

RQG - 114 - Snakes and Daggers

Content Warnings **leave as shown unless dictated otherwise**

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Hi everyone, Alex here. I'd just like to take a moment to thank some of our Patrons. Sharptooth Luke. Amy Meechan. Maija Mednieks. Nico Aspen. Caleb Eigsti. Boxer Santaros. Stephanie Cooper. Grey. Sarah. Sachi. 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 114 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.

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.

HELEN

And Azu.

ALEX

I've set a new arbitrary goal: how fast can I say that intro? Eventually it's just gonna be gibberish and high-pitched whine!

LYDIA

[high pitched] Super fast!

BRYN

Oh, like Hamid.

(Group laughter)

ALEX

I'm gonna be honest, I was expecting an insult to me so sure, yeah! You know what? OK! We're gonna pick up more or less where we left off, which is: you managed to find big Simulacrum-

BEN

Middle of the Initiative order.

ALEX

Yeah, middle of the Initiative order. You managed to find a big Simulacrum machine factory jobber. Someone has been taking a couple of pot-shots at you from the shadows.

BRYN

I got an arrow to the shoulder.

ALEX

You did get an arrow to the shoulder.

BRYN

Luckily not to the knee or I'd have to stop being an adventurer.

LYDIA

Oh wow.

ALEX

And then, and then like settle down with your wife because that's what that means, right?

BRYN

[laughs] I think so.

ALEX

I think that's what that is. With that in mind then, I am going to jump to Sasha because you are next in the Initiative order.

LYDIA

Uh huh.

BRYN

She already - she just had her turn.

LYDIA

Yeah.

ALEX

And you have just seen the woman who is sort of stood amongst the machinery, clearly evading the machinery and taking the pot-shots who like, yeah, if you've got a skills crush-

LYDIA

Yep.

ALEX

Little pitter patter of tiny crush. I don't - that is NOT a phrase.

LYDIA

Noooo!

(Group laughter)

ALEX

That is not a phrase!

LYDIA

Let's just move swiftly on.

ALEX

Let's move swiftly on from that one. In which case then, Grizzop, you are up.

BEN

Do I know where this person is?

ALEX

You have a sense of direction as to where they are but you don't literally know the exact square that they're in because they are literally obscured from you.

BEN

Sure. Your first diagonal move is still 5 foot?

ALEX

Yes. It goes 5, 10, 5, 10.

BEN

One, two, three, four. Yep, that's me.

ALEX

Mm hm. In which case then Hamid you are up.

BRYN

I sort of know where this person is. I'm going to take shelter behind the stairway that we came in by, but I'm not exactly certain which direction this person is so I might be taking shelter in the wrong direction, but I am gonna cast Mage Armour on myself.

LYDIA

Woo!

ALEX

The best spell!

HELEN

[laughs]

BRYN

Oh yeah, gimme some of that AC!

BEN

Sorry, one thing I didn't mention as well, because cover is a thing. Um, is the conveyor belt raised?

ALEX

It is raised so that it can provide half cover. Exactly half cover.

BEN

What is the height of it?

ALEX

[laughs] So for Grizzop you can use it to get total cover if you are sort of bracing against it.

BEN

Yeah, I do that.

ALEX

Yeah, I presumed as much.

BEN

Nice.

ALEX

For future reference, I am assuming that people are taking cover now unless you say otherwise, like bracing against things, blocking up against them, stuff like that.

LYDIA

Sasha is pressed to the floor of the - in fact like, we said she was sneaking along the conveyor belt.

ALEX

Well there's a simple thing, you got such a high one, you've placed yourself perfectly between two half-built Simulacra-

LYDIA

Ah OK, there we go! Alright!

BRYN

[laughs]

ALEX

So-

LYDIA

So crouched rather than prone, very important. Yeah.

ALEX

Oh yeah yeah. Like [whispers] you don't wanna go prone. Don't go prone!

LYDIA

No!

ALEX

In which case then, Hamid you have done Mage Armour, that goes fine. Azu you are up. Again you know the vague like quarter of the building that they have fired from but you cannot physically see them like Sasha can at this stage.

HELEN

I am also going to approach the vague quarter of the building. So I can move how many-?

BEN

What's your speed?

HELEN

Good question.

BRYN

Almost certainly 20.

HELEN

It is 20.

BRYN

You'll probably get four - four squares.

HELEN

Yep.

BEN

Four squares of [unclear 04:56]

HELEN

OK, so... one, two, three-

ALEX

If all you're doing is moving you could move another 4. If her move speed's 20.

BRYN

Oh yeah, if she double moves she gets another 4.

HELEN

Hmm... or I could cast Iron Beard which I've been dying to do!

(Group laughter and loud cheers)

ALEX

Please! PLEASE do Iron Beard!

HELEN

Yes! Yay! I'm gonna cast Iron Beard and have a beard made of iron!

ALEX

That's the best!

BRYN

Just grow from your face.

HELEN

Yes! And it gives me +1 AC and since I can't see them-

ALEX

Have we ever done this on audio?

HELEN

No, this is literally the first time.

ALEX

Could you please describe for us the act of casting Iron Beard and what it does? I love Iron Beard by the way, I love it!

HELEN

OK! So when Azu doesn't know where she's gonna get attacked from she can grow a beard made of iron, just like forces itself out through the-

ALEX

[provides appropriate sound effects]

HELEN

Yeah, literally just - ooh, I dunno, I imagine it like one of those like stop motion things of plants growing, where suddenly it's like [vocalises]. Like that.

ALEX

I'm gonna have to come the sound of an iron beard quickly growing.

[SFX: Iron Beard]

ALEX

It's like - what?

HELEN

[laughs]

LYDIA

[provides metallic squeaky sound effect]

ALEX

Oh I'll just use that.

HELEN

Oh it's lovely.

ALEX

Great! I'll chuck an echo over all that, job done!

HELEN

[laughs]

LYDIA

[finishes her sound effect]

ALEX

[laughs]

HELEN

So that's +1 Armour. I can also use it to attack so um, just not-

BRYN

[laughs]

HELEN

I could just chin someone.

ALEX

I mean you can, yeah, you can chin people with it.

HELEN

Or - maybe I can detach it and throw it like a boomerang.

ALEX

Er, I believe that's in the description as well isn't it?

HELEN

Hee hee hee! Yes! And the other thing I've got written down here is: beard. It has the quality of a beard. So.

ALEX

Oh yeah it does, that's a good point.

(Group laughter)

ALEX

At which point, the woman has clearly not noticed you Sasha.

LYDIA

[high pitched] Yeah!

BRYN

Just let the conveyor belt take you to her, you don't even have to move!

LYDIA

That's - yeah, so how far do I move while everyone else is moving?

ALEX

On the conveyor belt you move 5 foot per turn, you already factored that into your move speed.

LYDIA

Oh OK. Fine.

ALEX

So the woman moves down towards you Sasha. She's clearly not seen you. She then hops across nimbly the conveyor belt. You can tell that she appears to be aiming for Azu-

HELEN

[gasps]

ALEX

She lines up the shop and then before you can- the "shop"? She lines up the shop and begins selling her wares!

(Group laughter)

LYDIA

Yay!

ALEX

She lines up the shot and then really rapid, like the kind of speed that Grizzop sometimes gets, shoots off two arrows straight at Azu from a narrow space. Azu, I'm afraid give me a Perception check, but I doubt you'll be able to make this, they rolled insanely high.

