

RQG – RQG 168 - It's Okay but it's Complicated

Content Warnings

- X
- X

[Show Theme - Intro]

ALEX

Hello and welcome to episode 168 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

Rusty Quill Gaming – 168 – It’s Okay but it’s Complicated

ALEX

I would like to do a re-take, because I can be better. Are you ready?

LYDIA

OK.

[Laughter]

BEN

Stella... oh what a... umm... no... Rusty Quill Gaming...

ALEX

Oh shoot...

[Laughter]

BRYN

Remember where you are Ben.

ALEX

[yawn] Welcome to... Rusty Quill Gaming, episode [yawn]... 168.

[laughter]

ALEX

I’m your err... your host and GM and with me today I’ve got... umm...

BEN

Ben Meredith

BRYN

Bryn Monroe

LYDIA

Lydia Nicholas

HELEN

And Helen Gould

And who are you playing?

[Group laughter]

BRYN

It's a ben-tival...

BEN

It really was... oh my god...

ALEX

It's the first time in a while.

[Laughter]

BEN

Zolf Smith

[Laughter]

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom

HELEN

And Azu.

ALEX

This is real... yeah...

[laughter]

BEN

Alex is very tired today listeners. Please bear with him.

ALEX

OK, cool. I'm back... I'm back...

BEN

He's only got the names of characters wrong three times, so far today... He's doing great.

ALEX

And so we are going to pick up gently where we left off. It's sleepy bye bye time for so many members of the cast including...

LYDIA

There's nothing gentle about it, Cel is violently shaking Azu...

HELEN

Oh yeah... ha ha

ALEX

But the only person who is aware of that, is currently Cel, because everything's calm... Everything's at piece... everything's...

LYDIA

Wake up... Azu... Azu... Azu... come on. I need... I need someone...

ALEX

Cel, give me a perception check please?

LYDIA

Oh... that's a natural one.

ALEX

Cool, you can carry on as is.

LYDIA

I mean... I think Ben had something to say.

BEN

It's... Siggif is also there to see how not calm it is. Just as a reminder.

ALEX

Is he?

LYDIA

Yeah...

BEN

Oh that's [unclear: 2:29] okay.

BEN

He's finished his cross word puzzle. That was the one thing keeping him here.

[Group Laughter]

LYDIA

No...

ALEX

It was Ben, it was. I'm so glad someone said that.

LYDIA

Right, Cel is going to turn to Hamid... and shake him. "Come on, come on... I can't... little buddy... little buddy... I just... I can't be... no... I can't have lost you all already, this is ridiculous, OK? I mean, even just a mounting tension, or something, before it happened. It's just... this is absurd... There all already asleep, there all already in some kind of magical sleep. OK what do I know about magical sleep? Nothing. OK.

[Group laughter]

LYDIA

Um OK... So who might know about magical sleep. Probably Hamid. He is asleep. That's not help. Azu might as well. Also asleep. Siggif?

ALEX

Siggif is now asleep on top of... let's say... Draal. Asleep trying to wake up Draal... arbitrarily.

LYDIA

OK. Siggif, that is actually really... at some deep level in myself, exactly what I expected to happen. So, if anything... well done... right. OK. Breath... Breath... Breath... breath, breath... OK... breath through... no, that's too many breaths...

[Laughter]

I am going to have to talk to Zolf. Do I have any potions? I could make them big... or they could breath under water, but that would not help.

ALEX

I am going to have to jump to Zolf. Zolf...

BEN

Hello.

ALEX

No perception checks on this one, but can you please give me a fresh will save?

BEN

Just to double check, there are no sort of like external indications that an effect is intensifying or anything like that?

ALEX

I would say if it was.

BEN

Great, that's fine.

ALEX

Yep.

BEN

So that will save is... only rolled a 4. 19.

ALEX

OK, cool.

BEN

Yep.

ALEX

In which case then, continuing along, you notice eventually that the ship is starting to fight you a little bit more, whenever you make a deliberate incorrect move. So, whereas before it would kind of anticipate where you are wanting to go, and then you'd be like... "no, we're going this way" and it would cave. Now it's fighting a little bit more, but you still are able to overrule, but there is an active resistance now instead of just a tweak at your end, if you see what I mean.

BEN

Yep.

ALEX

It is still steering, as far as you can tell, an optimal course. Although, visibility is now starting to worsen slightly. The borealis is getting more dense, and if anything, it's behaving quite a lot like cloud cover, insofar as it is... it's a bit more difficult to see where you're going. But I would say there hasn't been an intensity increase in terms of any of the effects upon you. These are the long real changes.

BEN

Sure. Do I... is there a way that I can try and work out if the ship is like being effected by a curse?

ALEX

Oh... that's a good question. You do have certain abilities as a cleric.

BEN

What I'm going for is like... is there a way that I can identify the kind of effect the ship is under, within reason of course.

BRYN

To detect magic, would be the normal way wouldn't it?

ALEX

Detect magic, detect evil, could expose certain elements of a curse...

BEN

OK. OK, in which case, detect magic I cast that.

ALEX

OK, cool. So you cast detect magic...

BRYN

In the middle of the borealis...

ALEX

You are temporarily stunned... because the answer is yes. Everywhere. But not in a way... I can't even give you a school...

BEN

OK, fine.

ALEX

It isn't one where... oh like... it's an enchantment school or something.

BEN

There's too much noise.

BRYN

Yeah.

ALEX

You have basically... detect magic is the equivalent of going over to a radio that is tuned to static, and then just turning the volume up a lot to see if there's a signal.

BEN

Sure...

ALEX

Yeah, it's just [sound effect]... but to be clear, like you're stunned for a round... and then it's like... oh...

BEN

Yeah... yeah... fine.

ALEX

That's a lot.

BEN

Umm...

ALEX

You know however that... like... there was no distinctive like... necromantic... enchantment. There wasn't a school of any type.

BEN

It was just **Wilde**, surprisingly. So, alright. I guess... how much of a problem is the ship being right now?

