

RQG – 174 – Impact

Content Warnings

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[Show Theme - Intro]

ALEX

Hello and welcome to episode 174 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

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ALEX

And who are you playing?

BEN

Zolf Smith

BRYN

Hamid Saleh Haroun al-Tahan

LYDIA

Cel Sidebottom, inside the ship so not subject to these affects

HELEN

And aaaa.....

(laughing)

Zuuuuuuu

ALEX

Excellent. So with that in mind we are going to be picking up where we left off. Specifically in mid-air, specifically in the middle of a crash, specifically after a number of crew members have been thrown from the ship.

BEN

Thanks for the reminder.

ALEX

So Azu is amongst the people who have been thrown from the ship.

HELEN

Of course!

BEN

That's fine. You have character classes, you'll be fine. You've got the hit points.

BRYN

You've got loads of hit points.

ALEX

I am going to ask for a reflex save from Hamid and a reflex save from Skraak specifically.

HELEN

Oh no what are you tiny people going to try and catch me.

BEN

No to not get squashed. Yeah if they successfully catch Azu I'm not sure that Azu would be caught so much that they would be going down with Azu.

LYDIA

Yeah but slower so everyone's ok. A different degree of ok.

BRYN

Hamid rolls 26. Skraak rolls 11.

ALEX

Ok

LYDIA

Dragon pancake!

ALEX

Skraak, I can tell you now is one of the creatures that's thrown but is fine. But does not have sufficient reflex roll to help anyone else. Skraak is fine. Skraak is thrown but Skraak is fine.

BRYN

Literally has gliding wings and is able to fly with them.

ALEX

Exactly, exactly. Hamid has sufficient time to help one other person to the ground. I am now going to do my rolls to find who has been thrown because I don't know all of them...

LYDIA

For the listeners benefit, Helen is approaching the camera, eyes wide and staring. There's no meaning in that glance I'm sure.

BEN

We're in the freeze frame quick time event. Do you press x, square, triangle or circle

(laughing)

ALEX

Azu will remember this.

LYDIA

Your relationship with Azu go up or down.

BEN

Nobody liked this.

(laughing)

ALEX

Ok bear with me. We know that Cel is fine. We know that Zolf is fine. We know that Hamid is fine. Well as in like can fly, thus is fine. Bear with me, I'm just putting in the people we know straight out the gate are good. Azu is not.

HELEN

Yeah thanks.

(laughing)

BEN

One in the whomp, whomp column.

ALEX

I'm going to have to roll these individually so I'm just gonna be like ooh, ah, ooh. I should've rolled these between sessions. That was silly. You know what I'm gonna do next time? A better job.

(laughing)

LYDIA

You do a very good job Alex. We appreciate you.

HELEN

Yes

BEN

Don't let him know. He might get enthusiastic and deliver more pain to us.

ALEX

So I...I promise by the way that I am doing each individual NPC on a roll so that I'm not just doing it randomly. Ok. Bear with me on this one. Ok. So I am going to give you a list of all the people that you see being thrown from the ship in the situation thereof Hamid. You have the time to help one. Help. Not necessarily save. Azu obviously. Barnes, Friedrich, Carter, Draal, Sassraa, Meerk and Wilde is thrown so badly you are not even able to interfere in that. That's just going to play out.

BEN

Oh jeez. Alex you rolled very badly.

ALEX

Yes. In general I rolled atrociously.

BEN

Did Wilde get a natural 1.

ALEX

Wilde got a natural 1 and the rest of them didn't do well. This was not a difficult DC. It's gone real bad. Hamid?

BRYN

Hamid still feels incredibly guilty about putting the kobolds in danger so it's going to have to be whichever kobold is closest.

ALEX

Ok that will be...let's have a quick check. That will be Draal.

BRYN

Draal. And he's basically, as soon as he sees this happening, he's going to start casting fly. He's literally going to intercept the first body in mid air he can, finish the spell and then continue at maximum speed onto the second body in the desperate hope that he might be able to help more than one person but that seems unlikely.

ALEX

Absolutely. You won't be able to. The fact that I'm letting you sneak in a fly is itself pushing it a little bit. You are able to basically catch Draal and Draal is small enough that you can just fly fine and have Draal in your arms. I am going to roll damage after the fact because obviously this is happening so fast. Just ploughs into the tree cover. It tears a chunk of the ship off on the one side. It smashes into the port engine viciously which sets the whole thing on a twisted landing so it's not even coming in straight now, it's coming in on a slide. It ploughs into the clearing, almost broad side and then immediately starts to capsize.

BEN

I just want to, for context of the audience, remember this is me rolling a natural 20 so what the hell would've happened if I didn't!

ALEX

The ship doesn't capsize but it does scrape along...

BRYN

It's got big wings. It can't capsize very far.

ALEX

Exactly and then it busts into the tree line at the far end of the clearing which finally manages to drag it to a stop and it rights itself.

BEN

It's very Guardians of the Galaxy 2.

ALEX

Everyone has just been scattered to the winds everywhere. It has been way too quick for anyone to even know what's gone on. Hamid you drop down with Draal in arms. I will lead with Zolf.

BEN

Mm?

ALEX

You're fine.

BEN

Cool. Love it. I mean physically. Emotionally, you know.

ALEX

Cel can I please get a reflex save from you.

LYDIA

18

ALEX

You're fine. You manage to brace in an effective way. So, shall we roll some fall damage. The best damage.

HELEN

Alexander.

ALEX

Azu I am going to roll for you first. Ok. Because it's not fair to make you roll your own damage so let's find out what happened, ok?

LYDIA

That's so many dice! That's so many dice!

BEN

I'm guessing from the sound 7 D6.

ALEX

That is insufficient dice.

BEN

Oh boy!

BRYN

They didn't fall that far! You're not correctly applying the falling damage rules.