HELEN

Yeah, I also doubt that I'll be able to perceive them. **(ROLL)** Yeah, yeah, I was correct. That's an 8.

ALEX

Yeah. So it gets worse - having just rolled this they, er, critted you.

HELEN

Ooh!

ALEX

So that's a thing. **(ROLL)** They deal 19 damage.

LYDIA

Whoa!

[SFX: THWACK! THWACK!]

BEN

You're fine. What you on about?

(Group laughter)

HELEN

I know, but that's still quite a lot for arrows!

ALEX

So in fairness they moved as close as they could and then like, you can get a bead on this woman. She is clearly going immediately for kill shots and everything about her is just trying to take people out without being seen.

LYDIA

Yep. Lot of respect for that.

ALEX

With that in mind, I believe it is now you Sasha. She is still unaware of you.

LYDIA

Importantly, do I move forward 1 without doing anything, because if I move forward 1 I can then stab her twice flat-footed.

ALEX

Yes. So for the sake of ease, rather than moving the conveyor belt at the end of the turn - there is reasons for this - you move your 5 foot at the start before you do anything else on your turn.

LYDIA

OK. I - from the conveyor belt - stab her twice as hopefully sneak attack.

ALEX

Ooh! Yeah, like, you have the drop.

LYDIA

Right OK.

ALEX

You did very well and that's the - the only roll that they've rolled less than an 18 on has been the Perception check to see Sasha so far.

LYDIA

(ROLL) I rolled a 19.

ALEX

A 19 - goooooood, yes. But you can take two attacks, so do you want to roll the second one as well?

LYDIA

Yes! Come on! **(ROLL)** Oh, 19 again!

ALEX

Good! Yes, two hits. Two fine hits.

LYDIA

[chuckles gleefully] OK. So-

ALEX

This is really gonna hurt.

BRYN

Yeah.

ALEX

Because you've got your extra sneak attack as well.

BRYN

Yeah.

ALEX

If you one-shot this I'm gonna be very angry!

BRYN

[laughs]

LYDIA

Oh!

ALEX

I'm gonna be very angry!

BRYN

Well it's a tradition.

ALL

[crosstalking]

ALEX

But this has been entirely built so that they couldn't possibly be one-shotted.

LYDIA

So is it 4 D6 now? Er yes it is, it's 4 D6.

ALEX

Yes it is, your sneak attack is 4 D6 plus you're doing fire, plus you're doing ice.

LYDIA

(ROLL) OK so the first one gets 4, 5, 6, 7...8, 13...

ALEX

[anguished noise]

BRYN

18.

ALEX

18 total. And then your second dagger?

LYDIA

OK. **(ROLL)**

BEN

That's a good roll.

HELEN

Oh that's-

LYDIA

Sorry Alex! 10, 11-

ALEX

Don't start at 10 and then go up!

LYDIA

12, 13 plus 5 ice, so 18.

BRYN

18 again.

BEN

It's alright, they have similar hit points to us so they're fine.

ALEX

[groans]

LYDIA

Yeah like, well that would just about take out Sasha so she is basically Sasha but a little bit better.

BEN

Oh! Fair enough.

LYDIA

And Sasha has 50 hit points.

ALEX

[groans] So - two things happen. One: you stab the heck out of this person.

LYDIA

Yeah.

ALEX

Please describe how you absolutely stab the heck out of them.

LYDIA

Well she like, so Sasha is - she sees this woman like very confidently and smoothly and quietly plugging arrows into Azu and is quite impressed, right, at what's going on here.

HELEN

Oh thanks(!) [laughs]

(Group laughter)

LYDIA

It's done so quietly and slickly! But because she echoes the skillset she still doesn't move from standing between these two Simulacrum, or crouching between two like torsos of Simulacrum, and she's moving very slowly behind the woman on the conveyor belt, and then very quickly from behind just aims exactly right between the flaps of the leather-

ALEX

[groans]

LYDIA

-and twists.

[SFX: STABBING]

ALEX

[groans] Grim.

LYDIA

Yeah.

BRYN

The conveyor belt of death.

LYDIA

Kind of in a way though showing off as it's, because you know it's-

ALEX

Look, I can do cool too!

LYDIA

I can do cool!

BRYN

You might be good, but I'm better.

ALEX

[laughs]

LYDIA

Well I think we're probably like...

ALEX

The second thing that happens-

LYDIA

Yep.

ALEX

Is the woman might, I think they notice you.

LYDIA

Yeah!

(Group laughter)

BEN

That's fair.

ALEX

I think they might be aware that you're there.

LYDIA

I mean hope- one day Sasha's gonna be good enough at stabbing-

(Group laughter)

LYDIA

-that she can do this and you wouldn't notice until you just don't collect your pension 20 years later.

(Group laughter)

ALEX

What languages do people speak, out of curiosity?

BEN

Goblin, Dutch and English.

ALEX

Mm hm.

BRYN

Arabic, Halfling, English, French, Czech.

ALEX

Mm hm.

HELEN

Ooh. Orcish, Arabic, English.

ALEX

Mm hm.

LYDIA

English and French.

ALEX

The woman cries out something in a language that none of you speak.

HELEN

Oh.

LYDIA

Oh.

ALEX

And yeah, I'm just gonna leave at that, that they cry out, I don't think any of you can even really sort of decode what language it is, never mind what they're saying. At which point then we have, Grizzop, you are up. You now have a bead on where they are, because they gave a big old cry, revealing their position.

BEN

Cool. Have I got line of sight?

ALEX

You could get line of sight if you 5 foot step.

BEN

Brilliant. So that way.

ALEX

Mm hm.

BEN

OK, so I take a 5 foot step to the side.

ALEX

Yep.

BEN

Still half-covered from the conveyor belt, I'm assuming they don't have half cover because they're surrounded by anything?

ALEX

They don't have half cover. Also you can see just for the timings of it, Sasha's both daggers are in this woman as she has just gotten the shot off at Azu, and you can see a look of utter shock, like real, utter shock on her.

BEN

We're within 30 foot so I get +1 to this. On my first attack I'm doing Rapid Shot, so because I make a full attack action I get two shots at -2 so that means my bonus is 11.

ALEX

Yep.

BEN

That's for these **(ROLL)** so that's a rubbish 14 and a rubbish 17.

[SFX: THWACK! THWACK!]

BEN

Oh, that's one gonna kill a dice!

HELEN

[laughs]

LYDIA

Just throw it mate!

ALEX

He's getting dice-happy! The rubbish 17 hits.

BEN

Oh good.

LYDIA

Yay!

BEN

And then that is 7 damage.

ALEX

Mm hm.

BEN

And then I'm making a second attack with my second attack. **(ROLL)** That's a 20, not natural.

ALEX

Yep, obviously that hits.

BEN

(ROLL) 3.

[SFX: THWACK!]

ALEX

OK. There's a big BOSH! They take the hit as well, at which point then, Hamid you are up. You also now have an idea where they are.

BRYN

Ooh. Right, um, I, I'm still not like super-confident that I can pick them out in the darkness and they're near Sasha and there's still lots of moving parts, but I have one spell that doesn't care.

HELEN

Oh!

BRYN

I cast Magic Missile.

LYDIA

Woo!

BRYN

(ROLL) That was not a good roll. Er...

ALEX

Wow!

HELEN

Oh dear, oh dear.

ALEX

I want you to know the player in me is very sad, the GM in me is very happy.

BRYN

11 damage. 11 damage.