ALEX

At the moment, it is not being. It is still seeming to want to go the way that makes sense. However, it is starting to fight you more and more. And you're starting to notice that it isn't just a case of... if you steer right when you should go left, it tries to fight you. You're starting to notice that one of the levers for elevation will click in such a way that you have to reach over to move it back, and it'll try and reassert the wheel whilst you're dealing with this other thing. Nothing's on fire, nothing exploding.

BEN

Yeah...

ALEX

The engines are still apparently off.

BEN

This is the kind of thing that's not a problem until it really is and I should have pre-sorted the problem. Yeah, I'm going to try and [unclear: 7:03] curse. So it's one D20, plus **caster** level, so one D20 +9 against the DC of the curse, if this is a curse. So that is a 21, against the DC of any theoretical curse, and I'm doing it on the ship, as long as it counts as an object.

ALEX

Yep, no I understand, I understand, it's OK.

BEN

Oh, and sorry... one quick then that may be relevant. Spell resistance does apply.

ALEX

As you begin to cast the arura borealis starts to thicken around you, so that visibility reduces. And it starts to feel a bit soupy. However, it isn't dragging you off the ship or anything. But it tangibly begins to feel like you can feel a slight movement against you, with the light.

BEN

My breastplate has spell resistance. Again, I don't know if it's relevant, but I'm reminding you.

ALEX

That's fine. Then I would say that you feel more pressure on the bits of you that aren't breastplate I guess, now I think about it... but nonetheless you do

feel... like it goes from... what pretty lights to like... I can't describe... like sailing through a very weak... cottonwool almost.

BEN

Sure.

ALEX

Your spell succeeds. You have a nice clearly connection to your God, in way that's say, for instance... Grizzop did not in Rome.

BEN

What God? I am my own God.

LYDIA

Yeah...

[Group laughter]

ALEX

You take a moment and connect with yourself. I don't know what to say. But no, in all seriousness... there is no mechanical issues with it. The spell, however doesn't appear to have had any effect upon the ship.

BEN

Fine. OK.

ALEX

Back into the box, at some point you notice that the cargo has started stowing itself and reorganising itself.

LYDIA

The cargo in the box?

ALEX

So, on the other side of the box, the box is like... OK.

LYDIA

Oh right...

ALEX

The box is like a... OK... and there are lose items around the ship... and you know someone leaves out... say a tin or something...

LYDIA

Yep.

ALEX

Things are tidying themselves away and the cargo that you can see, that is lose is strapping itself in, and organising itself.

BEN

Bed knobs and bloody broomsticks.

[laughter]

BEN

Or Mary Poppins... actually that probably better.

ALEX

You are now starting to feel a potent urge to sleep, that you are aware is supernatural. You are not yet needing another will save or going to be forced to sleep.

LYDIA

I'm trying to work out if channel vigour would help against exhaustion.

ALEX

Just try the effects for me again?

LYDIA

Basically, you chose where in your body you are channelling the vigour, and if it's on your legs, you get speedy, if it's on your arms you get strong, I think or dexterous, and if it's on your mind, it's the effect of a haste spell. So it really doesn't have anything practically to do with fatigue.

BEN

Err... it gives you a bonus on will saves.

LYDIA

Oh... I did not know that.

BEN

You can channel it into your spirit, giving you a +6 confidence bonus on will saves and bluff and intimidate checks apparently.

LYDIA

OK. Cool. That's very useful to know.

ALEX

I would say... that would work.

LYDIA

Yep. Cool. If Cel needs to take another will save, they will use that, but they will not, for now.

ALEX

Let's say then... that you know what, I'm going to call another will save now, but I will allow you to have channel vigour, because you know that there is something afoot.

LYDIA

Yeah, this is... this is I would assume, a feeling that builds, right?

ALEX

Yeah. It's gone from "what a nice cosy room, that everyone's fallen asleep" to... "everyone's now asleep and can't wake up" and also "I actively feel like someone's dosing me with something", which Cel has a lot of experience with...

LYDIA

Yeah... yeah...

ALEX

...when it comes to stuff so...

LYDIA

OK. So Cel's going to cast channel vigour on their spirit. I don't think I need to do anything for that?

ALEX

No you won't, but I will need the will save, that follows it up.

LYDIA

And so that is... my will is temporarily +6. Which is good, because it is so low... OK... OK... cool. 18... 24.

ALEX

24. OK, cool. I'm going to ask... is there anything else that you're doing in the interim?

LYDIA

Yeah. Cel is going to be muttering to themselves as they think through their options. It's a very useful thing about a character to have an exterior mental monologue.

[Laughter]

LYDIA

First, they will actively slap Hamid... like slap him...

ALEX

Nothing.

LYDIA

OK... then...

ALEX

Also interestingly doesn't seem to register pain or anything. It's still a sort of gentle smile.

LYDIA

And they're going to do that on Azu.

ALEX

Same situation.

LYDIA

Right, Cel is going to... as a move action... switch the vigour to their mind, and then they are going to use a knowledge arcana on what on earth is maybe going on.

ALEX

Understood.

LYDIA

So I think I then have +... is it +6 to mind?

BEN

+4. And [unclear: 11:32] rolls if you want to shoot anyone with a crossbow...

LYDIA

Hurray...

[laughter]

ALEX

“Wake up”... chunk... oh no...

[Laughter]

LYDIA

OK. That is 34.

ALEX

34? There are numerous types of enchantment, which can induce sleep in people. However, almost all types of enchantment that are wilful, and make someone fall asleep, normally can only make someone stay asleep until someone actively tries to wake them up.

LYDIA

Yep, hence the slapping.

ALEX

You are able to immediately exclude almost all intentional enchantments straight out of the gate, because most of those, you would have woken them up by now. What you leaves that to is either a form of the spell that you’re not aware of, which you think is very, very unlikely...

LYDIA

I know all things...

ALEX

It could be augmented where you have heard work where people have done like a sleep enchantment combined with certain like anaesthetics and so on. But you know that that's not really on the cards, so unless there's a gas leak in the box, it is a... it might be a naturally recurring phenomenon that you're not aware of a precedent for.

LYDIA

OK. Cel's going to go to the door of the box, and stand there kind of holding the door, while thinking... "what could... what could Zolf do, if you go and you talk to him and you ask what to do. We know that he can... he can dissolve fatigue... like he did that when we were climbing down that ladder, in the broken lift shaft, with the puzzle room that they ruined, which would have been so much fun".