ALEX

You're assuming that that's the only damage at play.

BRYN

I know.

HELEN

For the audience I have 80 hit points.

LYDIA

Ok so you're actually going to be...oh wait, ok.

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HELEN

I might not be.

LYDIA

8 or 9 at 6.

BEN

This isn't falling damage. This is like impact. This isn't a fall off a cliff, this is I'm being thrown.

HELEN

It's tree damage.

ALEX

Whoomph!

BEN

At like 100 knots.

ALEX

Yep.

LYDIA

Wait, were absolutely none of the people wearing their guide ropes?

ALEX

You're seemingly not too bad. 25, 26, 27, 28, 29...

BRYN

That's good.

BEN

Remember you are mechanically...

ALEX

38 damage.

HELEN

Uh!

BEN

You are mechanically perfectly fine. You banged your knee. Oh no.

HELEN

I mean I think it did a bit more than bang my knee. That's half of my entire health.

BEN

Yeah but mechanically you're perfectly fine. It was a really big ding but you know.

BRYN

Quick reminder a first level kobold has 8 hit points.

HELEN

Oh my god!

BEN

What level are the kobolds? What does the follower feat give you?

BRYN

They are level 1.

ALEX

So Azu, you are thrown and you basically have your speed broken by just falling through a tree trunk

(laughing)

You are mostly metal moving at high speed. You're the closest thing that this part of the world has seen to a bullet.

BEN

Big Thor Energy.

(laughing)

ALEX

You just blast through a tree trunk which slows you enough and I'm talking proper crunch, it's going down and you just plough into the snow and you leave a trail about 15 foot long.

HELEN

Do you wanna know what's in my head at the minute is that scene from Matilda where the girl with the pigtails gets thrown

(laughing)

BEN

Also I actually have a genuine question Helen, did you take more or less damage falling out of a crashing sky ship than you did jumping out of a carriage in Damascus. Because you took a decent whack of damage from just jumping out of that carriage and you might have got off actually lighter this way than you did then.

ALEX

I think you may have actually just gotten off lighter. I think you may have hurt yourself more leaping out of a moving carriage for no reason than falling out of the sky in a legitimate airship crash.

BEN

That's growth. That's growth.

HELEN

Yeah

ALEX

That's too many hit points, that's what that is.

HELEN

No! She won't take them away!

BEN

I mean he can and he will!

(laughing)

BRYN

Guys I'm so upset. Does anyone get reflex saves to land well and reduce the damage or anything?

HELEN

Like trying to catch a branch.

LYDIA

I just...oh god...

HELEN

I mean if you think about it, cats can survive falling from really high.

LYDIA

Yeah, yeah, it's the whole thing of dropping down a well. An ant barely notices, a rat is winded and walks away, a cat...

HELEN

Will complain a lot.

LYDIA

...bruises. A human breaks their legs and a horse splashes.

BRYN

Yes

ALEX

Splashes!

LYDIA

So if kobolds are somewhere between cat and human they're very saveable with magical healing.

BEN

That's true. Yikes. Big yikes!

LYDIA

Big gigantic yikes! Yikes written across the sky. In fact if you look at the funny angle of the bones that we saw it will spell out “big yikes”.

BEN

Like a Channel 4 ident.

LYDIA

Yeah, yeah! Ironically it says “big yikes” but it’s actually ginormous

(laughing)

HELEN

Oh boy, ok. Well on the plus side...

LYDIA

On the plus side it’ll take us...

HELEN

...I have whistles. So I can do that thing like when there’s a shipwreck because whistles carry really far so I can just go around blowing my whistle and people can come to me.

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ALEX

Alex is looking up one last thing.

HELEN

Oh I don't like that face.

LYDIA

Oh I don't like that face.

HELEN

That is a bad face!

LYDIA

Wipe that face off your face. In fact I don't think you're allowed...you have lost your face privileges.

HELEN

How dare you have that face on your face?!

LYDIA

Yeah

BEN

Put a bag over your head dammit.

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HELEN

Oh Bryn you're so upset. I'm sorry.

LYDIA

Oh. This is not ok.

ALEX

Ok

HELEN

Oh god. Alright, what's the damage?

ALEX

I was just taking a moment.

BEN

Do we know...

BRYN

Yeah.

ALEX

Let's just give Alex a moment.

BEN

Oh feck.

ALEX

To make sure that his narrative isn't broken.

BEN

Oh no!

HELEN

Oh no! Oh god!

ALEX

Here's what's going to happen...

LYDIA

No, oh no.

ALEX

Cel, from your perspective [crashing noises]. You're fine. Zolf, crunch. You're fine. Hamid, you caught someone and you landed. Azu, you're face down.

HELEN

Yeah fine.

ALEX

There is no fire. There is no explosion. There is the occasional cry out. There is the sound of another falling tree and then finally there is silence and then there's the movements of people starting to sort of, talk and stagger and so on. Ok, so there's a lot going on here so let's roll initiative, see what happens.

HELEN

I got 19.

LYDIA

I got 17.

BRYN

Hamid also got 19.

ALEX

I'm not sure who has the higher dex out of the two of you.

BRYN

Hamid.

HELEN

Hamid, almost certainly.

ALEX

Oh ok.

BEN

Quickly checking because apparently I haven't rolled initiative on this new character sheet I've made myself, I've just missed it off. It's...

ALEX

What has initiative ever done for me, that's what I want to know.

BEN

It's just your dex mod, right?

BRYN

Yep unless you've got any other bonuses.

ALEX

All this shows me is that I've not been having nearly enough combatting and disaster encounters recently and that's my bad.

BEN

HELEN

But yeah for future reference Azu's dex is 8 so almost everyone is going to be better than her.

BEN

I bought improved initiative because I only have a dex mod of 1.

HELEN

Yeah, yeah that's what I got as well. That's why I am now able to add things.