[SFX: BOOM! BOOM! BOOM!]

LYDIA

[sadly] I feel bad for this person!

ALEX

Don't. [laughs] Don't.

LYDIA

A little too much in-?

ALEX

Not even a little bit. Azu, you're up. You also have a sense of where this person is, in fact you can now see them now that you know what you're looking for.

HELEN

Wonderful.

ALEX

I will also say for the listeners' benefit, there are a few items around this conveyor belt which are sort of clearly dangerous and you probably don't want to head into the square of. Whilst you can get to this person you couldn't for instance do a charge, directly beeline at them without hitting that thing, but you could quite easily move and get to them, you just wouldn't be able to do a charge which is the one that gives you sort of like bonuses to, like, damage and things.

HELEN

OK. In that case I just won't charge, I'm just going to move them and then-

ALEX

Yep.

HELEN

And then smack them.

ALEX

Yeah yeah. That's good.

HELEN

OK.

ALEX

And I can tell you know, just don't occupy the square that's clearly marked and you're fine.

HELEN

I, I - I know that I'm not the best player... [laughs] OK, so that'll be one, two... so I'm there?

BRYN

Yep.

ALEX

Your miniature's so big!

HELEN

I know!

ALEX

It's SO BIG!

HELEN

[laughs]

BRYN

It's a maxature.

HELEN

OK.

ALEX

It's as big as it can be before it's a large.

HELEN

(ROLL) Oh. Oh no.

BEN

But you get +10.

HELEN

OK.

ALEX

It probably will hit, this person does not have great AC.

HELEN

In which case: 17.

ALEX

17 hits.

HELEN

OK. And then damage is 1 D12 + 6.

BRYN

So I just passed you a D12.

HELEN

Oh really is that what that was? OK.

BRYN

Yeah.

HELEN

Alright. **(ROLL)**

BEN

That's gonna probably be a murder.

(Group laughter)

ALEX

Whoa!

BEN

An extremely large chunk of damage!

HELEN

So that's er, hit for 17 points of damage.

BRYN

All of us hit and hit well!

ALEX

[groans]

(Group laughter)

LYDIA

If this person's build is very similar to Sasha's, she is definitely dead. Because that is much more hit points than Sasha's.

ALEX

[anguished tone] Oh my!

BEN

I mean that sounds like equal to Paladin hit points.

ALEX

I genuinely built this worried. I built this like: I might really hurt the party here.

HELEN

[laughs]

ALEX

This could be really bad.

BRYN

If we hadn't found her and been whittled away, yes. We found her, so - turns out a stealth character real dies when people know where they are!

ALEX

[anguished groan] Yeah! Turns out they, they... really needed to know that Sasha was there, they are not dead.

BRYN

Shall I take the figure off the board?

ALEX

They are not dead?

BRYN

They're not dead?

ALEX

They are not dead.

BRYN

Blimey, oh they do have a lot of hit points.

ALEX

They do however, like, look really badly injured. Like there are gashes, there are wounds, one of their eye is not opening, eyes sorry is not opening properly.

LYDIA

She's on my knives..

(Group laughter)

ALEX

She's still on your knives!

HELEN

You've got your knives in her, turn her to face Grizzop then turn her... [laughs]

BEN

Just very quickly, so rounds take about six seconds, so in the last six seconds-

ALEX

This is the worst six seconds ever!

(Group laughter)

BEN

She's been stabbed twice-

LYDIA

(In the back.)

BEN

Shot twice. Hit with four bolts of magical energy and then hit by a howling great-axe.

(Group laughter)

LYDIA

It's the fact that it's screaming as well!

BEN

That's been her last six seconds.

HELEN

[laughs]

LYDIA

It's screaming!

ALEX

I really, like I'm not going to but I really wanna just smash cut to: what was the worst day of your life? Ohh...

(Group laughter)

ALEX

It was just six seconds long!

BEN

Er Alex. What was the *last* day of her life?

(Group laughter)

ALEX

It's a fair point.

HELEN

You never know, we might, like, interrogate her...

ALEX

The important thing is that none of you know the language she's speaking as she says: "Please, please, I'm just trying to help."

HELEN

No!

(Group laughter)

ALEX

That's not what's happening here.

HELEN

Good.

BEN

I mean she opened by shooting, so...

(Group laughter)

ALEX

She opened by shooting multiple times!

LYDIA (as SASHA)

Grizzop, that's how some people say hello!

LYDIA

Says Sasha.

BEN

That's how people I kill say hello.

HELEN

Yeah, she did hit me twice, so I feel like I'm justified.

BRYN

Maybe on my next turn rather than attacking her I'll cast Comprehend Languages.

HELEN and LYDIA

Oooh!

BEN

Just hit her again with Magic Missile, it'll be great.

ALEX

The woman immediately gives a huge angry cry, reaches up with her spare hand that isn't hold the bow and rips off her hood, revealing the bed of serpents that replace her hair.

LYDIA

Okaaaay! That's not nice!

ALL

[exclaim in surprise]

ALEX

She turns and immediately throws her eyes wide, yelling something in a language that you can't speak and stares hard at Sasha.

BEN

Er hang on a minute, can I make a Religion check to try and recognise the language?

ALEX

Yes you can.

BEN (as GRIZZOP)

[whispers] It's definitely Abyssal, but I don't know that. **(ROLL)** I don't know, I don't know.

BRYN

[laughs]

ALEX

What did you get?

LYDIA

[unclear 17:15]

BEN

It just, it sounds bad, like-

ALEX

No what did you get, genuinely?

BEN

Oh, you actually want to know?

ALEX

It is possible for you to get this with a check, it's not just like a 2.

BEN

Yeah sure. I roll a 3, I get a 8.

ALEX

An 8?

BEN (as GRIZZOP)

Yeah.

LYDIA (as SASHA)

It's a bad language.

BEN (as GRIZZOP)

It's a nasty one I don't know.

ALEX

I'll give you - you recognise the language but you cannot place it. You can't speak it, you absolutely can't speak it-

BEN

But he's like - oh I've heard...

ALEX

I have heard this, this isn't like "blah blah blah blah", like there's words in there.

BEN

OK sure.

ALEX

You're just like - [grunts] can't place it. Can't place it.

BEN

Yep.

ALEX

You have to give me a, make this check a Fortitude Save.

BEN

Are you hitting us with instakills?

LYDIA

Ooh, Fortitude she may like-

BEN

That might be turn to stone.

LYDIA

Yeah.

HELEN

Oh no.

LYDIA

(ROLL) OK, 18.

ALEX

18?

LYDIA

Yeah.

BEN

It's got to be fine.

ALEX

Ohh, it's closer than you might think!

BEN and BRYN

Ohh!

ALEX

So yeah, RARRR! And then, like-

BRYN

Yeah, I no longer want to understand her, now I want to kill her.

ALEX

The world goes wrong briefly.

LYDIA

It goes crunchy.

ALEX

And just, have you ever like, you know the sort of tunnel vision thing you can get where it's like, I don't know if you've migraines or things like that, you know where things drop off from the side?

LYDIA

Yeah - Alex, I've recently been fainting unexpectedly. Yes!

(Group laughter)

ALEX

So - that. That begins happening.

LYDIA

Ah, so she feels hot and nauseous and like suddenly things go grey at the edges of her vision and it's hard to stand up.

ALEX

Yep yep yep.

BEN

And you've got cotton wool in your ears.

ALEX

Yeah, exactly that.

LYDIA

Oh yeah.