[laughter]

LYDIA

Right, so we know that, but this isn't a normal fatigue. Pretty much anything that you're fatigued... you slap them in the face, they're going to wake up... right... OK... you know that. You know that if you leave this room, you could... you could lose control. You could... you could lose control... you could become a problem, and there is no one awake to deal with that problem. So you should probably stay here and just look after everyone. Make sure they're breathing, make sure... outputs... OK... I'm going to check that they're all breathing. I'm going to wait. The wise chose is to wait. I'm going to do that".

ALEX

OK. I think that's very sensible. I am going to accelerate time.

LYDIA

Umm...

ALEX

Cel...

LYDIA

Uh hm...

ALEX

There is at one point, after I'd say another hour, sort of a brief knock in the ship. Not huge, but like everything up to now, you've felt very minor adjustments, and this is a little bit more sudden. Nothing huge. Like it didn't even... like... if there was a glass in your hand, you wouldn't have spilt a drink type dealy. That is it, after I would say, another hour and half after we last checked in on you.

LYDIA

OK. I think that's enough for them to... no... no... in fact they will probably do exactly what I just did. They'll get up, be about to go out, and then decide "no, no, no... it's not that Mr Smith, or the ship is being attacked... that was a minor knock. You're using this as an excuse. You're going to sit down. You're going to wait. If the ship comes under attack, and you're absolutely certain of that, yes, get to leave, yes. But before that, we stay in here, where we know that they are safe, that we are safe, that no one... no one's going to become a monster and hurt anyone. It's going to be fine. OK. Sit. "I'm sitting".

ALEX

I'm going to accelerate time, another two hours. Everything inside the hold, finishes organising itself. Everything is put away, and you notice, very subtly in a corner is, the only thing left, is a rag, gently scrubbing an old stain on the deck, at the far end of the hold, that you can see.

LYDIA

Cel talks to the rag...

ALEX

Please...

LYDIA

“Hey... little buddy... little buddy... I just...

ALEX

The rag stops...

LYDIA

Can you hear me? Can you... I don’t know... shake a little, if you can hear me?

ALEX

The rag kind of flops. It flollops...

LYDIA

That was really cool. Thank you so much for doing this. I am delighted to be in conversation with you. I hope that you’re having a good day. Welcome to the World. Could you... by any chance... give me some idea of what’s going on? Are you having a good day?

ALEX

The rag flollops non-committedly.

[laughter]

BEN

It’s a living...

[Group laughter]

LYDIA

You know... I understand completely... it's... I feel complicated too. You know... who doesn't ha ha... is the ship under attack? Could you maybe shake twice, so no... sort of shake once for yes, shake two... or you could tell me how to... I'm sorry... I don't speak rag, and I'm delighted to hear that you speak English...

[Laughter]

ALEX

You hear a scrapping noise from the far end of the hold. You can't hear/see what's making the noise, because of the... the arura, which is moving through the ship, as well, bear in mind, a little bit.

LYDIA

OK. Umm... Cool.

ALEX

Just a gentle scrapping, coming near.

LYDIA

Err... right. Rag, are you safe where you are? Actually, no you shouldn't come in here. Here would not be safe for you.

ALEX

Something is moving, at the far end of the room, to the box that you're in.

LYDIA

Is a friend of yours coming here? Are they friendly?

ALEX

Something starts materialising on the floor, at the far end. At first you think it might be a bug. Then you see what is best described as a tankard of grog, is dragging itself, sliding along the floor, towards the door. It comes to a rest,

outside the door, in such a way that if you chose, you could probably open the door, grab it, and pull it in.

LYDIA

Is this your friend? I wouldn't want to drink your friend. That seems impolite.

[laughter]

ALEX

The tinkered gives a friendly little waggle.

LYDIA

OK, so.... You... you the tinkered are a friend. But the grog inside you, is not sentient, and I'm not... not going to make any enemies... by drinking a potential friend.

ALEX

I've never seen a tankard shrunk. And yet, the tankard shrugs...

LYDIA

You know what... I think... I really appreciate the gesture, if I'm understanding the gesture, but if you come inside this box, you... you may lose sentience, and I feel like that is an equivalent to death, in some ways, and so I would rather not do that to you, who I appreciate very much as a new friend, who I am delighted to get to know.

ALEX

The tankard starts kind of brushing itself up against the side of the box. You know like a cat, that wants food. Just kind of brushing itself up against the base of the box.

LYDIA

OK. Well I... I could... I mean out of character... the box is like a faraday cage right? like... you can stick your hand out, through the...

ALEX

I recon you could probably stick your hand out, grab it and pull the tankard in.

LYDIA

That's not what Cel's going to do. That's murder.

ALEX

But I'm just letting you know you could.

LYDIA

Yeah... Cel...

ALEX

I'm just saying... if the tankard gets aggressive... you know... YOU CAN... you can do something about it [laughter].

LYDIA

Yeah... Cel's going to stick her hand out and like... pat the tankard on the equivalent of its shoulder. Like on the handle.

ALEX

When Cel sticks their hand out, the drift, that I was describing for Zolf... very strong. Like there is a stretched quality to the hand, drifting out. It's actually not an unpleasant sensation. It's sort of... umm... warm and tingly.

LYDIA

It's familiar for many interesting evenings...

[laughter]

ALEX

But you are able to still move your hand and so on, and you can pat the tankard. The tankard nuzzles up, as if it wants to be picked up...

LYDIA

Oh OK. Well, I'll... I guess I could... you know what I would rather our friendship continues through the bars of the cage, in that if I... if I come out, I just feel that that might go badly.

ALEX

You feel the tankard start to pull away from you.

LYDIA

Oh... I'm sorry friend. Can we not have a...

ALEX

It continues to pull away.

LYDIA

Do you want me to go somewhere with you?

ALEX

It is going to pull itself out of your hand, if you'll let it.

LYDIA

Err... they will let the tankard go.

ALEX

OK. The tankard scoots somewhat sadly away from the cage, towards the far end.

LYDIA

I'm sorry... I just... I don't...

