

Godsfall: Divine and Conquer
Episode 010. Turtlefest (Part 1)

Dungeon Master, NPCs, and Pera Rivers: Aram Vartian

Dorro Knott: Doug Horn

Phryane Tinueth: Kay

Xion Praeten: Michael Key

Torrvic Wildtongue: Stephen Hardos



TRANSCRIPT

Aram: Hello people, this is Aram. Before we start out this week, we have another shout out to Battle Bards.

[deep chanting music]

Aram: Battle Bards has premium audio for all of your rpg tabletop needs, and this week we're going to highlight some of the script Battle Bards has put together to breath some life into your npcs. They've got innkeepers-

Battle Bards:

Innkeeper: Surely, you do not wish to sully this establishment with your patronage?

Aram: Random merchants-

Battle Bards:

Merchant: I can tell you have a keen eye for fine weaponry.

Aram: Ship captains-

Battle Bards:

Captain: If it's passage y'all be seeking, it won't be comfortable or cheap.

Aram: And a variety of other languages like elves, [spoken elven], infernals, [spoken infernal], celestials, [spoken celestial], even a fire elemental in combat! [fire, elemental speaking]

Aram: So if you want your tabletop rpg to sound as good as Godsfall does, check out battlebards.com!

Aram: And another reminder guys, we've got a ton of maps up on godsfall.com. We've got world maps, country maps, city maps. We've got maps of the tombs from last week. I've even got the handouts that I give to the players that are different from the maps I look at, hiding key feature.

[intro music]

Aram: My name is Aram Vartian, I am the dungeon master for Godsfall: a custom 5th edition Dungeons and Dragons campaign in Washington D.C.. Last week the party barely escaped from Sebouh and a band of wild elf archers, and lost Aramil as he turned himself in to their authority. Left on their own in the Ironwood, the party stumbled across Orym's temple, and made their way inside, learning much about the demigod son of Ogun. As they explored the rotating crypt beneath the temple, the party became separated as dwarven skeletons came to life around them. So before we get started, let's take a look back and see where the players have been so far.

[introduction music fades into bouncing music– Path of the Goblin King, Kevin MacLeod]

Aram: This elf fires for Aramil, as does that elf.

[dice rolls]

Aram: The first arrow just kinda, cuts into his arm as he turns with it, avoiding a major strike. The second arrow, whack, he just grabs it clean out of mid-air, right before it strikes him.

Aram: Xion, you hold your hands to the side of you with your palms facing each other and your fingers splayed out as Hagint showed you. You focus on the energy that you can feel building between your hands, and three bolts of pure force appear and fire outwards. [Magic Missile sounds]

Kay: What is Turtle Bay?

Aram: Turtle Bay is a- it's a smaller town that's basically fishing. And they also have a large turtle population. And they have an annual turtle festival.

Kay: Well, of course.

Doug: Turtle festival?

Aram: The mayor has a hat that is shaped like a turtle, and wears all green coats.

Doug: That's *awesome*.

Kay: That- he sounds delightful.

Aram: You see the two stone doors beginning to slide open-

Kay:

Phryane: Fuck.

Stephen:

Torrvic: What did you do now?

Doug:

Dorro: Cool!

Kay: Alright, well I'm rolling my eyes, because I tried to tell these idiots, and they never, ever, *ever* listen.

Aram: Nope!

Aram: The walls and ceiling of this dome are covered in intricate stone carvings leafed with gold and silver. It depicts the dead god of earth, Ogun, as a mountain tall enough to partially blot out the very sun. At the foot of this mountain is a young elven woman, her belly full with child and her arms outstretched.

Doug: I go up to it, and then I like, jump, and get on it.

Aram: The room shunk, seals off, okay? And the statue begins to gather silver dust begins to empty into it like an hourglass to fill up at the feet. Torrvic: where you are, Pera and Xion: where you are, I need perception rolls. [dice roll] You hear a creaking and a clicking and a shattering of thin layers of stone as you turn to see the dwarven skeletons rise, their eyes glowing red as they shamble towards you.

[intense transition music]

Michael: All right, I'm Michael I'm playing Xion Praeten, and I'm a human sorcerer. I have black hair, fairly slight, I'm 16 years old.

Doug: My name is Doug, and I play Dorro Knott. I have blond hair, it's parted down the middle to both sides, invariably always wears a dark maroon leather trench coat, and inside are various pouches and compartments. Performance pants, and, because I'm a halfling–

Aram: What are performance pants?

Kay: Yeah, what are performance pants?

Doug: Performance pants are the pants you wear–

Stephen: They're kinda like parachute pants?

Doug: Yeah sorta!

Stephen: I'm Stephen, I play Torrvic Wildtongue, the dwarf paladin-ish person right now.

Aram: Fully reborn as a paladin now.