ALEX

And then she manages to throw it off.

LYDIA

Ah.

ALEX

The creature then - I say "creature" now, not woman.

BRYN

Yeah!

ALEX

Take a 5 foot step onto the conveyor belt, that way, yep. The conveyor belt activates, obviously that takes them the extra 5 foot so they are now about 10 feet away from both of you and all of the snakes have whipped themselves up and are now staring in all directions and yeah it's, it's very very clear-

LYDIA

Pets! Puppies!

ALEX

-this is a common enough creature from the dim and distant that I'm not gonna get Knowledge checks, this is a Medusa, like-

LYDIA

Yep.

ALEX

Rome was big on them, Rome was a big fan of Medusas actually, they were like you know what you've got over-

BRYN

Gorgons?

ALEX

Gorgons, yes.

BRYN

Gorgon is the creature type, Medusa is the individual.

HELEN

Was the specific one, yeah.

ALEX

Interestingly, in Pathfinder listed as "a Medusa" not "a Gorgon".

BRYN

Yeah, fair enough.

HELEN

Yeah, it's a common mistake actually. And Medusa has quite a sympathetic story but we'll leave that until...

BEN

Also I wonder if you're allowed to copyright "Gorgon", you probably [unclear 19:30] about Medusa.

ALEX

I don't know. I don't know.

BRYN

Interesting.

ALEX

But er yeah, regardless, you are all like: that's that thing what turns people into stone.

LYDIA

Uh oh.

ALEX

Like, everyone knows that.

BEN

Oh no that's it, yeah. DnD has definitely copyrighted the phrase "Gorgon" and so Pathfinder have had to call it a Medusa so that people know what they mean-

BRYN

Ohh...

LYDIA

[laughs]

ALEX

Like almost certainly, almost certainly.

BEN

That's, that'll be it. That'll be it.

ALEX

In which case then, that's its entire turn because you all managed to crush it. Meanwhile, Sasha, you are now up.

LYDIA

I somersault over and stab her in the back.

HELEN

Ooh...

LYDIA

[laughs]

ALEX

OK, give me the Acrobatics check.

LYDIA

(ROLL) I got a 21.

ALEX

So I've not really had the chance to roll this as a pose because no one really comes even close, this character might manage it.

LYDIA

Oh no!

ALEX

Oh... oh, it's possible. I am struggling to find it on the sheet, bear with me. You succeed!

BRYN

Oh!

LYDIA

Oh does she reach out, grab-

ALEX

Yeah she does, she literally reaches out to grab you and obviously is gonna be like: LOOK INTO MY EYES!

LYDIA

Brushes the corner of my heel, yeah.

ALEX

But you know you, you do manage it. It is close though, it is close.

LYDIA

Yep.

ALEX

So you flip and then do your thing.

LYDIA

Stab her in the back, yeah.

BEN

Only one!

LYDIA

Yeah, only one-

HELEN

Oh no.

LYDIA

so that is **(ROLL)** er... 25.

ALEX

That hits.

LYDIA

Yep.

HELEN

Does it(!) [laughs]

ALEX

Yes, it does.

HELEN

Woo hoo!

LYDIA

Oh this isn't, this is terrible actually. That's 12 plus 2. 14.

ALEX

Ohhh, they're looking real bad, they're looking real bad! You know what, I'm gonna take a break there and I'm gonna see if I can't like quickly generate two or three more...

BRYN

No it's gonna die. It's gonna die before we get to get to do anything else Alex.

ALEX

I'm gonna - no.

BRYN

Don't even try. Just let it go!

(Group laughter)

-BREAK-

ALEX

OK, welcome back, that's fine. This is fine. It hasn't happened again. This is genuinely the last time I'll be like: ooh, I'm a bit worried.

HELEN

[laughs]

ALEX

It could take everyone out. [sighs]

LYDIA

I mean as you know, the things that nearly kill us are the old men on Paris rooftops.

(Group laughter)

ALEX

You wait, there are gonna be so many civilians-

(Group laughter)

ALEX

And you're gonna die, you're gonna die so hard! Right. Grizzop, you're up.

BEN

Yep. Take a 5 foot step, er-to get by the side and-

ALEX

Or, or, just watch - just watch what's happening, see, you know, hold your action, gauge what's-

BEN

Look, I'm only getting one attack so I'll probably miss.

ALEX

Mm...

BEN

Oh wait, I can do a full attack with a 5 foot step you said?

BRYN

Yep.

BEN

Oh, brilliant.

ALEX

[sounding slightly anguished] Mm-hm...

BEN

(ROLL) So those are both, do-do-do do do do... 15 and 19.

ALEX

Both hit. They're built for a very specific thing and you all seeing where they are is not the thing that they're built for.

BEN

Right, well they get murdered then. Er, cool.

(Group laughter)

BEN

7 and 2 and my final attack, 11 so that probably misses, but yeah.

ALEX

So-

BEN

9 damage total.

ALEX

9 damage total. Oh no, I've got to maths! No! Right... they are on their last legs, like they are literally staggering, they are not in the staggered condition because I have to say that.

BEN

Um, I duck behind the conveyor belt and obtain total cover. Right? You can drop the floor as an incidental free action right?

BRYN

Yeah.

ALEX

In which case then, Hamid, you're up.

BRYN

Oh you know what it's time for guys?

ALEX

Anything but that is what it's time for!

BRYN

Time for another Magic Missile!

HELEN

[laughs]

ALEX

[groan] That's so wrong.

BEN

I wonder how many legs this'll take out?

LYDIA

That's about as low as it could be.

BEN

An intensely average roll.

HELEN

[laughs]

LYDIA

Yeah!

BRYN

Oh but that's way below average.

BEN

Oh yeah, I guess.

ALEX

I filled the room with death!

BRYN

10. 10 damage.

ALEX

I filled it with death and it never even got off the ground. [resigned tone] How do you kill her?

HELEN

[laughs]

BRYN

Like the minimum a Magic Missile can do is 8.

ALEX

[even more resigned] How do you kill her?

HELEN

[laughs]

BRYN

Magic Missile. Is it - it's almost identical to the grub.

(Group laughter)

ALEX

No it's not! Anything but that!

BRYN

No it's not, it's not. Yeah, again, they streak round, they split round Azu, two missiles come from either side, thudding in

[SFX: BOOM! BOOM! BOOM! BOOM!]

BRYN

and causing her to drop to her knees in front of Sasha as the final one hits her in the chest and she flops forward onto the conveyor belt.

ALEX

Oh! Oh!

LYDIA

Such a weird coloured blood on Sasha's daggers.

ALEX

Can you do me a favour. Can you put the Medusa face down and can you slowly slide it along the conveyor belt in the direction that it's written on the map as it just-

LYDIA

Sasha steps to the side.

ALEX

As it just slowly... shifts along the conveyor belt.

BEN (as GRIZZOP)

Bye!

LYDIA

Wait, wait, er, Sasha's gonna loot the body because this is gonna have cool loots.

HELEN

Ooh.

ALEX

You might wanna grab and pull her off the thing then.

LYDIA

Yep, grab the thing. Because she has cool adamantite arrows!

ALEX

Oh that went SO badly!

BEN

I dunno what you're talking about, it went really well.

ALEX

That went so badly. ONE ROLL! They missed ONE ROLL!

LYDIA

So stabby...

HELEN

And that was their undoing.

ALEX

Oh!

LYDIA

Sorry!

ALEX

Oh!

