA**

Admin first

**BEN**

Shall we do admin first then

**LYDIA**

Before we encounter the thing that is eating all that stabbed meat

**BEN**

Remember there's at least one person in that admin building so be careful

**HELEN**

Not that much of a problem

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**LYDIA**

Sasha loads her spring loaded wrist sheathes

**ALEX**

Ok I am going to get a stealth check from everyone to get to the admin building. Only one

**LYDIA**

I think we should be invisible

**BEN**

I, while we're doing this, am going to very quickly put my armour back on and give your cloak back

**ALEX**

It's an agile breastplate. It specifically says they're much quicker to put on

**LYDIA**

Only cast invisibility on the three of you.

**BRYN**

I agree

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**LYDIA**

And then save one and if I really need it you can do it.

**BRYN**

I cast three invisibilities

**ALEX**

At this stage?

**BRYN**

Yeah we're moving through the compound and they're moving through the compound

**ALEX**

I just want to confirm. In which case don't roll a 1.

**BEN**

I didn't. I rolled 2 1s

**LYDIA**

Sasha's gonna sneak alongside them without the invisibility.

**ALEX**

Your baseline is so high that you're actually meeting the DC. Actually roll to see if you get a 1.

**LYDIA**

Yeah, yeah. 17

**ALEX**

No you're fine.

**LYDIA**

I got a lot!

**ALEX**

You all make it to the admin building. What I would say is it was clearly a good call to go invisible at this stage. The guard who was coming in to sort of check warehouse to warehouse, the first thing they do is check in at the admin building as you're approaching, like ooh. Unfortunately the admin building's sort of in the middle so there is a decent distance to the warehouses. You wait near the nearest warehouse, you see them go in. You see the lights go on in the admin building and then you see that guard head off towards the warehouse that is closest to where the bell went and then they disappear off.

**BEN**

Completely innocent question. If you're invisible, I know it ends if you attack but can you coup de grace people out of invisibility because they're completely unaware.

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**BRYN**

Not helpless

**BEN**

Right they have to be helpless

**ALEX**

Yeah. If they were asleep how it would play out...

**BEN**

That would be...

**ALEX**

Don't ask me how I know this, I shan't...yeah, if they're asleep your invisibility is persisted right up until the action is complete and then it...

**BEN**

Sure but if they're asleep then I can coup de grace them anyway. That's good to know

**LYDIA**

Alright so...

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**ALEX**

To clarify that's one where it's the equivalent of slitting a person's throat. It's where...

**HELEN**

I know, I've done staff missions in Sky Room, I know.

**LYDIA**

I didn't know what it meant until people explained.

**ALEX**

In this system it's like a guaranteed critical plus max damage

**BEN**

So basically you should really kill this person in one hit

**ALEX**

Yeah the only time you don't it's because, oh they're important!

**BEN**

Oh they're a lich

**ALEX**

Now I know

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**BRYN**

What are the odds

**ALEX**

So you all make it towards the administration building without incident. There is now clearly someone awake and moving around within the administration building. That's all you can tell from here.

**BRYN**

We've still got a few minutes of invisibility left

**LYDIA**

Can you make him sleep?

**BRYN**

I can try.

**BEN**

Could you unlock the door first

**LYDIA**

Sure

**ALEX**

Give me a disable device

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**LYDIA**

Only a 5 but plus...where is it?

**ALEX**

It's been a while

**LYDIA**

Oh because it's not with use magic device. That is plus 8. So only 13.

**ALEX**

Only 13

**LYDIA**

Oh yeah, no, no 14. She doesn't have 14 in diplomacy

**(laughing)**

**BRYN**

It's your disguise which is 8. Your disable device is 14

**LYDIA**

So 19

**ALEX**

19. Ok 19, yeah. You manage to undo the lock. The lock's decent. They've invested money. The locks are clearly decent here. You manage to unlock back or front door. You have full run of the exterior so which would you prefer?

**LYDIA**

How do we know which is the back and which is the front if it's a big square building?

**ALEX**

So the front one...

**LYDIA**

It's all glamour, it's got a red carpet, there's sphinxes.

**ALEX**

The front one has almost...

**LYDIA**

A little bower, lovely trees, someone's really put the effort in.

**ALEX**

...a little porch looking thing. It has an extended front section...