ALEX

There's a brief slop of foam at one point comes over and the rag comes over, flollops and cleans it up and then... [unclear: 19:34].

LYDIA

I'm sorry, I feel like I don't understand the etiquette of your culture. And I have made a mistake, and I... I sincerely apologise... it wasn't...

ALEX

The tankard disappears into the mist of the borealis, leaving you alone in your box...

[laughter]

LYDIA

Oh... oh... how can I be alone, and still messing this stuff up?

BEN

Oh...

[laughter]

LYDIA

There's a level of insensitivity... even for you...

BEN

Oh... Cel...

HELEN

No Cel...

LYDIA

Oh... right...

ALEX

If it's OK with you, I'd like to accelerate time by about 20 minutes.

LYDIA

Yeah, yeah do.

ALEX

You hear a scraping from the far end of the hold again. A very familiar scraping.

LYDIA

Oh hey buddy. You're back.

ALEX

You see that the shape appears bigger, different somehow.

LYDIA

Uh oh...

[Laughter]

BEN

May be the tankard brought its big brother.

[laughter]

LYDIA

Buddy...

ALEX

the scraping is deeper, heavier... it has a certain bassey tone to it.

LYDIA

Did you bring a drum?

ALEX

Your tankard friend appears... and then is followed by a keg friend. A big, beefy friendly keg.

LYDIA

Hey buddy. You do have a friend, grand. Hi. You know what, I feel like...

ALEX

There is a straw poking from the top of the keg.

[laughter]

ALEX

A long straw.

LYDIA

Hey, you know what, I have to applaud. I have to absolutely applaud your problem solving capacities... because I think that we could probably stick the straw through... and I could drink, without you losing sentience.

ALEX

The keg bumps up against the cage, and then the straw kind of... it... the keg itself kind of wiggles itself until the straw pokes through the cage.

LYDIA

OK. Friend, I'll be honest, I've been in some strange situations in my life, but this... this is up there...

ALEX

The tankard is helping to move the straw - encouraging.

LYDIA

This may be top five...

[laughter]

HELEN

On may?

LYDIA

I've just... I...

ALEX

The likelihood of there being a gas leak in the ship, has significantly increased in your... in your statistical estimations, based on your earlier data set.

LYDIA

You know what. I've just... I would rather not be impolite. I appreciate the gesture. Cel takes a sip from the straw...

ALEX

It's just grog. It's grog that you've had before. It doesn't taste any different. It doesn't taste altered in any way.

LYDIA

It tastes like a living creature, that has a mind.

BEN

[laughter] this is my blood...

LYDIA

... and is capable of complex problem solving... no?

ALEX

No... at no point does it try to disassemble you or anything. It just seems like grog.

LYDIA

Grand. Err... it is a pleasure to know you guys. Now I'm going to be honest. I need to be careful not to get drunk right now, because I'm the only... I may be the only awake person on this ship.

ALEX

The tankard sags a little.

LYDIA

I know... later... I promise friend, I promise...

[laughter]

ALEX

It perks up a little bit. It perks up a little bit.

LYDIA

Yeah, that's really cool. I hope that this friendship continues, and that we get to drink together, and I can offer you whatever... I don't know? would you like... some wood polish or something? Maybe something that would be pleasant for you in return. I don't know.

ALEX

You hear something clatter to the floor at the far end of the hold.

LYDIA

A new friend, I think, probably.

ALEX

It begins seemingly rolling towards you.

LYDIA

What is it?

ALEX

It's a jar of wood polish.

LYDIA

Yeah... Right... so I could... is that something that you would like? Would you... like a massage? Is that what you're...?

ALEX

I am going to... at this point... shift the focus a little bit... if I may

LYDIA

Yeah... I mean this is... like... if Beauty and the Beast was not feudalism, it would actually be a lot more complicated, really, morally speaking.

ALEX

I am going to... if it's OK accelerate time a little bit where...

LYDIA

Please do...

ALEX

You can continue having interactions of this type...

LYDIA

Yep.

ALEX

But it is basically going to be mute interactions with household objects.

LYDIA

Yeah, yeah... that’s cool.

ALEX

My new bestselling novel... No... umm...

LYDIA

Wait... wait... oh one thing... is that Cel will have some kind of pen or pencil on their person, because they are constantly making edits to...

ALEX

Yeah...

LYDIA

Cel puts this through the bars at one point, and asks... “could you possibly give me a bit more detail about what’s going on? Why are you suddenly... I don’t want to make judgements on whether you were sent in in the past, and I just didn’t notice. I am sincerely apologetic if that was the case. Hands up did not know... have learned... will be better... but how are you... how... what... what is happening?, could you tell me”...

[Laughter]

ALEX

I think that... I think that's good for an out. You know what, as a question, that's a good out. So, I am going to say now that your pad and pen do not suddenly begin writing helpful notes.

LYDIA

Oh...

ALEX

And I would say... I'm going to accelerate time now a couple more hours, because otherwise it's going to be lots of one-sided conversations and I might break Lydia...

BEN

How's Zolf doing? Is Zolf still OK?

LYDIA

Yeah...

ALEX

So, I'm going to carry on accelerating time. So those two hours have passed.

LYDIA

Cel is going to ask their new friends to check on Zolf.

ALEX

OK. That's fine. Let's do that then. I'll say that we accelerate time maybe... maybe half an hour then...

LYDIA

Umm...

ALEX

And then... your new friends... they... the keg sort of rolls over to the ladder that leads up, then hesitates...

LYDIA

Oh... baby... Sweet friend....

ALEX

The rag... the rag... sort of flops over, flops on to the barrel, and starts flopping up the ladder...

LYDIA

Yes.

BEN

You're now playing a blooming... like early 2010s indie-platformer...

ALEX

Basically. And the rag disappears from view. At which point, I am going to jump to Zolf.

BEN

Hello

ALEX

To anyone trying to keep a timeline, I am sorry!

[Laughter]

ALEX

Zolf, I am going to openly state that you failed your last will save. If you have anything that can deal with this situation, now's the time...