BRYN

I'm not sorry. We are a competent efficient party and we beasted that enemy!

ALEX

You wanna know - you know what, here's a behind-the-curtain thing, you know why that went wrong? It's my fault. You know why? I thought, you know what? I'll give her a hood, and if I give her a hood they won't know it's a Medusa and they'll come in nice and close. You know what that hood did? It removed the Perception bonus that she gets from all of her snakes!

(Group laughter)

ALEX

Which would have been exactly the amount required to see Sasha and immediately destroy her!

(Group laughter)

LYDIA

I mean that was then pretty foolish, yeah...

ALEX

Argh!

(Group laughter)

LYDIA

Why wouldn't we know that she's a Medusa?

BRYN

I mean, I think the thing you need to remember though is if Sasha hadn't been standing next to her, I wouldn't have been using Magic Missile, I would have been using Fireball.

LYDIA

Yep.

HELEN

True.

ALEX

Oh she'd have evaded that dead easy... [weeping for comedy effect]

HELEN

Really?

BRYN

Yeah, yeah. She probably had evasion. [laughs]

ALEX

This creature was built for this, destroying all of you on condition that you didn't see. That's fine. Cool. You loot the body, mm-hm?

LYDIA

Yep, I'll - so I'm assuming there are more cool adamantine arrows?

ALEX

In terms of what's on her -

LYDIA

Yep.

ALEX

Not much that's great.

LYDIA

Oh.

ALEX

She has a masterwork bow, it's not magical, she has a masterwork bow. She has a quiver full of adamantine arrows.

LYDIA

Throws them over to Grizzop:

LYDIA (as SASHA)

Er, I dunno if these are useful to you?

BEN (as GRIZZOP)

Oh great!

ALEX

They're well factory-made. Like you know how like with the goblins it was like: they make it really well but it is kind of make it in bulk. Same kind of principles but certainly you could use them, and mechanically (because it's not come up that often, as a reminder) adamantite bypasses like hardness of objects amongst other things.

BEN

So that damage do they do?

ALEX

They don't do additional damage but they also-

BRYN

They do normal damage but they'll bypass DR.

BEN

Fine, cool.

ALEX

Yep. So next time you encounter something and it's like: it doesn't seem to be doing enough damage, it does.

BEN

If I've got to shoot a robot, I'll shoot them with these.

ALEX

Yeah, you know what? That's pretty much that they're built for.

HELEN

Yeah.

BRYN

Or a wall.

(Group laughter)

BEN

Yeah great, I'm gonna kill that wall dead!

BRYN

You shot a wall earlier today may I remind you!

LYDIA

Yeah!

(Group laughter)

BEN

Actually I shot a room which was painted ON a wall.

(Group laughter)

ALEX

Just saying it might have broken the room this time.

HELEN

And also given the arrows don't hit me, I'll just - [dissolves into giggles]

BEN

I don't want to use that arrow.

HELEN

I'll just rinse them off in the pipes!

(Group laughter)

ALEX

Other things that they have on them-

LYDIA

Yeah, more daggers?

ALEX

They do have a dagger.

LYDIA

Yeah, gonna take that.

BEN

What's it made out of?

ALEX

It is an adamantine dagger.

LYDIA

[gasps] Yay!

BEN

Yay!

BRYN

Now you've got two! Doesn't matter if we use one to prop open a door occasionally.

BEN

Doesn't matter at all, they're adamantine!

BRYN

[laughs] I can't believe the fight you had to have with that, it was just so funny!

BEN

[laughs]

ALEX

It is just a normal adamantine dagger, there doesn't appear to be much special to it. It's almost like this creature relied on all its inherent natural abilities that never really happened.

LYDIA

Same thing would happen if someone looted Sasha's body, they'd just be like... oh... just 14 daggers.

ALEX

What?! Why would you need- yeah.

LYDIA

Yeah.

ALEX

Other things that they have on them is basically a boring ration pack, as in like it has some candied sweets in.

LYDIA

Oh nice!

ALEX

And also they appear to have an ID on them.

HELEN

Oooh.

BRYN

[laughs] A works ID, they clock in and out of the factory?

LYDIA

[sings] I'm gonna pretend to be a Medusa...

ALEX

They literally have a workplace ID. It appears to be made of sort of etched steel. It doesn't really have much in the way of a photo, it just has-

LYDIA

Ha!

ALEX

It, it it looks like a punch card.

HELEN

Is it "Medusa T. Gorgon"?

(Group laughter)

ALEX

You'll never know! You'll never know! It's written in machine code and there's little holes in it.

HELEN

Oh!

LYDIA

Oh cool, when Sasha's gonna take that. I mean if that's made of adamantine then that'd be useful for wedging doors open.

ALEX

Not made of adamantine, made of steel.

LYDIA

Well I'm gonna take it just in case it's useful for sliding in between doors and doing latches.

BRYN

If we can go through the rest of the facility using this as a keycard-

LYDIA

Yeah!

BRYN

I mean we've all played computer games, right?

ALEX

Said Hamid, in a weird momentary lapse of reality!

(Group laughter)

ALEX

The creature's dead, nothing else appears to be reacting.

BEN (as GRIZZOP)

Right, well back to work then!

LYDIA (as SASHA)

Yep.

BRYN (as HAMID)

Yep.

HELEN (as AZU)

Yep.

BRYN (as HAMID)

Still got a factory to smash.

BEN

Yeah, I'm gonna go see where the Simulacra are going.

ALEX

OK. I'm obviously gonna drop people

LYDIA

Another Medusa!

ALEX

-out of Initiative, there's not really - [laughs] FIVE Medusa and they're all like: GRRR! That would be like CR 20-something, like pushing 30, so probably not.

LYDIA

I mean I'm kind of interested like as a GM question, if a fight seemed to be going too easily like that I don't understand what's wrong about being like: yeah, another one steps out of the, like, their buddy turns up.

ALEX

It's a bit cheap. Besides, I planned for this contingency, you're OK.

LYDIA

Ah.

ALEX

You're alright. You continue to start smashing stuff until Hamid-

BRYN

Yes?

ALEX

You hear a whispered voice in your ear.

ALEX (as SAIRA)

Hamid, it's Saira. Someone's taken Ishaq from the house. If you know anything you need to let us know as quick as you can.

BRYN (as HAMID)

What?! Oh! What? What? Oh my god!

ALEX

I'll give you this for free: you recognise it as a Sending. So a magical communication, you get 25 words to reply with from their casting of it.

BRYN (as HAMID)

I don't know anything. Um...

ALEX

Every single person's like... 1, 2, 3, 4...

LYDIA

Yeah well it's true, it's good that he's admitted it finally!

BEN

Every single person.

(Group laughter)

BRYN (as HAMID)

Send more information, I'll, um, check as soon as I can.

ALEX

OK?

BRYN

I mean Hamid wouldn't be counting words in that situation.

ALEX

No no, of course not. Of course not. I am.

HELEN

[unclear 29:53]

ALEX

Because if your sentence makes no sense when it cuts off I have to know, that's all.

LYDIA

I'll be coming back in-

(Group laughter)

BRYN (as HAMID)

Guys er guys, guys.

BEN (as GRIZZOP)

What?

LYDIA (as SASHA)

Yeah?

BRYN (as HAMID)

I just a got a Sending from Saira, someone's kidnapped one of the twins.

BEN (as GRIZZOP)

Oh that's not good.

LYDIA (as SASHA)

Oh no!