Stephen: Yes, yes, I just had sap injected via vein. About, a bit taller than five– or little bit shorter than five feet. Dark brown hair, long dark brown braided hair, giant dark brown beard, big belly, big jovial belly, big arms from lifting steel and whatnot. And then I'm generally in my pub cloths which are just kinda brown, you know, regular brown shirt, pants with a big black belt, chainmail.

Aram: This is clean, this I shall wear, that kinda thing?

Stephen: Yeah.

Aram: Gotcha.

Stephen: Sniff it a couple of times, eh not completely offensive, put it on, go.

Aram: Perfect.

Kay: I, I am Kay, and I am playing Phryane Tinueth, a high-elf bard.

[groan in the background, laughter]

Kay: And I am the tallest member of our party by quite a long shot. I'm about 5'10", with, like Torrivic, long dark brown hair, albeit no beard, currently worn in a braid. My traveling clothes are obviously fabulous. Right now I am wearing my leaf-catsuit, with my go-pouch where I can keep all of my things, and truly fabulous thigh-high boots.

Aram: I am playing Pera.

Kay: He's the worst.

Aram: I am completely naked.

Michael: Awwwww.

Doug: Yes!

Aram: I have skin just dark enough to get me into the alternate TSA line. I have black hair, and I am unarmed because my party has never fucking thought to give me a weapon.

Stephen: I've been thinking about that *all* week.

Kay: Yeah because you're a–

Stephen: Two weeks!

Kay: Yeah because you're a rage–

Doug: You are a weapon!

Kay: You're a rage-monster!

Aram: It's true I'm a rage, I'm also a rage-monster, and I have, and because of which I've burned off all my clothing, so I'm stark-ass naked.

Doug: So even if we gave you something you'd just destroy it anyway.

Stephen: You're like the Hulk

Aram: But with fire. Yeah that's bad, that's not good.

Stephen: The Hulk and Human-Torch combined into something awful and annoy package. Cries all the time.

Aram: Awwww, and now I'm crying.

Michael: No, you wouldn't say that out loud.

Doug: And he puts out his fire with his tears.

[laughter]

[light transition music– Thatched Villagers, Kevin MacLeod]

Aram: All right, so this is how we're all laid out. Xion and Pera are trapped in a room to the west. Torrvic, you're on your own in the room to the east. Phryane and Dorro are at the chamber to the north. There is a skeleton in the room to the west, and a skeleton in the room to the east. Roll initiative.

Kay: From everyone, or just the people with skeletons?

Aram: Just the people who have skeletons.

[dice rolling]

Stephen: 2, so 4.

Aram: The skeletons rolled a 3 and a 5. Pera has a 15.

Michael: So I act first.

Doug: We're all collectively kinda dealing with skeletons, and it would be nice to know, in the back of your mind, oh I have a bunch of piercing weapons, so it's probably not gonna work very well!

Stephen: Yeah I have bludgeoning!

Aram: Well, hang on hang on hang on hang on hang on hang on, uh-uh. I'm calling, no. There hasn't been a, no one's seen a skeleton for 98 years, you don't know how to fight skeletons, so put that out of your head.

Michael: Okay!

Aram: So who's up?

Michael: Me.

Stephen: Meeeeeeeh

Doug: Just you, paladin!

Aram: You see, shins kinda like, [bones clattering] rahhhhhh!

Michael: That's not good!

Aram: Yeah no, that is not good.

Stephen: Hit it with your stick!

Michael: Uh, yeah! I'm gonna try to hit it with my stick!

Aram: Alright so you just run at him? Just "Aaaaaah!"

[dice roll]

Stephen: You gotta stop screaming when you...

Michael: Ugh, 5.

[groans]

Michael: Or 4, sorry.

Aram: So he's like "Rrrah" and he's, khrar, just catches the stick as you swing, not really, but knocks it away, right? Okay who's up?

Michael: Alright, now, Pera.

Aram: Pera has no weapon, or armor, 'cause none of you have bothered to give him one, so-

Michael: I gave him a shirt.

Aram: Yes you did give him a shirt. But Pera has no weapons and no armor-

Stephen: He *is* a weapon.

Kay: Yeah he is a weapon.

Aram: He doesn't know how to use it! So Pera's just like, runs up and tries to grab him, as he's like, fighting with you and getting ready to basically chop your head off, he runs up and tries to grab him.

[dice rolls]

Aram: Ooooooh.

Michael: Mmmmmmm.

Aram: And he rolls a one.

Michael: Mmmmmmmmm.

Aram: Okay I need a reflex save from you, Michael.

Michael: What's a reflex save now?

Aram: Oh I'm sorry not a reflex save, errr [buzzer]. I need a dexterity save.
[ding] Thank you.

[dice roll]

Michael: 11.

Aram: Okay, you guys end up in a pile on the ground, you are both prone, right in front of the skeleton.

Michael: Oh no!

Aram: Alright, who's up next?

Michael: Okay, uh, Torrvic.

Stephen: Do I get any like, feeling from this? Like–

Aram: It's bad! You know this is wrong!