BEN

Yeah, so I've got one thing... Liberty's blessing... which is one of my domain abilities. So I touch a [unclear: 25:44] creature with a [25:45] granted to Boon, a creature [unclear: 25:47] as a swift action, make a saving throw against a single spell or effect it is suffering from that grants a save. So...

ALEX

I didn't quite catch all the wording, just confirming that can apply to you. That's not just other creatures that you touch?

BEN

It says you touch a willing creature as a standard action. I...

ALEX

OK. That's fine.

BEN

That's complicated from the...

LYDIA

Mine is a willing creature.

ALEX

That's fine. It can affect you. If say you touch another...

LYDIA

Zolf touches himself.

BEN

I do touch myself...

ALEX

He's willing! So it's fine.

BEN

So basically, the boon lasts for one minute, or until successfully used to remove a smell or effect, whichever duration is shorter.

ALEX

OK. Cool. In which case then, I'll need a... you basically are able to activate that, because you feel yourself actively dropping off.

BEN

That's what I was thinking. As soon as I'm like... oh this is fine... oh no this isn't fine. It's a magical pinch.

ALEX

Basically you yeah... you did the magical equivalent of slapping your face.

BEN

Yeah, OK.

ALEX

In which case then I'm going to give you a fresh attempt at a will save after that.

BEN

Cool, I think the reactive nature... I'm assuming I don't get a chance to cast owl's wisdom. It's a bit too...

ALEX

What? Watch me sail passed that question...

BEN

It's all a bit awkward and complicated. So I think its fair to not get to do that.

ALEX

Yep.

BEN

I mean I get to have another will save which is good on it's own.

BRYN

Ha ha.... That's a 30.

HELEN

Excellent.

LYDIA

Yey...

ALEX

You've answered my question then... so... at some point, you notice that the ship finishes tacking itself and lining everything up, and tidying itself up. This is not meant as a pun, it is literally ship shape!

[laughter]

BEN

Yep.

ALEX

At which point you see a rag, flop up on to the deck from the crew hold. It looks like someone threw it.

BEN

Hello, are you... are you out. Is everything alright?

ALEX

It throws itself further closer towards you...

BEN

Alright, that shouldn’t happen...

[group laughter]

BEN

“can anyone ‘ere me? Have you all been killed by a rag?”

ALEX

Give me a perception check, Cel.

LYDIA

Yeah... I was going to say, can I hear them?... Oh... possibly... that is 28.

ALEX

Yes.

LYDIA

Yey...

ALEX

... but it’s quite...

BEN

“can anyone ‘ere me... have you all been killed by a rag?”

ALEX

You’ve been on the ship long enough to know, that the sound travels quite well. If the doors are open from where Zolf was last to where you are. The sound is quieter than it should be, but it does have a muffled quality, implying it might just be a case of... like... other stuff...

BEN

...thick air...

LYDIA

OK. Cel...

ALEX

Soupy... soupy air...

LYDIA

Yeah... yeah... Cel is going to yell “I’m OK... everyone’s asleep”... and then realised it’s very likely Zolf won’t hear that and write a note and pass it through the bars, waving it to the tankard, I guess? And the keg are the only ones left? I don’t know how they would [unclear: 28:23]

ALEX

Or favourites. I see how it is. Alright. Fair enough, that’s fine.

LYDIA

Well you know... that’s... we’re just going to see if they can... “just like can you take this to my friend?”.

ALEX

A Loop rope starts to unspool itself from the wall.

LYDIA

The note says, I should say... "it's Cel. I'm fine. Everyone is magically asleep. Are you OK? Do you need anything? The ship is alive".

ALEX

The rope grabs the note, and then snakes its way up onto the deck. On deck, Zolf, you see one loop of rope up the ladder, hand off to another loop of rope that has unspooled itself from the rigging, and then pass you a note.

BEN

Alright. Well. I guess it's to be expected. OK. OK. Well, it's fine. I'm not asleep yet, so... Great.

ALEX

You are both aware at this point... I'm not going to require a perception check, because it's on your mind, the arura's definitely is starting to thin...

LYDIA

Oh...

ALEX

It's not growing more intensive. It is actively growing less intense. Visibility for you Zolf is starting to improve, actively.

LYDIA

Oh no Cel might lose their friends...

BEN

Or...

HELEN

I mean that guys arms stayed big didn't they?

LYDIA

Yeah, that's true. Ha ha ha...

ALEX

I'm now not going to accelerate time with characters in an active, although weird conversation.

BEN

I think the arura's letting up.

LYDIA

OK. Well done. Thanks.

BEN

You too. This is a bit weird 'in it.

[Laughter]

LYDIA

Yes. And from me that means a lot.

[Laughter]

BEN

Ship's sorting itself out. Trying to drive itself. I think... I got a working theory...

LYDIA

Yeah...

BEN

The elementals fused. I can't look over. But the engines aren't on anymore. I'm thinking maybe the engines are the ship.

LYDIA

OK. They seem to have separate personalities.

BEN

What the...

LYDIA

And they want you to drink them. It's...

[laughter]

BEN

Right... wait... the rope wants me to drink it?

LYDIA

No, the kegs will though, trust me.

ALEX

All of you feel a slight shudder. Zolf, because you're primed for it, you realise that the engines are starting to come back to life.

BEN

Oh engines are back on.

LYDIA

Oh... oh OK.

BEN

So maybe not the elementals.

LYDIA

Oh, OK. Well... I... cool, good, grand. Engines haven't been running, but we're alive, or if we're dead, very similar afterlife.

BEN

If we were crash, then I would have mentioned.

[Laughter]

LYDIA

I guess it could be I'm the one asleep and everyone else is awake?

BEN

Oh, no let's not go down that route. Come on.

LYDIA

Oh... OK.

BEN

We've done that once before alright...

LYDIA

Oh, you'll have to tell me that story.

ALEX

The ship is starting to anticipate your moves less, and is starting to ease off a little bit.

BEN

Ship's going back to normal.

LYDIA

OK. Good luck.

BEN

Thanks.

ALEX

Your little barrel and your tankard start to put themselves away.

LYDIA

Oh... umm... folks... little buddies... it was... it was really nice knowing you. I hope we stay in touch.

ALEX

They roll and scrape away respectively...