BRYN (as HAMID)

Can we get Einstein, oh can he teleport me back to Cairo and you guys can follow as soon as you're done here?

BEN (as GRIZZOP)

Er.

HELEN (as AZU)

Oh, er, I-

BEN (as GRIZZOP)

Er, OK.

HELEN (as AZU)

What do you think [unclear 30:18]

ALEX

Another Sending appears for you Hamid.

ALEX (as SAIRA)

We think they teleported, we don't have any more info, I was hoping you might have something.

BRYN (as HAMID)

Oh, um, I'll see if I can do anything.

BRYN

I'll send back.

ALEX

OK, yep.

BRYN

And then I'll resume and say:

BRYN (as HAMID)

Saira thinks they might have teleported away but we still probably need to, I still probably need to go back to Cairo and see what happens.

BEN (as GRIZZOP)

OK, well-

HELEN (as AZU)

Do you need help with that, I-

BRYN (as HAMID)

I mean well yes, but I mean it's really important to shut this place down.

BEN (as GRIZZOP)

Yeah, um well here's the mobile, you've got a mobile stone, right?

BRYN (as HAMID)

Well no, we only had one between us.

BEN

Alright, well I'll chuck you it, because I think I was the last person to say something about it, so.

HELEN

Mm.

BRYN

Um, I attempt to use it? I mean we haven't ever talked about how it's used!

ALEX

Just talk into it.

BEN

Yeah.

BRYN (as HAMID)

Er Einstein, Professor-?

ALEX (as EINSTEIN)

Oh hello? Oh that's so weird, I was just going to call you, oh that's so strange!
Is Azu there?

BRYN (as HAMID)

Er yes, why were you gonna call us Professor?

ALEX (as EINSTEIN)

Really weird thing, put me onto Azu.

BRYN (as HAMID)

Um, can I ask you a quick favour first?

ALEX (as EINSTEIN)

No!

(Group laughter)

BRYN (as HAMID)

Please Professor it's really important!

ALEX (as EINSTEIN)

This is more important!

BRYN (as HAMID)

But my family's, my little brother's been kidnapped.

ALEX (as EINSTEIN)

Oh that's weird, I have the same message for Azu.

ALL

[gasps of horror]

HELEN (as AZU)

What?!

LYDIA (as SASHA)

What?!

BRYN (as HAMID)

Here, Azu!

ALEX

[laughs]

HELEN (as AZU)

What, what's this?

ALEX (as EINSTEIN)

So two things: one, your family is lovely, I really like your friends and family.

HELEN (as AZU)

I, I know, they are, they're the best people in the world.

ALEX (as EINSTEIN)

The other thing, one of them's missing now.

ALEX (as EINSTEIN)

I, I'm certain they were teleported, I'm just finding out where from now.

HELEN (as AZU)

Which, which one?

ALEX (as EINSTEIN)

Yeah, um, it's Emeka. They've been putting me up, really good person, super nice, gone now. Totally gonna find out where they're from, just thought I'd let you know.

BRYN (as HAMID)

Can you tell us, yeah, tell us where they teleported, it's probably the same person who kidnapped my brother.

ALEX (as EINSTEIN)

Cool, oh yeah, yeah, about that. Um, I'm sorry, I'm gonna go check this out now, OK, bye.

BRYN (as HAMID)

Please get it done quickly!

HELEN (as AZU)

Maybe we should, but, should we, should we go and get him if he knows how to-?

BRYN (as HAMID)

We can't do anything unless he teleports us.

HELEN (as AZU)

But- noooooooo!

LYDIA

Sasha keeps sabotaging around them. Crunch, crunch, bang crunch.

BEN

Um yeah, I'm gonna leave them to this as well, there's nothing I can do to help, so.

ALEX

Mm hm, mm hm.

BEN

It's just Azu and Hamid are just- [laughs]

HELEN (as AZU)

We're just like staring at it like - nooo!

(Group laughter)

BRYN (as HAMID)

He'll get back to us, he said he'll get back to us, he's looking into it. He'll be able to find out-

HELEN (as AZU)

He better.

BRYN (as HAMID)

He'll find out where they teleported from, he's like the best teleporter in the history of ever.

HELEN (as AZU)

OK, alright. It's, it will be OK, I promise.

BRYN (as HAMID)

It's gonna be OK Azu.

HELEN

We sort of like - I reach down and sort of try and pat you, like-

BRYN

I hug your upper thigh, because that's where I can reach!

HELEN

Aww!

ALEX

An agonising 15 minutes passes.

LYDIA

Crunch, smash, smash-

BRYN

Hamid does some mild sabotage but his heart's not in.

(Group laughter)

BEN

I went to check where the Simulacra are going.

ALEX

So, I'm gonna jump to you Grizzop. Down that corridor, it goes a long way, like a real long way. Can you give me, it doesn't come up often, can you give me a survival check please?

HELEN

Ooh.

BEN

(ROLL) 9.

ALEX

9? You reckon it's probably heading back in more or less like the direction of where the warehouses were.

BEN

That makes sense.

ALEX

But like, you know, there's a fif-, there's like a, there's a decent margin for error there.

BEN

I spend some time breaking the crap out of this conveyor belt.

ALEX

It is a bit more rugged but you're quite good at breaking things and yeah, you can manage.

BEN

What I'm doing is taking adamantine rocks and just shoving them in to the conveyor belt gears.

ALEX

This is the correct call by the way, you would have all been having a much harder time breaking things. The idea of using adamantine? Totally the right call, yeah. You destroy that bit of the conveyor belt, all of the constructed chassis start piling up just at the entrance to the tunnel where they should be continuing down the tunnel beyond your dark vision. They just start [KERCHUNK] - there's one. [CLUNK] there's the next one. [CLUNK] And just a pile of Simulacrum starts building up.

BEN

Mm hm.

ALEX

Or Simulacra I should say.

BEN

Simulacra it is.

ALEX

[laughs] Simulacrapodice?

BEN

Simulacratum.

(Group laughter)

ALEX

I'm going with that, I like that, that rolls better! Much like the chassis off the conveyor belt onto the ground.

LYDIA

Simulacrums.

(Group laughter)

ALEX

Hamid, er who's holding the stone, Azu sorry?

HELEN

I think yeah, I'm probably still holding it.

ALEX

OK.

ALEX (as EINSTEIN)

Hellloo?

HELEN (as AZU)

Hi, hello, yeah?

BRYN (as HAMID)

I run back over.

HELEN (as AZU)

Hamid!

ALEX (as EINSTEIN)

OK!

HELEN (as AZU)

Did you find them Einstein?

ALEX (as EINSTEIN)

Sorry it took a while, I had to do a couple of checks, I thought I was wrong.

HELEN (as AZU)

What do you mean wrong? What - tell us, what is it?

ALEX (as EINSTEIN)

How, how many people do you know in Rome?

HELEN (as AZU)

Rome?! Zero.

ALEX (as EINSTEIN)

Um, I, I think they might have gone to Rome.

BRYN (as HAMID)

Oh no!

HELEN (as AZU)

[Distressed] Ohhhh!

(Group laughter)

BEN

And the [proms ? 34:52] tomorrow!

(Group laughter)

ALEX

Also, the timings fell weird, I should be able to end an episode there but I can't, you've got like another 15 minutes, 10 minutes.

LYDIA

Sasha keeps sabotaging.

HELEN (as AZU)

Right.

ALEX

[laughs]

HELEN (as AZU)

Then that's where we're going.