**LYDIA**

Climbing roses

**ALEX**

...and has an airlocked porch where it has the two doors. The back is the one that had sheds and it has a ground floor door and most of the stuff is forward facing by which I mean at the back there's no windows for instance.

**BEN**

Probably the back then right

**LYDIA**

Obvs go in the back

**ALEX**

You go by the shed where they've been storing meat. It's still basically full. It's not locked but it is very clear it's full of...it doesn't even seem to be specific types of meat. It is probably offcuts and stuff but they've had a full shipment in today and their store is full so the only conclusion you can take is that they have that entire shipment has gone out and they still have a day in reserve, let's say. So there's a *lot* of meat getting eaten.

**LYDIA**

Ok

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**ALEX**

You manage to make it inside. You find yourself in a very boring and mundane, non sinister corridor. There's doors off to either side...

**LYDIA**

Check for magic

**ALEX**

...and you see a staircase at the very far end

**BEN**

Check for traps

**LYDIA**

Yeah

**BRYN**

I cast detect magic

**ALEX**

You detect no magic

**LYDIA**

Check for traps. Which I think is disable device?

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**ALEX**

Yes. No sorry it's a perception check but you'll get bonuses.

**LYDIA**

Ok so that's 16 plus where is my...oh yeah, so that's 28

**ALEX**

28. There are no traps in the region that you're in.

**BEN**

Detect evil.

**HELEN**

Yeah I was gonna say

**ALEX**

What's the range on detect evil?

**BEN**

30 foot I think

**ALEX**

30 foot. You detect no evil. So clearly the compound's good.

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**HELEN**

Nope. Do not trust this

**BEN**

Lots of meat, warehouses. Zombies.

**BRYN**

Do we want to try and take down the guy that's in the building before invisibility wears off.

**LYDIA**

Sleep. Make him sleep.

**BRYN**

We have to find him first

**ALEX**

Everyone give me a perception check

**BEN**

Cool I'm walking around now with my arrow knocked

**ALEX**

Yeah I'm going to assume unless anyone says otherwise that you are combat ready now.

**LYDIA**

Got me dagger out.

**ALEX**

The second this started you are all combat ready

**HELEN**

Absolutely

**BRYN**

15 perception

**BEN**

24

**LYDIA**

19

**HELEN**

8

**ALEX**

24. You can just about hear someone's padding around upstairs. Your guess is second floor not first floor. It's only got four floors total. You reckon there's

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someone padding around on the second floor. You can't hear anyone else. The rest of you, you can't pinpoint. You can hear someone but you can't pinpoint where they are.

**LYDIA**

So there are at least two people?

**ALEX**

No he can...Grizzop you can only hear one and the rest of you can hear one person but pinpointing is quite difficult

**LYDIA**

Ah ok

**BEN**

Up on the second floor

**LYDIA**

Alright

**BRYN**

Sasha you have to lead because the rest of us can only see you.

**LYDIA**

Oh right, sure

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**(laughing)**

Yeah she goes up to the second floor incredibly sneakily.

**ALEX**

Ok can I get a stealth check from everyone. Lot of stealth checks in this one.

**HELEN**

I think that's a minus something

**BRYN**

No, no, you rolled 10. Your bonus is -4, you're getting +20 from the invisibility spell

**HELEN**

Am I?

**BRYN**

Yeah!

**HELEN**

Oh right, that's a lot better

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**BEN**

I rolled a 17

**ALEX**

What did people roll is what I need to know

**BEN**

17

**BRYN**

14

**LYDIA**

30

**HELEN**

10

**ALEX**

You rolled 30, very impressive

**LYDIA**

No, no, I...

**ALEX**

No it's fine. I'm playing with you. Yeah you're all fine. You all manage to make it up to the second floor. The first floor seems to be mostly secretarial offices. Weirdly it looks like the building was made to have a lot of administration staff and no one is there. Lot of desks, lot of typewriters and so on, all set up but they are all sheeted. Like dust sheeted.

**LYDIA**

Ooh

**ALEX**

So the entire first floor has been dust sheeted. You make it up to the second floor and you find even more of the same. So the second floor is also what is...it seems to be offices whereas the bottom was more of a typing pool situation. This one is more a series of closed offices and in one corner office with the lights on, all of the lights are on, on this floor, you can see someone is working at a desk but they keep poking their head up because obviously they've been warned that stuff's going on. But they're working and then they'll look up, keep working a bit, look out.