Stephen: But any sort of, like, it's just the fact that it's like–

Aram: No no, it's more than just the fact that it's a skeleton. You know this is *wrong*. You is an *abomination*. This stands against everything!

Stephen: It's just everything, it makes my, every bind–

Aram: Yes, you can feel that energy. You can feel that negative energy pressing against you. It's oppressive, it's thick, it's like a fog. You strike and roll weapon damage, and then that's gotta do something to skeletons, right?

Aram: Alright, [pages turning] one second here, let's look up how, alright. Divine Smite: starting at second level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapons damage. This extra damage is 2-die-8 for a first level spell slot, plus 1-die-8 for each level higher than first, to a maximum of 5-die-8. The damage increases by 1-die-8 if the target is undead or a fiend, which is certainly the case here. So, roll for damage.

Stephen: Do I have to roll for, or are you just gonna give it to me–

Aram: Oh no you rolled to hit. Now the, now the spell just goes off.

[dice rolling]

Aram: He just explodes in a fragment of dust and bones.

Stephen: Oh no it's 2d8 extra damage, is that plus my...

Doug: Its dead! It's real real real real dead!

Aram: He's already dead. It is plus your weapon, he's real real dead.

Stephen: Okay.

Aram: He just shatters into a pile of dust. It's done.

Stephen: Do I, do I feel the fog just completely...

Aram: Fwoosh. Yeah it's gone. You have, you have extinguished the evil around you.

Stephen: Cool.

Michael: Torrvic's out of initiative, but there's still one skeleton, and it's in our face now.

Stephen: I Divine Sense the shit out of that.

Aram: He has a rusty sword, and he goes to plunge it into your chest, because you fell right in front of him.

Michael: Uh hold up I have a reaction.

Aram: You do.

Michael: Alright.

Xion: Haah!

Aram: Okay what does that make your armor class?

Michael: Let's see here.

Aram: It better be, better be 14! I believe it gives you a plus 4!

Michael: Plus 5 actually.

Aram: Oh! So he goes “Hrah!” And he gets right towards your chest and at the very last second, “woom” the armor comes up. He cannot get through it. You just saved your ass.

Michael: It’s my turn now!

Aram: Yes it is.

Michael: Magic Missile his face.

Aram: You start to, okay. You start to but then you feel a rush of energy you have not felt before, but it feels connected to your armor.

Michael: Well I’m going to instead try to direct it.

Aram: Okay give me a straight wisdom.

[dice roll]

Michael: Please, please. Oh, 3.

Aram: It doesn’t destroy him, but you feel a rush, and he is slammed five feet back and pressed up against this wall. And you can physically feel the weight of him, you are pushing against him, but at a distance.

Michael: Pera’s turn.

Aram: Okay, so as you’re kinda pressing him up against the wall, Pera runs up and puts a hand on the skeleton and closes his eyes, and he bursts into flame, and collapses into a pile of fire and bone.

Michael:

Xion: Good job Pera!

Doug: Hey you didn’t barbeque everyone in the room, good job dude!

Aram: Out of initiative.

[deep chanting music]

Kay: Okay, so we're all still in these separate rooms?

Aram: Now the sand, now as this has been going on, the silver has been filling the statue, and when it gets filled, all of the rooms open up. Walls just kinda lift up, and all the rooms turn, and they're all now facing open into the center together.

Aram: Instead of the staircase lowering from the ceiling, the floor splits open, and a column rises up. At the top of this column are two outstretched hands with the wrists at 90 degrees and the hands open wide, as if they were holding something about a foot in diameter.

Kay: We do have seeker stones. Alright, so maybe you take one of yours, I take one of mine, and put them in, you know, each hand.

Aram: Okay. You guys kinda go up, and they start to glow brighter and tremble a bit as you're walking up.

Kay:

Phryane: Alright, [quieter] I don't want it to explode in my face

Stephen:

Torrivic: Come here Knott

Kay:

Phryane: Yeah, here, can you do--

Doug:

Dorro: [excited oohing]

Kay:

Phryane: No no, no

Doug:

Dorro: I'll do it! I'll do it!

Aram: It's already been handed off, Dorro

Stephen:

Torrvic: Come on Dorro, let's go

Michael:

Xion: Here you go

Stephen:

Torrvic: You ready bud? One, two, three!

Aram: The room is filled with that same purple and pink energy, like a miasma, like a fog all around you. You feel dizzy and struggle to right yourself as your vision blurs. And when your vision came back around, the room you're in feels different, the walls and floors are kind of projected with this image.

Aram: You stand in a wide-open circle near the top of this huge onyx spire and all around you for hundreds and hundreds of miles is a flat expanse of fields and grain. In front of you, four people are gathered around a pillar much like the one in front of you now, with hands outstretched and a single stone hoop, just like the one you saw Orym wielding against Barros earlier, rests upon it. Each one of them has their right hand out and is grasping the hoop and seems to be screaming in agony as they do so.