BRYN

Hamid also has improved initiative. It took his bonus from 4 to 8.

LYDIA

Oh good lord. Cel hasn't got improved initiative. They just have a dex of 18.

BRYN

That's quite good.

HELEN

Well!

BEN

Yep that'll do it.

ALEX

Ok, in which case then Hamid you are up.

BRYN

Hamid is flying at top speed. He is weaving through the trees. He...well no I guess he's still got Draal hasn't he? So...

ALEX

Yes

BRYN

So land with Draal say – go the ship, help people there – take off again, fly at top speed. Start weaving through the trees looking for other people.

ALEX

I'll be generous and say you can get an active perception check whilst doing it.

BRYN

Ok. That's a 19. Maths. 33.

ALEX

Ok, ok. So in that case then you see straight out of the gate Barnes is in a tree and impaled. Certainly not conscious.

HELEN

Oh god

BEN

The first of yikes.

ALEX

Carter is not moving, is also seemingly unconscious and landed literally on a boulder.

(gasps)

HELEN

Oh no!

LYDIA

Oh Alex, why?!

BEN

Yikes.

ALEX

Additionally...

HELEN

Oh no.

ALEX

...you see a couple of...

BRYN

Once I've seen two people...

ALEX

Ok I'll leave it at that.

BRYN

...I probably have to stop for a second and...because the next thing I'm going to do is take another initiative round.

ALEX

No that's fine.

BRYN

So I can't help everyone....

ALEX

That's fair.

BRYN

...instantly or even see everyone instantly.

ALEX

Azu you are currently prone and face down.

HELEN

Azu gets up.

ALEX

Ok so you are standing.

HELEN

Yes

ALEX

What next for you?

HELEN

Perception check so that I know where I wanna go which is 18.

ALEX

18. Ok. The nearest person to you is Friedrich. He is unconscious, face down in the snow nearby. You can tell from this distance he appears unconscious, not like dead.

HELEN

Ok.

ALEX

You also see a couple of smaller snow piles which are definitely kobold. You don't know who because they're just completely mounded in snow.

HELEN

Ok. That's all of my actions right? I've stood up and I've done a perception check.

ALEX

Yep.

HELEN

That's ok.

ALEX

Cel you are in the ship currently. It's clearly crashed hard. Like hard.

LYDIA

Right but Cel doesn't know that anyone's been thrown off so Cel, relatively cheerily, dashes up to the top deck – right, we made it. No explosions. No

explosions. Not even one. Everyone er – and like looking around what they will say is – what...no...no not again. Not again

(gasps)

And just...

HELEN

Awwww

LYDIA

I think at this point freeze. Like if they've run the whole way up the ship and looking around that does feel like it would take up an entire five seconds because that's probably a double run.

ALEX

It would be. I would also say things that you see just passively are there are...there's a large number of crew members still on deck who are immediately scrambling to get to people...

LYDIA

Yeah, yeah but they see that there's people on the ground.

ALEX

I'm not going to go through all of these NPCs in thingy order because we'll be here all day but, yeah, there are multiple people scrambling. There's a couple of people who appear to be lightly injured on the actual deck.

LYDIA

Yeah, yeah

ALEX

Broadly speaking anyone who was still on the deck seems to be fine.

LYDIA

Ok but the fact is...ok well maybe, it's just that I imagine them coming out, getting to the railing, looking out and seeing bodies on the ground.

ALEX

Yes that's exactly what it is.

LYDIA

That's the...and the fact that there are other people moving around behind them does not necessarily register.

ALEX

Yeah I get you.

LYDIA

But that kind of ringing in the ear.

ALEX

Zolf you are up. I'd say that out of everyone you have the best situation of awareness by virtue of the fact of having been right in the middle of things going the way through and, yeah, with the roll that you got you deserve to have that kind of awareness straight out of the gate.

BEN

Sure. Right everybody find Azu and fine anyone who's unconscious. Bring them to me or Azu, we can sort them out. Right, I'm going out there. I'm going to start helping people. Bring them to me, let's go. And then I'm going to leap over the side of the ship and start running to the first person that I can see on the floor. Just the first body, I don't care who it is. Just anyone.

ALEX

Understood. Understood. People are mostly doing what you're saying. It's clear that a couple of people are just actively dazed where they're not really sure what's going on. In which case then I'm going to jump to Hamid first.

BRYN

Hamid pulls up short in mid air hovering, sort of where he can, roughly speaking midway between Barnes and Carter because you said I spotted both of them and they're not too far apart from each other.

ALEX

Yes

BRYN

He casts flare directly upwards.

ALEX

Ok

BRYN

And then starts flying again. He's looking for the next body. He cannot do much to help so he's giving the signal, casting flare up into the sky and he's going to go for look for the next body.

BEN

Don't you have healing potions?

BRYN

He does...basically he's not...

BEN

Fine, fine, fine. That's an in character choice. That's fair.

BRYN

Yeah.

ALEX

The next person that you're closest to is Friedrich so you and Azu are sort of converging there in that regard.

BRYN

Ok

BEN

Oh question. Sorry to interrupt. Did they hear me yelling?

ALEX

Yes. I'm not gonna require a perception check. As I said once it landed there aren't explosions or fires, it's actually really quiet. You basically...all of the animals within about 10 miles have all gone real quiet for obvious reasons so as a result it's very easy to hear and coordinate with one another.

BRYN

Hamid already sent Draal running off back towards the ship. He knows Azu can help more than he can so he's going to proceed past Friedrich. You said that there were two smaller snow piles quite near Friedrich. That's where he lands and that's his move turn.

ALEX

Yeah you can get to those two smaller piles.

BRYN

He'll land next to them and that's his turn.

ALEX

Ok understood. In that case then Azu, you're up.