LYDIA

Yeah... I... I'll miss you... if you go to sleep.

ALEX

Azu...

HELEN

Yeah...

ALEX

You awaken.

HELEN

Ahh...

ALEX

So, you know, you've got that going for you.

HELEN

Yay...

ALEX

Can you give me a perception check please?

HELEN

[Laughter]... 22.

ALEX

I need you to brace yourself, because this is coming at you slowly. OK?

HELEN

[laughter]

ALEX

The ship has either gotten very big, or you have gotten very small...

BEN

Oh no... Alex...

HELEN

Alex...

BEN

Alex...

LYDIA

Alex...

BEN

Alexander... Yelexander... Nelexander...

ALEX

For a moment, you feel like you're back in the hotel room that was made for... for larger creatures, where you were a little bit too small for it. Yeah... You are definitely, actively smaller. Cel, you can see is stood... everyone else seems to be still asleep, but Cel is stood and facing out of the bars and is massive... really, really big.

LYDIA

Azu isn't on the other side of the bars, from Cel looking up from what might be a tanker?

ALEX

No.

LYDIA

OK.

[laughter]

ALEX

I was tempted, but no.

BRYN?

Hang on a minute... are we doing... are we just doing Sasha's kids but... like now... it's the bloody tiny tooms but RQG?

HELEN

This is Honey who shrunk the Azu, and I don't like it...

LYDIA

Oh...

HELEN

I made her 6 foot 6 for a reason... I want to be big... OK?

ALEX

I should point out that this is... this is from you just waking up where you apparently ended up asleep on the floor... and you have just opened your eyes, and this is your first impressions.

HELEN

Maybe my eyes are just weird... Azu says "Cel"...

ALEX

Your voice sounds wrong. Cel... I've got news for you. one of them is awake.

LYDIA

Oh good.

ALEX

One of the kobolds, Meerk is awake.

BEN

Oh no...

LYDIA

Oh my god...

BRYN?

This is not a drill. We're in a freaky Friday situation, people - this is not a drill.

HELEN

This, I like...

LYDIA

Cel turns around... "oh little buddy... you're OK. Did you have a good sleep?"

ALEX

I will say that Cel is sufficiently more intimidating when viewed from this low angle.

[laughter]

ALEX

Despite the smile, it's the smile of someone very big, looking down...

HELEN

No Cel, it's Azu. I'm... it's...

ALEX

I will, for the sake of everyone's sanity say... please continue doing your character voice Helen... as you would normally....

BEN

Unless you want to do a kobold voice...

ALEX

But I will say that categorically it is coming out in Meerk's voice, but I personally need this to be your character's voice. OK?

LYDIA

We'll lose track...

ALEX

This is an ask.

BEN

I feel like we need to rebel.

ALEX

Please stick with your character voice.

BEN

He freaky Friday’d us. We freaky Friday back, right?

[Laughter]

LYDIA

I think you should do **[Trexel's 34:13]** voice. Really mess with him.

[laughter]

LYDIA

Go on Helen...

ALEX

So, nonetheless Cel has given you a “hello” and been looking at you, little buddy...

CEL

Why am I small? I don’t like this.

LYDIA

Oh... you are a... OK... from my perceptive, you are... what was it Meerk, did you say?

ALEX

It is...

BEN

Meerk...

ALEX

It is Meerk... I'd also... you know what... I recon I have got enough prep in place, if you want to do your kobold voice... you guys go ahead. I think I can make this work. All I ask is that people either agree with yourselves now that you will stick with your character voices as is, or you will all adopt new character voices. I can't have half of you doing it. That's the rule.

HELEN

What do we think?

BRYN

I mean I don't know who Hamid has ended up in, but I'm excited to do a new voice...

HELEN

Alright then... "I don't like being small"...

[Group laughter]

LYDIA

Yes...

BEN

Best decision...

LYDIA

Because that as well. That is... that is actually a perfect like... Azu's voice, through Meerk's throat... like not Meerk's accent. That's like...

ALEX

Correct.

BRYN

Welcome to Grizzop town.

HELEN

You know my policy on accents anyway...

LYDIA

Yeah, yeah... yeah... yeah... yeah... cool. So Cel's going to... "OK, so from my perspective, I have to say, and I accept that magical effects could be working on me, as much as on you, you appear to be Meerk... or at least in Meerk's body".

HELEN

Azu looks at her hands.

ALEX

Yeah, you've got little kobold claws... You do have a tail, and then as you look around, you see Azu asleep. Still in Kiko's arms.

HELEN

Azu runs over to her own body, and smacks really hard... "LET ME IN , LET ME IN... LET ME IN"...

ALEX

Oh, that's really helpful...

[laughter]

ALEX

Hamid, you awake to one of your kobolds yelling... let me in at your face. However, they seem really small, compared to normal.

[Laughter]

ALEX

Like teeny tiny...

BRYN

What... what is it Meerk?

HELEN

I'm not Meerk... Who are you? Get out of my body.

BRYN

What? I do not understand...

HELEN

Look... you're... whoever you are, you're not meant to be in there. I belong in there.

BRYN

What do you mean?

HELEN

Err... err... err..

ALEX

The ship is really, really small. Like, uncomfortably small... like oh my goodness... how could anyone get by... in a space so small...

BRYN

Oh no... oh dear... oh dear... oh dear...

LYDIA

Cel sticks her hands up...

HELEN

Look at your hands...

LYDIA

Yep... yep... Azu... in Meerk's body suggested I suggested looking at your hands, is a good...

BRYN

I'm a... I'm Hamid. I thought I was Hamid and I appear to be in Azu's body. Err... this is very distressing...

HELEN

Oh Hamid... well at least it's you.

BEN

Oh yeah... god imagine if it was [unclear: 37:07]...

BRYN

Well, that's nice, I suppose. Why... Azu... you're inside Meerk's body? Does this mean, everyone is someone new? I umm... oh... oh...

HELEN

Pick me up...

BRYN

Oh, of course...

[laughter]

BRYN

Azu gives Meerk a big hug, or is it Hamid giving Azu a big hug, who knows.

ALEX

Can you give me a quick reflex save. I'm going to refer to character names still. Azu, can you please give me a reflex save?