Aram: A burst of light explodes out from the center of the hoop and you are all bathed in blinding light. When your vision returns, you collapse back into the room, exhausted but unharmed.

Michael: So were these humans? Were these elves?

Aram: There was--there was definitely not a dwarf. Human-elvy? Like they were all that size, so they had to be human or elves or something like that

[dark transition music– Darkness is Coming, Kevin MacLeod]

Aram: As the room resets, the staircase once again descends from the ceiling, exposing the temple above. As you ascend to the surface, the room is again bathed in that pink hue as these naturally-occurring seeker stones glow with your presence. As you step out of the stairwell and into the chamber, it grows even brighter, exposing two dozen skeletons in a semicircle all around you who turn and advance

Kay: Is this an initiative roll thing then?

Aram: Oh yeah [dice roll]. The skeletons are first, right, they are all going to come towards you. That's gonna hit you, that's gonna miss you. So, one of them, and you just kinda throw you shield up and block it, right, and the other one, as you're blocking it, comes in and just rakes down the front of your chest. Just kinda claws you, so it only takes 2 points of damage as you pull away from its bony tendrils

Michael: Yeah, but I'm gonna shoot my *magic missile*

Aram: Right, excellent

[*magic missile* sounds]

Kay:

Phryane: Everybody get down, and then get ready to run

Kay: Um, and so I am going to cast, in this circular room so it will theoretically reverberate around, *thunderwave*

Aram: She just goes, "Get out!" and a burst of thunder in a wave kinda thumps you in the chest as it emanates from her. [thunder crashes] This one, this one, and this one are shot backwards and then explode into dust and crumble to the ground, so all three of these guys are gone

Doug: I teleport towards the door

Kay: Oh, good call

Aram: Pera says,

Pera: Go! [flame sounds] GO!

Doug: Flame on!

Aram: Striking at Phryane. That's gonna hit you

Stephen: Disadvantage

Aram: Oh, right, hang on. Does that work for everyone?

Stephen: A creature you can see attacks a creature other than you that is within five feet of you, you can use your reaction to impose disadvantage on the attack roll

Aram: So you need to choose who you're defending [ding]. I would say the two weakest people looking are her and Pera

Stephen: Well, Pera's on fire, so he's fine, so I'll

Doug: Please don't die Pera

Aram: You are lucky. So he would have, because I rolled an 18 first, he comes right for your face and then a shield just appears in front of it and the bony fingers dance off it

Kay:

Phryane: Thank you

Aram: Okay, next is going to be Pera, Pera gets missed, you get missed, I'm assuming, is a 12 going to hit you?

Michael: Um, maybe

Stephen: Well you have that armor

Michael: 12? That was 11? Oh, yes, +1. Okay, it gets me

Aram: Alright, you feel bony fingers rake across your shoulder as you take only one point of damage, you're able to kind of spin out of the way

Kay: It's here

Doug: Yeah well they've all been clawing you

Aram: Oh, and a critical 1 miss, I'll resolve it in a second, that's not gonna hit you, does a 15 hit you?

Stephen: Not me

Michael: I am going to run the fuck away. Of course, doing so I'll have to pass through here, where that person is, invoking an attack of opportunity

Aram: What are the rules for him passing through...

Michael: An ally.

Aram: But you can't, can you?

Michael: We already established that we could in the previous battle.

Aram: Dorro could because Dorro can pass through a space of Medium size or smaller

Stephen: But you let me pass through

Aram: Yeah, but he wasn't directly in that space

Stephen: Alright, I gotcha

Aram: Let me just figure out real quick, let me just look it up

Michael: Well it's also around allies, which might be different

Aram: Yes, you can move through a non-hostile creature's space, oh, done [ding]

Doug: Anyway, back to the combat

[cheerful transition music– Thatched Villagers, Kevin MacLeod]

Michael: Now, if it's a diagonally from somebody--

Aram: It counts as a movement and a half

Michael: Right, but I mean I would be invoking an attack of opportunity right there, right, so two attacks of opportunity, but that's the only way

Stephen: But you can run, so you get 60

Kay: Could somebody explain the attack of opportunity thing?

Michael: Alright, well, I'm running, but when I'm doing so--

Aram: Wait, if you're just running, he's right, hang on

Stephen: If you take the disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn

Aram: That's what you've done, though, you've done nothing move, so you can run without getting attacked

Michael: Alright, I ran

Stephen: So that's your attack

Kay: Alright, so I also have a clear path out, right? [counts by fives to figure movement on a grid]

Aram: Excellent. There is a rumbling as you step outside, and the doors are beginning to close

Michael: We can't leave Pera in there

Stephen: I push Pera into the skeletons and I run out the door. Problem solved

Doug: Thank you for your sacrifice Pera

Stephen: You'll always be remembered

Michael: We will call this Pera Day from now on

Doug: We will remember you always

Aram: I'm going to start docking you assholes' XP when the fight's over. Who's next?

Michael: Alright, next is Dorro

Aram: So you're outside, what do you do?