HELEN

I'm going to go to the people I suspect are two kobolds on the floor and I'm going to do...can one heal check for both of them or like what...I want to figure out if they're unconscious or dead.

ALEX

So there's three things that are kind of applicable here. You can do a heal check to just stabilise people which means that if they're unconscious and bleeding out they're still unconscious but they're not now going to get any worse. You can just leave them, deal with the other stuff and come back to them. You have another option which is if you heal the, even a little bit, they automatically stabilise. The last option that you can do is you can do a heal check to see if they are in trouble but not...it's not really worth it.

BRYN

Do paladins have any channel positive energy?

HELEN

Yes

BRYN

Just do that. If you can do it more than once, doing it once and hitting the three people around you, is your best action.

HELEN

Oh right. Are they in a 30 foot radius then?

ALEX

Yes they're right...

HELEN

Oh right, I thought they were further apart.

ALEX

No, no, no, they're right next to one another. You could run over, channel energy and then if there is any healing to be done, they will automatically stabilise and start to heal.

BRYN

Yeah all three of those people in that small group would instantly be stabilised and potentially healed.

HELEN

Ok

ALEX

So that would be Friedrich and the two smaller piles who we don't know who they are yet.

HELEN

Ok channel positive energy it is which heals 3 D6.

ALEX

Ok can you roll it for me.

HELEN

Yes. Yes I can. Ok so that's 12 healing.

ALEX

Ok.

BRYN

Cross your fingers everybody. Cross your fingers.

HELEN

We're holding your hands audience.

LYDIA

Argh!

BRYN

I'm trying not to bite my own fingers off here.

LYDIA

I've already left marks on mine.

ALEX

Understood.

LYDIA

Ok. No reaction.

ALEX

Understood. You don't know because you'd have to go over and fine out but you have gone, woom, on the three of them. Straight out the gate. At which point then, technically speaking you would still have...

BRYN

She used her move to get there.

ALEX

You used your move to get there so you've got nothing left I'm afraid for now.

HELEN

Can I speak?

BRYN

Yeah

ALEX

Yeah, yeah.

HELEN

Ok I say to Hamid – check on these two. I'll go looking.

BRYN

Well Barnes...Carter...

HELEN

Got it.

BRYN

Hamid points back to where he just cast the flare.

ALEX

Cool. Cel you're up.

LYDIA

I don't have on Cel's gear that they have any healing potions with them.

ALEX

I don't believe you do because we've used a couple in the party but you never like had a big old stock at your end or anything.

LYDIA

No it's not necessarily something that they'd have thought of. So they just jump out of the ship and go...I would say probably over to the, if anyone is beginning to move of the three, those would be people that they could pick up and carry because they're not really...

ALEX

Friedrich is starting to move.

LYDIA

Ok. Alright buddy, alright buddy. Breathe. Breathe. You're doing ok.

ALEX

He is not conscious. He's just like...

LYDIA

Ok well Cel does have warm weather gear so they will put an extra layer of heat over them and possibly try and grab...well that I assume is the whole move, is run over and put furry thing on Friedrich.

ALEX

In which case then, Zolf. You are up.

BEN

Nearest body that I was running to, who is? What happened?

ALEX

To you that will be Wilde.

(gasps)

BEN

Just go to Wilde. Do I get there in a move action?

ALEX

Yes easily. Wilde has been completely impaled on a fragment of the ship.

HELEN

Oh god!

ALEX

You can tell at a glance. You don't need a heal check. He's dead.

(gasps)

HELEN

Alex!

LYDIA

Oh my word. Why...

BEN

Big yikes.

ALEX

As in this is a...yeah, this isn't a case of like maybe...he's gone. He's gone.

HELEN

Oh god!

BRYN

Alex!

LYDIA

There was so much story in this little body. Oh!

BEN

Move on.

ALEX

Ok you start moving on to the next. I would say that the next closest to you would be...you'd probably be heading towards Carter.

BEN

Azu's already got them, right?

HELEN

I'm about to go to them.

ALEX

Yeah.

BEN

Azu's got them, there's no point me also being there. What else can I see, I guess? I'll do an active perception. I'm basically looking for people who haven't been dealt with.

ALEX

Yeah, yeah that's fine. Give me another active perception please.

BEN

That's a 22.

ALEX

Ok with that I'm gonna give you an overview because I think you're a little bit broader in your overview than Hamid necessarily has been. In terms of that you can, with all of the coordination that's happening, so Barnes is up a tree with Carter basically towards the base of the tree. So they're...let's put it this way, for Azu's benefit, they're within 30 feet of one another.

HELEN

Cool.

ALEX

You have Friedrich who Cel is currently with who is sort of giving a bit of a wiggle. There are the two smaller mounds by Friedrich that aren't moving and there is Wilde who you can obviously see. Everyone else is now accounted for.

BEN

The two mounds, is Hamid going up to them?

BRYN

Yeah

HELEN

Yeah I left Hamid with them.

BEN

That's fine, I'm going up to them because I know Hamid can't do anything so...basically, it's a standard action I've already used a move. No that's me. Oh no I've used my active perception. Yeah that's me.

ALEX

Ok cool. In which case then rest of the crew are continuing to basically scatter out amongst. I'd say that a...I don't think any of them would make it to the people who've been thrown on the ship before the party by virtue of having been on the ship so they're all broadly speaking kind of keeping a pace with Zolf but running in different directions where they're not quite there because everyone else has already sort of...well pardon the tactless phrasing, had a head start if you know what I mean. Hamid you're up.

BRYN

Hamid starts digging into the pile of snow like frantically. He's crying, he's...he probably...his hands will claw up and he's trying to suppress it and failing as he just kind of scrabbles to try and pull the two kobolds out of their little snow mounds.

ALEX

You first find Sassraa. Sassraa is dead. Sassraa is dead.

LYDIA

Oh! Oh man!