BRYN

What reflex number is Azu using?

ALEX

This is a correct question Bryn. Azu, can you please give Bryn the score on the dice.

HELEN

15.

BRYN

+5.

ALEX

OK. Good. So Azu's body, i.e. Hamid, begins to hug. Hamid is a very small person, used to giving hugs to people much bigger...

BRYN

Oh no...

ALEX

And is not used to huge beefy arms... Hamid immediately begins to crush the life out of you. However, in your tiny body, which responds way quicker than your own interestingly... you're able to skitter out, but that is a person used to hugging everyone as a tree trunk, was just given Azu's enormous tanky body...

HELEN

You've got to be more gentle... I'm small. I'm small now.

BRYN

Oh... sorry... sorry Azu... You're so strong Azu. This is difficult to deal with. Everything is so small.

ALEX

Azu is ludicrously strong. You've gone through Hamid, through human and out the other side.

HELEN

Azu is going to try and reach out to Aphrodite.

ALEX

OK. You start attempting, and it is definitely a little bit more difficult. It's a bit odd. You find it harder to focus. And everything that's going on around you just feels a bit more distracting than it would otherwise be. You know... people seem to be fidgeting a lot. Why are people fidgeting so much? They don't need to fidget so much. Just stay still. However, you do manage to start... yeah you start feeling that connection. Hamid... you start feeling something growing warm on your neck.

BRYN

Oh... umm... Azu... Azu...

HELEN

Yeah...

BRYN

... maybe you should take this. I'll take the necklace off and hand it to Azu.

HELEN

Azu like takes it and holds it close to her new, tiny, chest.

LYDIA

Oh...

HELEN

As if it's like... as if she is starving, and it is a jar of pickles...

BRYN

It was warming up, Azu... is that supposed to happen? It is warming up...

ALEX

Azu is so big... it is so big... it is like... it is like that time as a kid, that you may have messed around with your parents' stuff.

HELEN

Oh yes... [laughter]

LYDIA

It's as big as your own heart.

BRYN

Azu... it was heating up... is that... is that normal, is that supposed to happen??

HELEN

Yeah, that's normal. It means that Aphrodite is still there. Oh, that's good. That's good.

ALEX

Hamid's body wakes up.

BRYN

Oh no...

HELEN

Oh my God.

BRYN

Hi, it's OK. Things are going to be OK.

ALEX

"oh what... Oh no... I must have... oh no... argh..."

BRYN

Stay calm for a second...

ALEX

Right... OK... Oh God... no... I don't like this at all... What? Umm... oh where's me backi... Hang on what...

BRYN

Shhh... shhh...

[Laughter]

ALEX

Oh what am I wearing... oh this is awful. Oh no... Hamid starts to pluck at his clothes and...

BRYN

Siggif?

ALEX

Well obviously it's Siggif. Who else is it going to be? What am I wearing? It's so itchy...

BRYN

This is Hamid. This is Hamid.

ALEX

No, you're Azu. What is this? Oh my goodness me...

HELEN

No, no no... that's Hamid, using my body... and...

BRYN

We're all mixed up.

ALEX

Meerk... what... sush... no... what? Argh... what...

BRYN

We've all been mixed up.

ALEX

This is not fun. The ship is massive. This is magic isn't it? This is absolutely...

BRYN

Question.

ALEX

Yes.

BRYN

In an extreme fear or panic response, Hamid's hands would normally turn into claws, especially if he is essentially not used to that emotion.

ALEX

I have remembered this fact.

BRYN

Cool.

ALEX

Panic is not yet on the cards.

BRYN

Awesome.

ALEX

This isn't fun... what possessed you...

BRYN

Siggif... we are all in each other's bodies... none of us... none of us is ourself...

LYDIA

Except...

ALEX

Siggif starts plucking at your cufflinks and stuff... like what is...

BRYN

Cel... Cel is themselves...

LYDIA

I'm still.

ALEX

What...

LYDIA

I'm still me, although sometimes that feels complicated you know...

BRYN

Siggif... Siggif... calm down... but look there. I point at Siggif's body.

ALEX

Siggif looks at Siggif.

BRYN

Yep.

ALEX

Hamid's body immediately goes as dragony as it can. oh no... err... urgh...

BRYN

Calm down, calm down...

ALEX

Siggif starts looking at Siggif's claws and gets more... [unclear: 41:42]

BRYN

Siggif....

ALEX

Oh no... oh no... urgh...

BRYN

Siggif, you're OK.

ALEX

Oh god... I just... big arms would have been fine. I don't want claws. I just want big arms...

BRYN

Siggif... shhh.. shhh...

ALEX

I just want big arms... why can't I have big arms? Hamid passes out. I'm sorry... Hamid's body passes out. Just passes out, like a light.

BRYN

Oh dear...

LYDIA

I'll be honest, that was probably actually the best thing that could happen in that situation.

BRYN

Yes.

LYDIA

What about everyone else?

BRYN

When everyone else starts waking up, this is going to get very complicated, very quickly.

LYDIA

I'm going to make name tags.

BEN

Can I hear screaming from down below decks?

ALEX

I was about to jump to you, Ben, yeah... good timing... I'm going to jump to Zolf. Zolf...

BEN

Yes.

ALEX

Zolf, there is quite the commotion happening below decks.

ALEX

Cel stops talking, obviously... and then... let's call it like kerfuffle, screaming... cries. You definitely hear Hamid crying out in distress. You know that voice anywhere.

BEN

What's going on down there? Is everything alright. I can't... I'm flying the ship. I can't...

LYDIA

It's OK. But it's complicated.

ALEX

That's an episode title...

[laughter]...

BEN

Has some magical nonsense happened?

LYDIA

Yes.

BEN

Is everyone OK?

LYDIA

Seemingly... I'm not OK.

BRYN

Sort off...

BEN

Thanks Azu. Good good.

BRYN

Umm... yes...

LYDIA

Cel makes name tags for everyone.

[Laughter]

BEN

So, I'm going to deal with one last thing. Which is Wilde wakes up.

[everyone]

Oh...

BEN

Oh... Wilde is not going to handle being an... oh no...

arura borealis

BRYN

Who is Wilde?