Stephen: Dorro, we've got to get you a bow

Doug: I have a bow

Stephen: Start plucking them

Doug: What? That's piercing, it's not going to do anything

Aram: You don't know that

Stephen: You don't know that

Aram: You don't know that

Doug: Okay, fine, then I pull out my bow

Aram: So you just kinda turn, alright

Doug: And I shoot at that one that's right in front of me. [dice] 4, and that is 10

Aram: Zing! Just straight through his ribcage and carries on

Doug: Now we know

Michael: Alright, Pera

Aram: Pera drops down and is engulfed now in flames

Pera: RUN!

Stephen: I can move and attack, right?

Aram: You can move and attack, but you will invoke an attack of opportunity for leaving a creature's threatened space while doing so

Stephen: Okay, that's fine

Aram: *Whack*, and just reduce him to dust because your strength on top of that, just kinda crack and just shatter--

Stephen: Does he get one attack of opportunity of attack since I left his bubble

Aram: Yes, so he claws at you as you leave and rolls a 1 and basically just gets completely entangled with his buddy, so these two are now like fingers and bones wrapped around each other, wrapped up into each other. Alright, Pera held for as long as he could

Michael: It's not his turn

Aram: No, but he held an action, that's what he was doing on his turn was holding an action until everyone got away from him. He releases and there is a burst of fire [flames] that goes out to here, so everything in this thing just gets completely engulfed in fire and all of these crumble to dust and Pera passes out.

Michael: Alright, my turn. I am going to cast the cantrip of *message* to him to say

Xion: Get Pera!

Aram: You can yell that

Michael: It's my last spell, but whatever

Xion: Get Pera!

Aram: By the way, as you're shouting that [stone grinds]

Kay: Okay

Michael: Get Pera, there's nothing else I can do. I'm--

Aram: Roll Intelligence

Michael: Oh, I can use my spells! Alright, so I go there and extend it

Aram: *Fwoonk!* You can feel it straining. It will splinter, even a magical staff will eventually splinter, but you bought them a couple rounds

Michael: Okay

Kay: So I am gonna unleash *fire bolt*

Aram: Oh, excellent. So you just kind of run up and a bolt of flame just leaps out of your hand. You hurl a bolt of fire at a creature or object within range. Make a ranged spell attack, so you do roll a d20. On a hit, the target takes 1d10 fire damage. If flammable, the object of the spell ignites [ding]. Flies across the room, strikes the skeleton, which erupts into flame and crumbles to the ground

Doug: Okay, so I get out Steelbeard's rope, I leave it uncoiling in the spot where I was, right, as I dash in

Aram: Okay, so you let it roll behind you, I assume

Doug: Yeah, I'm trailing it behind me as I'm running it

Aram: So you dash to that point and you see Dorro run, basically dash, around you and trailing a rope as he's running, trailing his leaf rope as he's going

Michael: Alright, Torrvic

Stephen: Realize what he's doing, so I reach down, I grab onto the rope, letting it like rappel, letting it slide through my hands, but getting ready as soon as he grabs on

Aram: You're gonna [back the rope]. Are you gonna step back through the door or right where you are?

Stephen: I'll step back like right in the middle of the door

Aram: Right here?

Stephen: Yeah, maybe a little bit farther back

Michael: You can hold the pole on the other side

Aram: Yeah, right, exactly, just right there. [stone grinds] Pera is like starting to come around and realizes that he's surrounded. So the first one kind of digs into the back of his shoulder as he's trying to run and pulls him backwards, the second one just opens up the side of his neck and he is gushing blood. He kinda stumbles to the ground, he's still alive but he is not doing well

Michael: Shit. I hold and steady my bars

Aram: There's one in the center, a splinter breaks out and comes out of the middle, so a teeny splinter has broken away, the pressure is getting to it

Michael: Uh-oh

Kay: A cantrip doesn't use a spell slot?

Aram: Correct. You can go *fire bolt, fire bolt, fire bolt, fire bolt*. Absolutely you can

Kay: Yeah, I just want to toss another *fire bolt* at the one closest to him, who's presumably now collapsed. Okay, so, yeah, *fire bolt*

Aram: That'll hit

Kay: Yeah, 'cause it's 22

Aram: Yeah, that'll definitely hit. Roll damage [dice roll] *boof*, gone. Erupts in flame, blasts to nothing

Doug: I grab him and I use my inspiration point and I teleport backwards as far as possible

Aram: Okay, roll it. You grab him and you guys appear here, way past, like at the bottom of the stairs. I need a Strength check from one or both of you to get the rod out of the door. [dice roll] Between the two of you, that's enough. It pulls free and [doors closing] with the skeleton hands and *slam* [stone crunches]. And there are probably a dozen wild elves, all with longbows all raised at with you with Sebouh and Aramil standing about ten feet in front of them. Aramil is unarmed, Sebouh's got both swords, arms crossed, staring at all of you

Sebouh: We're just here to talk

Doug: I stand up

Stephen:

Torrivic: All right

Aram: Alright, he waves and [elves release tension on bowstrings] but they keep them here, not putting the arrows away

Sebouh: You have been asked to leave the forest.