BRYN (as HAMID)

Can you send us to the same place Professor?

ALEX (as EINSTEIN)

I mean... er...

HELEN (as AZU)

Wha- what?

BRYN (as HAMID)

I know we shouldn't go there but we have to find our family.

ALEX (as EINSTEIN)

Chance of things going wrong are really high.

BRYN (as HAMID)

[unclear 35:18] probably.

ALEX (as EINSTEIN)

Like really high.

HELEN (as AZU)

How - what do you mean going wrong?

ALEX (as EINSTEIN)

So you know when you throw a stone and it goes wrong and it ends up like 10 feet away from where you wanted it to go?

HELEN (as AZU)

Mm?

ALEX (as EINSTEIN)

Imagine that in hundreds of miles.

HELEN (as AZU)

But if we go there-

BRYN (as HAMID)

We'll have to take the risk, it's our family.

ALEX (as EINSTEIN)

OK um, I'll get back to you, I'm gonna make some-

HELEN (as AZU)

No wait, don't-

ALEX (as EINSTEIN)

This isn't easy, this is gonna take some work!

HELEN (as AZU)

Alright.

BRYN (as HAMID)

Just warn us before you do teleport us though so we're ready-

BEN (as GRIZZOP)

Wait wait wait wait wait, don't.

ALEX (as EINSTEIN)

Would everybody stop shouting. Stop shouting!

ALEX

You can clearly hear he's now talking to people who aren't you.

ALEX (as EINSTEIN)

Stop shouting, it's fine. Yes, she's there. She says hello! What you, it's fine, stop shouting!

(Group laughter)

ALEX (as EINSTEIN)

Why are you crying, I'm fixing the problem!

(Group laughter)

ALEX (as EINSTEIN)

Little girl, go tell the others I'm fixing the problem. I need a book. Please just stop it, OK? I'm closing the - I'm closing the, I'm closing the door. Oh my god. Sorry, what?

BEN (as GRIZZOP)

Don't teleport me.

ALEX (as EINSTEIN)

OK.

BEN (as GRIZZOP)

Well I don't want to just be snapped out of where we are, OK?

ALEX (as EINSTEIN)

Well I mean I'm gonna have to come to you anyway.

BEN (as GRIZZOP)

Oh fine, OK.

HELEN (as AZU)

Why?

BRYN (as HAMID)

To teleport us.

ALEX (as EINSTEIN)

I'm done with this conversation, I'll be back.

ALEX

The stone just stops glowing.

BEN (as GRIZZOP)

Right, well-

HELEN (as AZU)

This is almost worse - this is definitely worse than before actually.

BEN (as GRIZZOP)

Well we need to finish this now then.

BRYN (as HAMID)

Yes, yes we should. We should go finish it up as quickly as possible.

LYDIA (as SASHA)

And we should tell the people in Damascus that their river's been nicked.

BEN (as GRIZZOP)

Yeah I, I'll stay behind and do that if you, I you, you, I know you guys need to go and do this, but we still have a job to do and somebody has to finish it.

BRYN (as HAMID)

That's fair, that's fair.

ALEX

Grizzop.

LYDIA

No Ben, we're not losing your character again!

(Group laughter)

BEN

It's alright, I'll make... [mysterious voice] another one.

(Group laughter)

ALEX

And then we can do the side quest I'm going to call [sinister tone] The Culling.

LYDIA

Uh oh.

BRYN

OK now, now Hamid has a lot of nervous energy and anger so he's gonna get really into the sabotaging and see what Einstein turns up.

HELEN

Yeah.

BRYN

Remember I can cast Acid Splash an infinite number of times as well.

HELEN

Oh lovely!

ALEX

Azu.

HELEN

Yeah?

ALEX

You hear a voice in your ear, it's a whisper. No one else would be able to hear it, obviously you can like call them over but it's a loud factory full of grinding and the sound of machines dying. So the fact that you can hear it at all - it's right on the edge of your hearing but it is a:

ALEX (as VOICE)

Hi, Azu. I really think it's about time that we all, we all talked.

HELEN (as AZU)

What, who are you -

HELEN

At first she looks around wildly, like - who's that?!

(Group laughter)

HELEN

Because she doesn't know what-

ALEX

You see a bunch of people who aren't paying attention to you, namely Grizzop, Hamid and Sasha because they can't hear this currently.

ALEX (as VOICE)

I was trying to, you know, talk to all of you but it's not really - I've been getting a lot of resistance, I dropped a present off for Sasha-

HELEN (as AZU)

Oh.

ALEX (as VOICE)

You're currently - you're currently smashing up my factory.

HELEN (as AZU)

Good.

(Group laughter)

ALEX (as VOICE)

Um [sighs] Look. I really think you probably want to hear what I have to say, but I mean, you've still got a bit of time I think before anything like that happens to them.

HELEN (as AZU)

What, you have something to do with, with stealing Emeka, you have, you have my brother?

ALEX (as VOICE)

Oh no no no, we have the others as well.

HELEN (as AZU)

The others?

ALEX (as VOICE)

So I mean we, we... you know what this is gonna be a lot easier. If you go into the supervisor's office you're gonna see a mirror, that's gonna make things a lot easier for us if you could just go there.

HELEN (as AZU)

I - alright.

ALEX (as VOICE)

Oh, take the others actually, that'll make things easier. Especially the goblin.

HELEN

OK, since it's very loud, Azu's going to jump up and down waving her arms in the air.

(Group laughter)

BEN (as GRIZZOP)

What?

ALEX

She's so happy to be smashing this factory!

(Group laughter)

BEN (as GRIZZOP)

What?

HELEN (as AZU)

Someone's talking to me in my ear and he has our families and you shot him and-

BEN (as GRIZZOP)

Oh that idiot.

HELEN (as AZU)

Yeah the one, the one who had Barret and-

BEN (as GRIZZOP)

What was it, Colegate, Wordsworth, some-

HELEN (as AZU)

Arthur.

BEN (as GRIZZOP)

Yeah, but someone you knew. Wellington?

BRYN (as HAMID)

Arthur Wellington Maybe?

BEN (as GRIZZOP)

Yeah.

LYDIA (as SASHA)

Yeah, and also WHAT family?

BRYN (as HAMID)

What's he, what's he saying?

HELEN (as AZU)

He says go to the supervisor's office and look into the mirror.

BEN (as GRIZZOP)

No.

LYDIA (as SASHA)

If they've done anything to Bi Ming Gusset I'll be angry but like, he can look after himself.

BRYN (as HAMID)

Where - where did you-

ALEX (as VOICE)

No he can't.

ALEX

Azu hears.

HELEN (as AZU)

He says no he can't.

BEN (as GRIZZOP)

Oh so he's listening. Hey er, mate. Where's the supervisor's-

BRYN

I'm starting to look around to see if I can work out where the supervisor's office-

LYDIA

Sasha heads up the stairs.

(Group laughter)

BRYN

I'm guessing here but-

ALEX

Yeah yeah, there is the other stairs which is fairly obvious.

BEN (as GRIZZOP)

Er, get shafted. I'm not talking to you.

ALEX

You don't hear anything.

BEN

And I'm gonna go back to sabotaging the factory.

ALEX

Sure, sure.

HELEN (as AZU)

I need, we need, I need to go and - look, look, OK. I'm going, I'm going.

(Group laughter)

ALEX

So you all head up the other stairs that aren't you know-

BRYN

Yeah, pretty obviously.