BEN

In Siggif's body... In Siggif's body.

ALEX

So umm...

LYDIA

Oh it's Wilde's body... wakes up...

ALEX

How is everyone... Yes Wilde's body wakes up.

LYDIA

Oh... OK.

ALEX

How is everyone?

BRYN

Things have gotten quite complicated. Take a second.

ALEX

Go on Azu.

BRYN

Stay calm. Look at your hands.

ALEX

OK. I'm OK Azu... I don't...

BRYN

Well that's the thing, you see... I'm not actually Azu.

[Laughter]

BRYN

Who are you?

ALEX

Wilde looks over at Hamid. Oh how's... because Hamid is face down, like having just face planted in front of everyone. "Wilde" goes over and starts flipping over Hamid. What happened? Is everyone OK?

BRYN

Well, err...

LYDIA

[unclear: 44:06] is 100% barns.. it’s totally barns...

BRYN

People have had their minds swapped into each other’s bodies.

ALEX

OK.

BRYN

I am actually Hamid.

ALEX

Wilde’s body gives a little bit of a smirk... “OK”

HELEN

And I’m Azu.

BRYN

This is Azu.

ALEX

So, this is Hamid, I’m speaking with right now?”

BRYN

Yes, I am Hamid. This appears to be Siggif.

LYDIA

Cel pointedly gives the name tag.

ALEX

“Siggif... Oh Hamid, I’m so sorry for you”.

BRYN

Cel is still Cel. So that’s the good news. Who are you?

ALEX

Well, you tell me.

BRYN

I mean obviously this is Wilde’s... Oscar’s body... Umm... but I’m not sure who might be inside it, at the moment, as it were.

ALEX

“Wilde” face drops. “Oh really. Well, that would have been fun”.

LYDIA

Oh... unless it’s Carter and he’s lying.

BRYN

Are you still Oscar then?

ALEX

This trip could have just got very interesting for me. Yes, apparently so. Wonderful.

[Laughter]

BRYN

I mean... it is a little too interesting for me. I... I mean... Azu’s body is wonderful, but err... I have already nearly hurt Azu by hugging her too hard, which seems like a big flaw in many ways.

HELEN

No, you just need to get used to it, because people usually...

BRYN

Do you think I will adjust... I mean... everything seems so small, Azu. No wonder you don't like small spaces...

HELEN

You seem so big. I didn't know I was... so big...

ALEX

What I'm hearing is, we're all on a brave new frontier. Azu gets the chance to cut loose a little bit, and Hamid... it might be... it might be interesting to learn how the other half live.

HELEN

No, I want to get back... I can't... what if we get stuck like this forever. I'm not a kobold. I'm an orc.

BRYN

Siggif was struggling to cope. The panic reaction triggered the claw expression.

ALEX

Wilde's face drops. Can you still cast magic?

BRYN

I don't know. Let me try. I go through the motions...

ALEX

Fun and games are fine, but we might be at a tactical disadvantage here.

BRYN

I go through the motions of casting detect magic.

ALEX

Azu's body casts detect magic successfully. You're nearly stunned.

BRYN

OK. Let me try something a little more complicated perhaps.

ALEX

Not fireball. Don't release that fireball.

[laughter]

BRYN

I am not an idiot. I will cast comprehend languages on myself.

ALEX

OK you apparently cast comprehend languages on yourself.

BRYN

Someone speak some Japanese to me please.

LYDIA

Cel explains that there had been lots of new interesting friends in the ship in Japanese.

ALEX

Yeah, you understand fluently.

BRYN

Oh, yes I understood that, and I wouldn't normally because I don't normally speak Japanese so...

ALEX

OK.

BRYN

So my magic still appears to work...

LYDIA

I like that. What I had hoped, I have to admit, is that he would just be like... well that was nonsense, but it's cool to just accept that Cel's like... yeah... so I made friends with a keg... and...

BRYN

The question is Cel, were you simply telling me a children's story, or did all that actually happen?

ALEX

Listen, this is all sort of... you need to bear with this... the best thing that we can possibly do right now is maybe separate everyone out, so that we can break the news to people gently. I would suggest maybe Cel or myself, since we're still ourselves... a room full of people, having a complete body shock is a receipt for a disaster.

BRYN

Yes, Siggif really struggled.

LYDIA

We shouldn't let people out of the box still because maybe you go out, the magic gets stronger, and it sticks... you know... I don't know...

BRYN

So we don’t know if we’re through the arura yet?

ALEX

Wilde suddenly has a moment. “Is Zolf still out there”.

LYDIA

Yes, but he’s fine. He’s fine. He sent me... we’ve been talking.

ALEX

Zolf”...

BEN

What...

ALEX

You still you”

BEN

What?

ALEX

Are you still you?

BEN

Yeah, don’t be stupid... Wait this is magical nonsense. What’s happened?

[Laughter]

ALEX

I tell you what Zolf... it might not be brilliant, but it is hilarious...

BEN

What has happened?

LYDIA

We'll tell you... it's not urgent. We'll tell you in a bit. I think it's urgent.

BRYN

I mean it's not not urgent. Is what I would say about that.

LYDIA

It's fine. We'll fix it.

ALEX

The rest of the room start waking up anyway.

BRYN

Oh dear... oh dear...

ALEX

They're all starting to stir in various ways.

BRYN

Umm...

ALEX

You think the situation might have gotten away from us here.

BEN

Oh God please let Bart be in [unclear: 48:31]. Yes well that...

[laughter]

BEN

[unclear: 48:37]

ALEX

Oh no.

BRYN

I was fingers crossed. I was really hoping Hamid would wake up in Barnes' body. One because I'd love a chance to do that accent. And two, imagine how good Hamid could look with that aesthetic.

[laughter]

ALEX

This feels like a natural stopping point for me. So I am going to call it here with everyone starting to wake up.

BEN

As we just evolve into fan fiction...

LYDIA

Cel does stand next to Oscar and nudge gently and shrug like... I think it's a bit of a shame too.

[Group laughter]

ALEX

Fabulous... yeah... we're definitely running out and as next week we find out just what kind of obstacles love can overcome, we can return to that next week.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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