Kay: Finally

Aram:

Sebouh: We are now here to make sure you do. Where would you like to go?

Stephen:

Torrivic: [chanting] Turtlefest turtlefest!

Doug:

Dorro: Quiet, Torrivic

Michael:

Xion: Uh, look, we're headed south. The human road to the south

Kay:

Phryane: Aramil, if you could be a doll, my things are in that hut if you could just grab them on our way out

Aram: You're talking to Aramil? He laughs, he's like

Aramil: No

Aram: And he just walks off

[transition music– Achaidh Cheide, Kevin MacLeod]

Michael: Alright, well, I reach into my pack and I grab one of my two outfits and I hand it to Pera and I say

Xion: Alright, try not to burn this one up.

Kay: And how long is it to the road?

Aram: Half a day's journey. Four of the elves vanish into the forest, four in front, four are in back. Sebouh is in the back, watching everyone, you know, pissed as fuck, and Aramil is walking with you guys.

Doug: Someone's gotta talk to this guy. One of you three's gonna talk to him. I'm gonna go back and actually talk to Sebouh.

Kay:

Phryane: Aramil, what happened when you returned to your people?

Aram:

Aramil: I explained to them what I had done and they took away my Guardianship. On top of that, they were going to try me until we heard about what you had done, then they were more willing to listen to my side.

Kay:

Phryane: Why is that? What is it about this temple?

Aram:

Aramil: This temple has not been opened since the Godswar and we were told that it would only be opened again when the gods returned.

You have been deemed outside of the authority of the wild elves and therefore so have I.

Kay:

Phryane: So have you?

Michael:

Xion: Are you coming with us then?

Aram:

Aramil: I am not. I shall return and I shall re-earn my position among the members of my tribe.

Michael:

Xion: What are you connected to?

Aram:

Aramil: The god of speed

Aram: And as he says that he just kind of *vwoom*, sixty feet that way, grabs an apple, sixty feet this way and he's back.

Michael:

Xion: What does your tribe think is going on? What do they think you are?

Aram:

Aramil: They have not told me everything either, but as far as what Hagint knows, she believes we are all attached to the old ones, that all of us are the new paths that these gods could seek

Kay:

Phryane: Are there others like you?

Aram:

Aramil: We believe so, we believe there'll be one for every god that used to exist. Though I have had access to my divinity for nearly a year, I have walked upon those steps of Orym's temple, those doors did not open for me. Whatever the five of you are is something very different.

[music]

Aram: You seem to go quickly through the woods. Clearly they know the clearest paths, they're not tripped up by the underbrush, and they cut a quick path through the woods to the road

Doug: I'm surprised that the wood elves

Kay: Yeah, who live here

Aram: The Ironwood empties out onto a barren ridge that becomes a cliff overlooking the Southern Sea. The road curves and continues west, gently sloping downwards until it meets the sea at Turtle Bay. It is about 3:00 pm and it is a warm summer afternoon with a light breeze coming off the ocean

Kay: So about another hour and a half of walking?

Aram: Yeah

Kay: I mean, I'd be inclined to just proceed to civilization and maybe find some place that has something to offer besides hammocks

Aram: I think that's an excellent idea

Michael: I'd definitely say my goodbyes to Aramil and say
Xion: Well, if you ever need us I don't have a way to contact us, but if you ever find a way to...

Aram:

Aramil: If we need you, we will come find you.

[majestic music- Druid's Grove, Richard Daskas, Battlebards]

Aram: It's about an hour outside Turtle Bay, you can start to see, you know, the ocean opening up, you know, and the hills are kind of lessening into more of a sloping green as you're coming towards the ocean, and you hear a little girl yelling.

Ella: Oliver! Oliver!

Kay:

Phryane: I'm not talking to a child.

Stephen:

Torrivic: If Oliver's not the name of a beer, we're not stopping.

Aram:

Ella: Oliver!

Doug:

Dorro: That sounds like a little girl.

Michael: Alright well I run, I run over to see at least what's happening.

Doug: And I follow him.

Aram: So a little bit off of-

Stephen:

Torrivic: [grunts]

Doug: I follow him!

Stephen:

Torrivic: [grunts]

Aram: So a little bit off of-

Doug: Him?

Aram: -the trail, towards where it just kind of drops away a bit. There is a little girl, and she's about, I'd say 10, 11 years old. She's lying on her stomach and she's kind of reaching over the edge.

Doug: Over the-

Dorro: Stop! What are you, whoah! Little girl, what are you doing?
Stop!

Aram: Okay she kinda turns up and she's like,
Ella: Oliver! He fell!

Doug:

Dorro: Okay great, get away from the cliff now.