**LYDIA**

Does...because hopefully Sasha would know enough so if she's asking can you make him sleep, Hamid would tell her if it was impossible right?

**BRYN**

Yes

**LYDIA**

Right so it is possible

**ALEX**

It is possible for him to make this person sleep I can answer that meta game now.

**BRYN**

So the thing is sleep doesn't work on enemies or people with...who are high level. It just flat out fails. So we have no way to know what level this person is.

**LYDIA**

If they're plot relevant they'll probably stay awake.

**BRYN**

If they're low enough level for the spell to work at all they still get a saving throw.

**ALEX**

Sleep is effectively a defeat grump spell

**BRYN**

Yeah what I was gonna cast it on was the dogs. It would've been pretty good against the dogs because the dogs probably only have one or two hit dice so I

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could probably make one or two of them sleep and they will have very low will saves but here we are. Anyway, once we get to the stairwell, once we can see the office, I'll say – Sasha stay here. Grizzop, stay with me. And I'm going to start just putting my hand out.

**BEN**

Sure

**BRYN**

Just be near me in case it fails because it'll drop my invisibility.

**BEN**

Ok

**BRYN**

We're going to move to the door of the office now

**BEN**

You don't want to get Sasha there to get the drop on him because I'm not gonna down him in one.

**LYDIA**

I'm not invisible

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**BEN**

Yeah but you're really good.

**(laughing)**

**HELEN**

I could down him in one.

**LYDIA**

We could all down him in one.

**ALEX**

Worth spelling out, I can't believe I'm going this. Sleep has a verbal and semantic component doesn't it

**BRYN**

Yeah. I can do that quietly. It's not...

**ALEX**

Yeah they will know if the spell fails but it won't be heard outside of the building.

**BEN**

[Shouting] Shh by the powers what be...

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**ALEX**

That's kind of what I'm getting at

**(laughing)**

**LYDIA**

The louder you do it the more likely it is to succeed.

**BRYN**

Yeah verbal components can be muttered. They can't be inaudible.

**ALEX**

That's fine, that's fine.

**LYDIA**

I feel quite bad about sneaking up to this person and slitting their throat

**BEN**

The way the system works we just have to get rid of their hit points and then stabilise them and then we'll tie them up and gag them

**ALEX**

Yeah you can do it non lethally.

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**LYDIA**

I could slit their throat non lethally. Alright, let's do that.

**ALEX**

Technically yes

**BRYN**

Everyone get ready. I don't need to be too close but I do need to be able to see them. I cast sleep

**ALEX**

Ok what's the will save on this one? Is it just based on hit dice?

**BRYN**

So if they have 4 or fewer hit dice the will save is 16. He's rolling the dice guys

**LYDIA**

Yay that's a good sign!

**ALEX**

Mm. Bang, Asleep. They're drooling...

**LYDIA**

Yay!

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**ALEX**

...a little bit on their paperwork.

**BRYN**

Hamid is not invisible

**ALEX**

But it was completely flawless

**LYDIA**

He's still very small. Well done Hamid!

**BEN**

Search the office, search the office

**LYDIA**

What was he writing? I assume it's in Arabic

**BRYN**

I read it

**ALEX**

So the paperwork is an incident report.

**(laughing)**

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Suspected intruder. Filling in an incident report, request additional inspection come morning. It's a standard form of something might've happened but unconfirmed.

**BRYN**

I add to the form in really obviously different writing "nothing happened"

**(laughing)**

**ALEX**

We're fine here

**BRYN**

It's totally fine!

**ALEX**

We're fine here. How are you

**BRYN**

Don't worry. How are you

**(laughing)**

**LYDIA**

How long does sleep last? Do we need to tie him up?

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**BRYN**

6 minutes

**HELEN**

We're good

**LYDIA**

Tie him up and gag him

**ALEX**

Ok.

**LYDIA**

And hide him as well so they won't find him.

**HELEN**

Ok you do the tying and gagging and I'll shove him in a cupboard.

**LYDIA**

Yay

**ALEX**

Broom cupboard, job done there is...

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**LYDIA**

Teamwork!