BRYN

There is a scream, like a proper grief scream from Hamid but he flings himself into the other pile of snow and that's probably the whole round.

ALEX

That'll be your whole round, yeah. In which case then Azu you are up.

HELEN

Ok so I go to Barnes and Carter. Am I able to tell if they're unconscious dead or shall I just...

BRYN

Just channel positive energy again.

HELEN

Ok

BRYN

If there's any hope of saving them that's your best thing to do

BEN

Yeah

HELEN

Alright then I do that.

BEN

So resurrection is a level seven spell which I don't have access to.

BRYN

And it's also extremely taboo in this world.

HELEN

A 5, a 6 and a 3.

BEN

Oh sod taboos. Who tabooed it, the meritocrats? Yeah.

(laughing)

BRYN

Good point well made.

HELEN

Ok that's a 14 on Barnes and Carter.

ALEX

A 14?

HELEN

Yeah

ALEX

Ok.

HELEN

As in that's healing for them.

ALEX

Barnes, up the tree, still sort of impaled but through near the hip awakens.
Just like ohhh.

HELEN

Azu yells up – stay still.

ALEX

Yep, yep, yep. That's fine. How are we doing? Looks down – oh no. There is
no movement from Carter.

LYDIA

Oh god.

HELEN

Carter's gone too.

ALEX

I am going to go ahead and say it is fine for us now because of what's happening to drop out of initiative order. People who can be stopped worsening have been according to the mechanics of the system.

BRYN

Alex, the second kobold. Hamid digs them out.

ALEX

And this is what I'm going to lead to. The second kobold, Meerk is also dead.

LYDIA

Oh! Oh! Oh!

BRYN

Hamid collapses onto his knees and screams into the sky and a line of fire just shoots out of his whole body directly upwards.

ALEX

Yep. I think on that we'll take a rather sombre break.

And welcome back. So I'm going to jump time ahead a little tiny bit which is that we have managed to take stock of everyone and lay out the people who need laying out. Ok.

BRYN

Once Hamid did his big fiery grief scream he ran off into the forest.

ALEX

Ok.

BEN

Urgh.

BRYN

He probably flew off into the forest since fly would still have been active.

HELEN

If Hamid has gone then once Azu has helped getting Barnes getting down from the tree and getting everyone out, she's going to go after him.

ALEX

Ok.

BEN

I will do the business of laying out the bodies and that kind of stuff and talking to Earhart and making sure that she doesn't screw it all up by being nihilistic.

ALEX

Uh huh and Cel?

LYDIA

Cel is on automatic helping people as much as they can which is generally like making comfy beds and things but they don't really allow themselves to stop.

BEN

One thing I will do actually is get everyone to gather around me, obviously not Azu and Hamid, and I'll blast them with a bunch of positives so that everyone who's around and alive is healed.

LYDIA

So everyone's healed up really.

BEN

Yeah

ALEX

Yeah so weirdly enough anyone who can be healed will be healed back up because you're a machine at that.

BEN

Yeah I'll do 3 and it's 15 D6 for everybody so that probably gets everyone to where they need to be.

ALEX

Yeah. You can heal more than the absolute max I could possibly have damaged people. You're good.

LYDIA

Cel gives Barnes an incredibly tight hug.

HELEN

Aw.

ALEX

So just to run through the list as it stands so that everyone is up to date on which PCs are in what situation. Obviously Azu is off with Hamid. Barnes is now fine. He'll have a scar but he's fine. Friedrich is now up and about, he's gotten off actually, weirdly enough because of the nature of the magical healing, even though he was in a real bad way, he's been healed in such a way that there won't even realistically be a proper mark. Earhart's fine. Carter is laid out deceased. Driaak, Tadyka, Kiko and Skraak they're all fine. They were all on board when it went down and are completely fine and have been helping out where they can. Draal is fine by virtue of Hamid having caught them. Sassraa is laid out deceased. Natun is fine. Meerk is laid out deceased. Wilde is laid out deceased. And then Siggif is also fine.

BEN

Actually a question is how are the kobolds reacting to their loss of their group members?

ALEX

They seem to be, at the moment, assisting in the laying out with you. None of them are speaking. None of them seem to be reacting at all although I would say that that is excluding Skraak. Skraak is currently combing the edges of the clearing.

BEN

Fine from Zolf's hand fisted attempts at empathy as we all know his bedside manner is garbage, will basically just be trying to reflect the...because he can deal with human societies broadly. That's fine. He's been doing that but with the kobolds will just reflect their behaviour back at them and just not leave them alone and ignore them but engage when engaged with and leave alone when leave alone and not interrupt any rituals that may be occurring because don't know.

ALEX

Once they've laid out Meerk and Sassraa they all kneel around them and just kneel around them quietly. They're not blanking people but that's the thing that they are doing. Apart from Skraak who, as I said, is combing the clearing.

BEN

Sure and also Zolf is super-duper keeping busy and giving himself jobs to do, not really, you know...

ALEX

Sure. In which case then I am going to jump to Hamid.

BRYN

Hamid basically he flew off into the forest. He hasn't got very far. He's crying so hard that he can't see. He probably just tumbled...he's flying really badly, he probably tumbled into the snow at some point and he'll have found a rock outcropping or something and kind of sheltered beneath it and he's just crying. Like it won't be difficult to find him because he'll have left quite an obvious trail and will be making some noise but yeah he's just fled from everything.

ALEX

And so I'm going to jump across to you Helen, i.e. Azu. What are you doing? I'm guessing you're tracking Hamid.

HELEN

Yes Hamid how easy is that? Am I going to need to do a perception check or...

BRYN

I mean I feel like it's going to be pretty obvious. Hamid will not have got very far before he just tumbled into the snow and then basically scabbled through it until he found a rock to hide under and he's going to be crying reasonably loudly probably.

HELEN

I'm going to say Azu can probably hear you then.