ALEX

-massive parts of the factory, sure.

HELEN

Yeah.

ALEX

So heading up those stairs it becomes immediately apparent that it leads to another corridor where one of them on the left is clearly like another sort of supervisor's office, it has a window that looks out over the rest of the factory, it's very obvious. It's currently dark and empty, the door's closed.

HELEN (as AZU)

Can you check this for traps please?

LYDIA

Checks it for traps - just a Perception right? **(ROLL)** Well that's 17.

ALEX

Yeah, there's nothing there. It's not even locked.

LYDIA

Open the door.

HELEN

Yeah.

ALEX

So inside you see what are an array of - I wanna call them the controls for the factory floor, however they're unnecessarily complicated and the room is maybe about 20 feet by sort of 10 feet, so you've got this big bank of controls and then at the back of it you see that there is a floor to ceiling mirror which looks completely out of place, it has sort of ornate scrollwork around the outside and-

LYDIA

Is ma-gic.

ALEX

And is clearly ma-gic, yes.

(Group laughter)

ALEX

There is a couple of chairs in front of the bank of controls and that's it in the room. You can see that there's sort of weird, swirling smoke coming from behind the mirror glass. As in I don't mean entering the room, as in like-

BRYN

Er, if it's dark in here I'll cast Dancing Lights again.

ALEX

Sure.

[SFX: Dancing Lights]

ALEX

There is nothing additional to describe at this stage.

BRYN

Er, Knowledge (Arcana) on the mirror?

ALEX

Yep, go for it.

BRYN

(ROLL) 18, no 17.

ALEX

There are certainly ways of communicating with mirrors. They carry a couple of downside, they, normally you can't like talk through them so it's like visual only-

BRYN

Yeah.

ALEX

But normally it's a really good way if you need to show someone something, like you could be given like, Wilde hypothetically could have given you like a hand mirror, but you wouldn't have been able to talk at one another you'd have just been like writing messages.

LYDIA

Charades.

ALEX

Yeah, charades, that kind of thing.

LYDIA

Yay!

ALEX

But again it's really good for like demo-ing things, and for instance it would probably allow the guy to have a view of what's going on in the factory the way that it's sort of angled slightly and so on. It would just be a: check in - is everything alright? Yeah, I'll stop checking now - kind of deal probably. You certainly wouldn't be able to make it, they're expensive, difficult.

BRYN (as HAMID)

What did - what they say about the supervisor's office?

HELEN (as AZU)

That the wanted us to look in the mir- oh, oh, this is his factory. He owns this factory. We're destroying his factory.

BRYN

Sure. Well:

BRYN (as HAMID)

Here we are then!

BRYN

I say to the room.

HELEN

Yes, we see the mirror.

ALEX

Do any of you approach the mirror?

LYDIA

Nope!

BRYN

Yes, but not super-close.

HELEN (as AZU)

Same.

ALEX

I need to know distances.

BRYN

10 foot.

ALEX

Great. Perfect. So it just seems to be like swirling mists and clouds on the other side of the glass, and then the second that you actually like line up with it, this is such a weird comparison but it's the best one I can give you, have you ever seen like laptop privacy screens where it's like: there's nothing there, there's nothing there, and when you're at a certain angle suddenly like the image is there?

LYDIA

Yeah.

ALEX

It's that kind of thing. The second that you sort of line up with it and looking into the mirror the image starts to resolve itself. Its' still smoky and also it seems weirdly distorted, and from your Knowledge (Arcana) that's unusual. Normally the reason that you do this kind of mirror thing is: get a good picture of what's going on. So the fact that it's weirdly distorted might mean, I don't know, the mirror's broken, someone did the spell wrong.

LYDIA

Or they're in Rome and there's really bad magic haze.

ALEX

I mean hypothetically that. But you see on the other side there are four figures that are bound and on their knees facing the mirror..

HELEN

Oh no.

ALEX

With two cowled figures behind them.

LYDIA

[gasps]

ALEX

To describe the people, and you're the only one currently that can see this because the others are keeping their distance, to describe who you can see, you can specifically see Bi Ming Gusset-

LYDIA (as SASHA)

Awww, my little gnome buddy!

ALEX

You can see Ishak, you can see an orc, they seem quite large for an orc, unless you want a lot of detail I'm not gonna go into it at this stage, and you see a goblin there who looks slightly the worse for wear compared to the others.

HELEN

OK. I've seen you approach the mirror and nothing happens so I'm gonna go and join you, so I guess I see the same thing.

ALEX

You see the same thing. Shocker, the orc is Emeka.

HELEN

Who could have guessed? OK.

ALEX

Oh my goodness! Revelations! Bombshells!

BRYN

I'm just staring absolute daggers straight at the mirror.

BRYN (as HAMID)

What do you want.

HELEN

We see them.

ALEX (as VOICE)

We just want you to stop what you're doing. That's it.

HELEN (as AZU)

Who's the goblin?

ALEX (as VOICE)

Oh that one? Oh that one er, that one's a special one for Grizzop, I wouldn't want to share his secrets with all of you of course, that wouldn't, that wouldn't be proper.

HELEN

I run to the door and yell Grizzop.

BRYN (as HAMID)

I don't know who you are, I don't care who you are, all I'm gonna tell you is that we are coming for you. And let me promise that every drop of pain and worry and fear you inflict on a single one of these people will be paid back ten times upon you, and the only thing, the only thing that is keeping you alive right now is that they are alive still. So I'm not gonna stop. You are not in control here, we are, and you will regret this so much.

BRYN

And I scream.

ALEX

Obviously not down the mike.

BRYN

And I scream Dragonfire into the mirror.

ALEX and LYDIA

Ohh!

ALEX

Oh nice! Can you please describe Dragonfire, because I don't think you've ever done that before.

BRYN

I haven't. It's not hugely dissimilar from a Fireball, but it's slightly more powerful and it's less controlled.

ALEX

Yeah, it's a bit more-

BRYN

It literally comes out of my mouth, like my mouth changes shape as I scream and the fire just blasts in a line-

[SFX: Dragonfire]

BRYN

-so I'm like a Fireball which sort of glows and then explodes and is gone.

ALEX

Yeah yeah.

BRYN

The Dragonfire is a stream.

ALEX

It's more flamethrower-y.

BRYN

And it's - yeah, it's a straight line and it lasts not for long, but a few seconds while it just pours destructive magical energy into the mirror.

LYDIA

So do you break the mirror?

ALEX

The mirror immediately shatters and like, good chunks of the metalwork and scrollwork round the side, the bits of it that aren't metal catch fire and the bits of it that are metal melt a bit.

HELEN (as AZU)

Hamid, what if - Grizzop, Grizzop!

ALEX

I'm gonna end the episode there.

HELEN

OK. I know! I wonder who this goblin is?

LYDIA

Oh no!

HELEN

I know, exactly!

ALEX

Stakes! Stakes! Stakes!

BRYN

We do not negotiate with terrorists!

HELEN

[laughs]

ALEX

Look, none of this would have happened if you'd have all just allowed yourself to be killed by the Medusa.

(Group laughter)

ALEX

In a lot of ways this is on you guys. And I want you to think about that.

BRYN

I just want you to know we're going to do even worse things to the next character!

HELEN

Yeah, we're gonna destroy them!

ALEX

[laughing] You're gonna do terrible things!

BRYN

You remember that!

ALEX

Terrible things to my boss encounters!

BRYN

Bye!

ALEX

Bye guys!

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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