**HELEN**

Teamwork

**BEN**

There are also all of those sheets.

**LYDIA**

Oh yeah

**ALEX**

A ghost! Kill it!

**(laughing)**

**BEN**

I mean under the table

**ALEX**

You successfully tie up the person and put them in a cupboard. You now have apparently the run of the administration building

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**BEN**

I guess we start searching the administration building

**LYDIA**

Inspect building

**BRYN**

Shipping records

**(cheering)**

Forensic accountancy

**(cheering)**

**LYDIA**

This is genuinely what Bertie was best qualified for.

**BEN**

He'd have never got in here though

**LYDIA**

All his languages and his ultimate knowledge

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**ALEX**

I dunno, he's more about hostile takeovers.

**BEN**

I've acquired Crank Industries, now let me in

**ALEX**

Now because there's so many of you I can do it this way. Can everyone just give me a perception check to spot things in the building

**BEN**

17

**ALEX**

17

**HELEN**

18

**ALEX**

18

**BRYN**

15

**ALEX**

15

**LYDIA**

20

**ALEX**

20. That's...you all fell within a very helpful band for me. So thank you for that.

**BEN**

Above 15 is all good.

**ALEX**

So I'm going to give a general and then a specific. The general is this place was made for a lot of people. A lot more people than were here...than are here, sorry. So there's the typing pool, there's the offices, in the top you see there seem to be temporary bunk space and other stuff. This was a 24 hour operation of thousands of people. Everything seems closed up apart from the floor that the gentleman was working on and you start poring through records. There doesn't appear to be any traps in the administration building or anything like that. You find that there are records in the basement however most of them are written in some kind of cypher. If anyone wants to take the time you have the time to do a check to see if they can break it. That's fine. It would be a linguistics check otherwise it's just cyphered records. In terms of the things that are actually on the...

**BRYN**

Is there a photocopier around?

**ALEX**

There's not, I'm really sorry

**LYDIA**

Can we just nick a few?

**ALEX**

Yeah you can take what you want.

**LYDIA**

Yeah

**BRYN**

We've got, as we've discovered, excessive bags of holding.

**ALEX**

Sure add excessive evidence to your party inventory. In terms of the level that was manned what you do find in that person's desk is some HR forms and it looks like they have laid off almost the entire workforce and anyone who was left has been relocated to a different branch

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**BRYN**

I'm getting super strong déjà vu. Is this the whole Mr Ceiling thing all over again?

**BEN**

Or does anybody wanna bet on biomechanical zombie Simulacrum

**ALEX**

All of the employees in this company were goblins. All of them. Apart from, bizarrely, the ones who you've been seeing now.

**HELEN**

And now they're all humans, right.

**ALEX**

100% of the workforce...

**BRYN**

I would like to roll to try and break the cypher. I don't think I'm going to be very good at it but I don't know...

**ALEX**

Give a linguistics check. Unfortunately with cyphers it's either yes or no.

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**BRYN**

Yeah. Yeah I rolled a 6

**ALEX**

No

**BRYN**

Like 10 total

**ALEX**

It stops you

**ALEX**

Is there, and we can ask Grizzop like rather than having any knowledge species, something about goblins and humans that makes humans easier to turn into zombies or into biomechanical cyber things

**ALEX**

Give me a knowledge religion. You could answer this technically. I'd also allow knowledge arcana for anyone who has it.

**BRYN**

Oh yeah

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**BEN**

That's a 23 for me on religion

**BRYN**

I still can't roll above a 10 today

**BEN**

Sorry 22.

**ALEX**

22

**BRYN**

Knowledge arcana, 22.

**ALEX**

22. No. Once something is a sentient race...

**BEN**

Meat is meat

**(laughing)**

**ALEX**

Ah no, I've got to end on that haven't I!

**LYDIA**

I mean yeah you did have a shipment of meat to a spooky location, yes

**BRYN**

There's nothing meat cute about this.

**ALEX**

Yeah in which case then we will end the episode on meat is meat, I guess.

**BEN**

Silk doesn't...

**LYDIA**

No!

**ALEX**

We get very, very weird and cross.

**BRYN**

Join us next week for some more exciting tales of forensic accountancy.

**(laughing)**

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**EVERYONE**

Bye!

**[Show Theme - Outro]**

**ALEX**

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