ALEX

For the sake of ease there's literally no reason for you not to. Admittedly I will say tracking flying creatures, real difficult but tracking flying creatures who are just bouncing off trees and then crawling around, not so much.

HELEN

Ok

ALEX

You manage to catch up to a Hamid in the woods.

HELEN

Alright

BRYN

[Crying]

HELEN

Hamid. Hamid, alright. Alright, come here. Azu is going to gather him a little bit. Do a little bit of rocking.

BRYN

Thank you Azu.

HELEN

No, no it's alright. I'm here.

BRYN

I'm sorry, I'm sorry. I know everyone...everyone has to deal with all of it. I just can't...I can't...

HELEN

I know, alright. I'm right here.

BRYN

[Crying]

ALEX

I am going to take the time to move away from this because there's going to be no actual back and forth for a while I suspect.

HELEN

No, no, he's going to keep crying I think.

ALEX

Yeah so if it's ok with everyone I'm going to jump away from there and then return in a little bit because otherwise it's just real time grief which is not...

HELEN

Yeah

ALEX

...not a good thing to listen to.

HELEN

It's going to be crying and then sort of comforting noises and patting.

ALEX

Yeah, yeah. In which case then I am going to ask Ben and Lydia if there is stuff you want to do immediately obviously let me know. My instinct here is to wait until such time as Azu and Hamid are able to come re-join, like from a scenic standpoint but there might be stuff that you want to do before that even comes up.

LYDIA

So...Zolf...Zolf do you not have resurrection? Can you not bring them back?

BEN

Er no.

LYDIA

You can summon elementals. I know that people can bring people back before they can summon elementals. That's...it's a...

BEN

No well...I'm not strong enough. I can't.

LYDIA

I'm so sorry. If I'd done it right everyone would be fine. Can Azu bring people back?

BEN

I...no. That's not a...it's not what paladins do. If anyone were to, not that we can, but it's a cleric's job.

LYDIA

Have you ever tried? It could be something that...you were incredibly strong getting through that storm maybe you...the wild magic could've given you an extra ability.

BEN

Cel, it's not science. It's not a thing you can discover or research. It is a direct line to a power which is different and you either know if you can or you can't. It's not...that's how the divine works. If I could, I would know and I'd be doing it so that's it. And it's not anybody's fault. There are so many things that have happened to come up to this point and no single person can or should put everything on themselves. Alright. This is dangerous business. We knew this was dangerous. We knew this was the most dangerous journey we could make in a sky ship in the world possible and it's gone wrong and that is a risk that

everybody who boarded this ship knew that they were taking. The fact that it happened doesn't make it anybody's fault. Now what we need to focus on is getting this ship flying again so I need you to do that. Can you see what the damage is and let us know what we need to do to get this back in the sky. And I'm not saying don't grieve or think about, right I'm not but we have jobs to do.

LYDIA

I could refit this. I mean it would be...it would be easier if there was a shipyard or sawmill or just people that knew the area...I can... - is it appropriate for Cel to do a knowledge history on what they would know of civilisations in the area.

ALEX

Yes. Give me a knowledge history.

LYDIA

That is a 16.

ALEX

16?

LYDIA

Mm

ALEX

You know, like you have encountered directly, there is trade with people who are from what all of the people from meritocratic lands are calling the

northern wastes. Unfortunately with that roll you don't know, given that you didn't even know the exact location by virtue of the instrumentation failures and so on, you're not going to really be able to know that beyond you know. And this is actually an interesting point because it's something where it hasn't really been explicitly addressed yet, it's just been a lot of confusion on Cel's part. You do know that there are people where they all think there aren't people because you know that there has been trade there. You don't know lots of specifics thereof but you know that there are.

LYDIA

But the last time that Cel contradicted people's ideas that Europe and the meritocratic lands were the centre of the world there was big arguments under Shoin's institute so they're assuming throughout that it's a bit uncouth to be talking about other people when this meritocratic...the war in the meritocratic lands...it's not that they're not mentioning other people, it's just that this is so clearly consuming everyone that having realised it's a sensitive topic they have specifically not talked about other areas.

ALEX

There is one additional thing you know though which is the trade that has been based there is no things like advanced machinery, super advanced metallurgy. It's just not that kind of trade that's been happening so the likelihood of you finding something like a shipyard is pushing it. Stuff like a sawmill, maybe. I mean that's not beyond the pale.

LYDIA

It's not an airship building kind of place.

ALEX

No. No, no, no it's not.

LYDIA

They get around in other ways. Right, ok. So Cel begins to babble and as they trail off – I'll go. I'll do an assessment and I'll come up with a list of materials that I need and then maybe, I suppose, work through the methods that we have of getting those materials.

BEN

We'll find a way. We can be resourceful and we'll make it work.

ALEX

At which point Earhart comes over. May I join you for a second.

BEN

Yes captain.

ALEX

I could not help overhearing, if I may I'd like to accompany you Cel. I think together we're more likely to get a more fulsome view of our situation if you'll have me.

LYDIA

Sure. Yep. This...over we go. Let's get going.

ALEX

Mr Smith?

BEN

Yep?

ALEX

You have the camp, if you're unable to maintain that position I would understand. Let me know and I'll make alternative arrangements.

BEN

Nope, I'm fine.

ALEX

Understood Mr Smith. Earhart starts walking towards the airship with Cel. I am going to jump back to Azu and Hamid at this point.

HELEN

Ok

ALEX

I am happy for you two to decide how much time has passed.

HELEN

What do you think Hamid?

BRYN

A little while but not ages.

ALEX

Sure.

BRYN

Azu how can...how can I face Natun or Skraak?

HELEN

Well...

BRYN

I've already taken so much from them.

HELEN

This isn't your fault. Alright? They chose to come here just like we did.

BRYN

Yes, no, that's what Skraak said too. He did say that. He did say...yes.