Aram: So this little girl is there, and she's got a, she has a backpack that's open with a open flap and she's looking down because about 120 feet down on a little outcropping is a turtle. The turtle's on its back, and is rolling back and, and forth. It's got about 6 inches if it goes this way, if it goes this way it's going off, and there's no way it's gonna survive that fall.

Michael: How heavy does this turtle look?

Aram: It looks like a turtle a little girl could carry, so it's like, you know–

Stephen: Little box turtle.

Aram: –this big for us, like you know.

Doug: So I can hand you my rope.

Aram: Okay so, you gonna tie the rope off somewhere? There's like a tree.

Michael: He's handed it to me.

Doug: I'm a halfling!

Aram: He's not strong enough to hold you up!

Doug: I know.

Stephen: I see you guys talking about it and I–

Kay: Just wrap it–

Stephen: –trudge over and just angrily

Doug: No I handed him the rope!

Kay: Wrap it around a tree!

Doug: In some sort of weird confidence that he's gonna be able to do this.

Aram: And then you just start climbing?

Kay: Just wrap it!

Aram: Roll a strength roll.

Kay: Wrap it around–

Aram: Right now!

Kay: Wrap the rope around a tree!

Aram: It's too late now, they started. You just gave it to him and just jumped down!

Stephen: I just start laughing.

Doug: I mean the idea is that we've gone [unintelligible] to help this little girl

Stephen:

Torrivic: Wait Phryane watch this he's gonna go over too!

Doug: And they're like–

Aram: They're walking up

Doug: So I assumed this is the resources we have–

Stephen: We're not walking, we've stopped.

Doug: –so yes, i start addressing the–

Michael: Alright 10 minus 1 is 9.

Aram: Okay no, so you fall, so–

Kay: Bye Dorro.

Aram: –you start climbing and he falls onto his knees and I need a dex save from you.

Stephen: I see this and go

Torrvic: Aw shit.

Aram: Yup.

Stephen: And run over as fast as I can, well, waddle.

Doug: 13.

Aram: 13 plus?

Doug: 13.

Aram: Okay you hit the side, let go with one hand, and are barely gripping on with one. I need a strength save.

[dice rolling]

Aram: You cling on.

Stephen: I see this happening, I run over, and I grab the rope.

Aram: Strength.

Stephen: Uhhhh

Kay: Natural 20.

Stephen: Oh natural 20.

Aram: That's fine.

Stephen: I rip the turtle–

Aram: Grab on with one hand, he's like, "I gotcha!" Alright.

Stephen:

Torrvic: You owe me a beer, asshole.

Aram: Alright. So you are holding the rope, you are kinda holding the rope as well, you are lowering yourself to a turtle, alright. Just give me a climb check, which I guess is just a straight dex.

[dice roll]

Doug: 7.

Aram: Well, you fall.

Stephen: Again.

Doug: Okay.

Aram: It's not a knotted rope so you literally like start to climb down and I guess just, just slip, or you were trying to move yourself back around and just became like, confused, and you fall. So roll a dex save to hit the ledge.

Doug: Okay. [dice roll] 17.

Aram: Okay so you fall but you're not that far from it so you're able to kinda "urgh!" and you're gripping onto the edge of the ledge and the turtle is rolling back and forth right in front of you.

Doug: I grab the turtle!

Aram: Wait wait wait, what are the rest of you doing?

Kay:

Phryane: Dorro, are you alright?

Doug:

Dorro: I–

Kay:

Phryane: And this is why you think before you act.

Stephen: I'm still holding onto the rope–

Doug:

Dorro: just, it, turtle!

Stephen: –just kinda getting angrier and angrier by the minute.

Kay:

Phryane: Just wrap it, just wrap it around a tree, that will make you feel better. Dorro, why don't you just nudge the turtle–

Doug:

Dorro: Don't! Don't worry little girl I'll save, save your, dyeeh, turtle!

Michael: All right well I distract the girl so she won't watch as Dorro decides to do something–

Aram: “There there little girl.”

Michael: -a little, strange.

Aram: Right okay, so she's like–

Michael: So I turn her around.

Xion: Don't look, don't look.

Aram:

Ella: I'm just so scared mister.

Michael:

Xion: You just have to close your eyes believe, and Oliver will be fine.

Aram:

Ella: Oliver has to be okay!

Kay: You know, I'm looking around for another turtle,

Stephen: Oliver's probably going to die.

Kay: 'cause she probably won't tell the difference.

Aram: Oh wow. Wow!

Michael: Look, it's Oliver.

Aram: Look it's Oliver the second, stop crying!

[transition music– Celtic Impulse, Kevin MacLeod]

Aram: You notice three people walking up on you guys, and they don't look like the friendliest sort, and then behind them there's a couple other people who have bows who are just kinda–

Stephen: What's with people with bows who don't like us?

Aram: –about, maybe 50 feet back, and

Kay: How are they dressed?

Aram:

Person: How's it going?

Aram: They're dressed like bandits are dressed. That's what you would assume. From your position you would look at these people and go "bandits." You know what I mean?