HELEN

And doesn't Skraak know them better than anyone?

BRYN

Yes I need to be there for them. They're the ones who've lost family.

HELEN

Hamid are you in a state to be there for them?

BRYN

Yes I can do this. I can do this. Azu we've been through this before you and I. we can do this again. Thank you.

ALEX

Can you both please give me a perception check.

BRYN

Well it makes sense I guess. As Hamid's eyes are still full of tears and also probably, you know, snow, natural 1.

HELEN

Wow!

BRYN

Thanks dice.

HELEN

I got a 22.

ALEX

Azu...

BRYN

Hamid has buried his face in Azu's shoulder.

HELEN

Yeah that's likely.

ALEX

You become aware of something. Not arriving, that has already been there and must've arrived while you were too busy focusing on Hamid. You take a moment, sort of looking away and looking up and then you notice that high up in the treetops above you is a huge bird. Like mechanically a huge bird. Massive bird. Do you have knowledge nature at all?

HELEN

No. I have knowledge nobility

(laughing)

ALEX

It's quite a noble looking bird. Could you give me a base knowledge nature which is where you roll but the maximum that you get is a 10. I'm just trying to gauge.

HELEN

What's the point in rolling? Ok.

ALEX

It's gonna be useful for me because Hamid is no good for anything currently.

HELEN

I got a 9.

ALEX

Ok that's enough. It's some kind of eagle. It is perched as high as it can be whilst still being so large and is just stood observing you both. It's not moving. It's not doing anything. It is just observing.

HELEN

Ok well Azu knows eagles. They tend to attack by swooping I believe. So she's not particularly concerned because she's still up and running and she still have

her axe. But she's going to say, Hamid we're going to probably need to move soon.

BRYN

Yes we should go back. We should go back to the others.

HELEN

Yes we should but let's move...

BRYN

I'm going to be ok.

HELEN

You will be but it's ok not to be ok right now and oh, I haven't actually, I'm sorry.

BRYN

Me too. Me too. We've all...everyone's going to be hurting.

HELEN

Yeah

BRYN

Oh my god, what's that?

(laughing)

ALEX

Pretty much yeah.

HELEN

Yes remain calm.

ALEX

For scale this could easily swallow Hamid whole. Like would not even do any...it is enormous. This is bigger than a van. This is a huge bird.

HELEN

Ok we're going to walk slowly away from it. Alright.

BRYN

Ok yes. Let's keep an eye on it though as we go I suppose.

HELEN

Uh huh.

BRYN

Ok yeah. Back, back to...back to the ship.

ALEX

So you both start heading to the ship in a calm and orderly manner?

HELEN

Yes

BRYN

Yes. Probably walking backwards for at least part of the time.

ALEX

Sure, sure. The eagle observes you until you can no longer see it. It doesn't move, it just tracks you as you move back towards the clearing.

HELEN

Ok just before we go into the clearing Azu is going to pause and get down on one knee so she's level with Hamid and she says – before we join the others Hamid, listen, we've lost people before that's true and I'm sure before we even met but that doesn't mean that you have to get back to normal quicker. It's always going to be hard, alright. So I am going to be close by and I don't know how you grieve because we didn't have bodies before.

BRYN

We've never had time to grieve properly. We buried my sister. You were at the funeral but...

HELEN

I remember yes.

BRYN

...there was a lot else going on. Rushed off to the next thing then.

HELEN

We may do the same thing now. So...

BRYN

One day Azu we'll have to find a nice spot up on top of a building with some gargoyles and raise a glass to absent friends.

HELEN

Yeah. Maybe I can learn to shoot people.

BEN

[Whispers] it's what he would've wanted.

BRYN

It's not...no I'm ok and I am going to be ok.

HELEN

Hamid you're not ok.

BRYN

No but I mean just the shock and you can't always be the strong one and I can't always be the one who needs help and I really appreciate your help Azu and I can't do this without you.

ALEX

Can you both please give me a perception check.

HELEN

This f***ing bird!

(laughing)

BRYN

Natural 20 this time!

HELEN

That is 29

BRYN

So my total is technically 34

ALEX

You both become aware at the same time as a shadow casts over you that the large eagle is tracking you but it is now airborne and is holding its altitude but it is directly...it's clearly tracking both of you.

HELEN

Ok.

BRYN

We'll have to find time for this later Azu.

HELEN

Alright but before we're both eaten by an eagle...

(laughing)

...I know...I'm not always going to be the strong one but right now I can be.

Alright.

BRYN

Hamid gives Azu another massive hug and they cautiously, with one eye upwards, walk back towards the ship.

HELEN

Yes.

ALEX

I am going to jump ahead to then, Cel and Earhart have been going over the ship sort of cataloguing stuff. I'm not going to dive into the specifics of that now. I am going to jump ahead to Hamid and Azu making their way back into the clearing. Ok. By this point I'd say that a couple of crewmembers have managed to get a fire going, the kobolds have not moved. Skraak is continuing to circle the perimeter doing something and everyone, I'm not going to even bother there's too many people to bother with a perception check, as Azu and Hamid enter the clearing the huge eagle perches itself over the top of both of you at the top of a huge tree just overseeing everyone.

HELEN

Ok is Zolf there?

BEN

Yes I'm helping to coordinate people like getting fires and bivvies and stuff. I don't know how much shelter the ship can provide in its current state. So, yeah, doing what is appropriate to make sure that we don't die of the outside.

ALEX

Yeah, yeah.

HELEN

Ok. Azu's going to probably become markedly more business-like and go up to Zolf and be like – hello.

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BEN

How's Hamid?

HELEN

I'm keeping an eye on him.

BEN

How are you?

HELEN

Oh. You know.

BEN

Yeah I do.

HELEN

Yeah. I'm functional. It is most helpful for me to functional now and not functional later so...

BEN

Yep same. Whassup?

HELEN

There's an eagle.

BEN

Great. Like a wild eagle or a...

HELEN

Azu points...

ALEX

It is obvious to your eye. The second that it's pointed out. This thing is not behaving normally. It hasn't made any effort to perch comfortably or anything. It has perched as close as it can whilst still being perched.

BEN

That's a big eagle. I'm gonna go check on Skraak because it looks like it would probably eat him in one go so...

BRYN

When they re-entered the clearing Hamid will have headed over to Skraak whilst Azu headed over to Zolf. Hamid is going to point out the eagle so Skraak is aware too and then basically offer his help. He's not sure what Skraak is doing but if Skraak needs a second pair of hands Hamid would like to help him.

ALEX

It's obvious to you very quickly that Skraak is effectively establishing some kind of perimeter. Skraak is checking for tracks for animals, for stuff like that and Skraak is muttering quietly to himself, basically just talking through what he's

doing – right, no, no tracks. That’s fine. Nothing. That’s a non land predator, ok. Three points of entry.

BRYN

Hamid can’t do much to help with that. Not his forte. But he’s going to stay near Skraak and basically watch his back and keep an eye on the eagle in case the eagle heads over there.

ALEX

At this point the eagle suddenly leaps up from its tree and swoops downwards. Azu to your eye this is an eagle that’s about to pounce on someone. It moves incredibly quickly and then at first glance appears to slam into the ground. Almost vertically downwards. Not towards anyone where it is. There is a huge sweep of wings at the last second that kill all that momentum and as the wings sweep down they sweep inwards and it decreases in size as it does so and as the wings sweep inwards and sweep inwards in a single fluid motion there is stood a single figure wearing a large cloak made entirely of feathers with a cowl pulled up. They stand there observing for a moment and then pull their normal, apparently human, hands out from underneath and just hold them wide and empty, palms facing towards everyone.

LYDIA

Cel will go over and say hello in seven languages.

ALEX

Which languages? You’re going to have to remind me.

LYDIA

Elvish, gnomish, Japanese, Spanish, Portuguese, English and draconic.

ALEX

Basically as you head over and start saying hello, the person sort of very slowly and carefully pulls back their cowl revealing a elderly female human with large hair braids running down the back. They, sort of, gesture to you, touch their mouth, touch their ear and gesture their hands towards you in a beckoning way.

LYDIA

Cel goes assuming this is a comprehend languages kind of spell deal.

ALEX

You've run into similar situations yeah. They take a moment, place two hands on their forehead, close their eyes and then place two fingers on your head. Pull them away. And how is that? Do you hear me?

LYDIA

Ah yes, wonderful. Hello, my name is Cel, they/them. I...I was really hoping I would run into a local. We have some people that are recently dead. Do you know anything about resurrection?

ALEX

We apologise for the intrusion. We would help you with your deceased if you would accept our aid?

LYDIA

Oh absolutely. Accepting aid is one of my top skills. Any aid you can give. Also I'm able to offer aid and also greetings from my...it's been a long time but I know that there's been trade sometimes with your people from my village. It's in the northern...on the east side of America...

ALEX

She reaches out and places her two fingers on your lips.

LYDIA

Right, yes. Sorry. Yes. Thanks.

ALEX

Greetings from we the Ursans. I apologise for the unprompted nature of our entrance but I must ask how recently has this occurred? We believe we saw you landing.

LYDIA

Yes...just that's why I mentioned it immediately. I know that time can be of the essence. Literally 10/15 minutes. 20 maybe.

ALEX

Then there is hope. I would meet with your people if you would allow it that we might render aid and...

BRYN

Hamid probably approaches the two of them conversing at this point. Does he recognise the language?

ALEX

No.

BRYN

He will cast comprehend languages as he approaches. He's going to cast it in the stranger's eyeline and make it clear that it's a non aggressive spell that he's casting. Presumably he saw the stranger cast a spell.

ALEX

It wasn't hidden, it was very obvious.

BRYN

Yeah

LYDIA

So Cel shouts to everyone – we're gonna...there's gonna be an attempt...possibly, I don't wanna raise hopes but I want to gain consent and

clarity, possibly an attempt at some resurrection. Please clear the way and...or let me know if you have any taboos about that but otherwise this way. Sorry as I said my name is Cel and you didn't introduce yourself if that's...ok.

ALEX

Ben?

BEN

What language are you using because you're got a choice between English and draconic because there's not that much of a cross over while speaking quickly. So only half the people understand you.

LYDIA

Oh. English. English and then yeah...no first English and then possibly after a pause remembering draconic.

BEN

Cool

ALEX

Hamid so with comprehend languages the woman doesn't seem to react and you catch the tail end which is – we are Sohra and we are here to help but you must know that there will be more than myself to affect the remedies that you require.

LYDIA

What do you need from us? Please. Anything that you need, that we have.
You can have all of it. I can work off the debt.

ALEX

Your consent and your goodwill.

LYDIA

Oh I've got lots of that.

ALEX

And I'm going to end the episode there. Let's all take a moment.

(sighs)

BRYN

Hamid is just too surprised to say anything but looked very concerned.

ALEX

Big downs and big ups there. How are we all feeling?

LYDIA

That's a lot though!

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BRYN

That was an episode and a half Alex.

ALEX

Uh huh.

HELEN

Tired

LYDIA

Yeah knackered mate.

(laughing)

Bloody shattered!

BRYN

You're doing that whole craft thing again that we "respect"

ALEX

Well why don't we hold judgment until next episode and then we can see how people feel about it, alright?

HELEN

Alright.

BRYN

Alright until next time.

HELEN

I trust you!

ALEX

I'll say this explicitly – there is hope!

HELEN

Good, there better be!

ALEX

Alright, in that case then I guess we'll all follow this up next week. Bye everyone.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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