Kay:

Phryane: We could actually really use your assistance. We have–

Aram:

Person: Yeah!

Kay:

Phryane: –great disaster below.

Aram:

Person: We would love to help you, as soon as you give us everything you have.

Stephen: I turn to him and look at him and say,

Torrivic: Wait a minute! We've got one of your own down here we're trying to help him out.

[bows being drawn]

Aram:

Person: You're going to have to give us everything you own.

Aram: So now they're out–

Stephen: So I yank the rope and get Dorro up.

Aram: Okay hang on.

Stephen: Fuck the turtle.

Aram: Let's go into initiative.

[dice rolling]

Michael: In that case I'm going to, uh, move in front of the girl. Attack with my bow-staff.

Kay: Oh you do wanna hit someone with your stick.

Aram: Also I bet, and I'm just taking a guess here, you're trying not to reveal yourself, correct?

Michael: That's right.

Aram: Yup.

Michael: I don't want to shoot a Magic Missile at these people.

Aram: Yup.

Michael: 19!

Aram: Oooh!

Stephen: You finally hit!

Aram: That does!

Kay: You hit someone with your stick!

Stephen: Let's make it know that you hit something before I ever did.

Doug: Still gotta roll the damage roll, could be a 1.

Aram: It's true.

Doug: Just hang on.

Aram: 1-die-6,

Doug: I hit him! For one.

Aram: 1-die-6 minus 1.

Michael: Plus 1.

Aram: No minus 1 because–

Michael: I know but minus 1 plus 1 equals 0.

Aram: Why is there a plus– oh 'cause it's a plus 1–

Michael: Plus 1

Aram: 'cause it's a magical quarterstaff! Right! [ding]

Doug: A magic staff!

Michael: So I will definitely hit something for the very first time! Since I–

Stephen: I’ve only hit one thing.

Michael: I rolled a 6!

Aram: So you just, you just crack him. Try not to hit the microphones. You just crack him. Whoonk, knocked him right out.

Stephen:

Torrvic: Dorro they have ale, sorry, hang on.

Stephen: I drop the rope, draw the hammer, and go after–

Aram: All right. So you drop the rope and I assume just go straight forward, correct?

Stephen: Yup.

Aram: Gotcha.

Stephen: Rage. Withdrawals rage.

Aram: Question before you deal damage: are you doing lethal damage?

Stephen: No.

Aram: Okay.

Stephen: I never do, I’ll never do–

Aram: That’s kinda what I figured you guys were doing, I just wanted to make sure.

Stephen: Unless, unless, they’re undead–

Kay: I have no problem with dealing lethal damage–

Stephen: –or dark.

Kay: –if required.

Aram: I know you don't.

Michael: For her, yes, but for both Torrvic and I, like assume that whenever I'm hitting with my stick, unless I say otherwise, I continue to–

Aram: That's what I assume.

Kay: If needs must. Plus they're bandits! Ruining Turtlefest.

Aram: As Torrvic charges forward, there is a weird light that kind of appears behind his eyes, kinda like a greenish-yellow glow, very similar to those cat's eyes you saw right after he got out of the cocoon, and he just charges forward with a rage you haven't seen before.

[drum music– Black Bird, Kevin MacLeod]

Aram: *Wham*, right, and just kind of lays into him and you see a huge burst of light, on, into a ball. There's a dent in his breastplate where he hit him, boom, and the other one is like "woah, woah" so all of them are starting to back the fuck off. I need Perception rolls from the rest of you because we're out of initiative at this second

Stephen: Uh, 10

Kay: I have a 15

Michael: Nineteen plus one is 20

Aram: You definitely see her. She has run, the little girl ran to grab the rope, she tripped and is going over the edge. I need a DEX save from you, Michael

Michael: From me? Why me?

Kay: You're the only one who saw

Doug: You don't get to pick the best player to do the DEX save, sorry

Aram: He's also the one right--

Michael: A 1. Sorry little girl

Doug: Don't fall off the cliff

Aram: You go to grab her--

Kay: Guess he'll be reunited with Oliver

Aram: --and you aren't ready. You both go over the cliff together

Michael: Shit

Aram: So both of them just fell, the bandits saw that, we're now back in initiative so we gotta reroll initiative

Michael: Alright, first to act is Torrvic

Aram: So you just saw both the girl and him go over the edge

Stephen: I look to those three and I say

Torrvic: You see what I've done to your leader? Do ya want some more? Do ya want some more?

Aram: That's a good question, do they want some more. [roll] Ooh, they want--

Stephen: No, they don't

Aram: What did you roll?

Doug: He rolled a 20

Stephen: A fucking 20!

Aram: Oh, they don't want some more

Stephen: They don't want none of this shit.

Aram: They actually are now backing off. The bows have been lowered, they're backing off. We can now consider ourselves back out of initiative, well done

Michael: I'm going to try to grab the side of the wall and save myself

Aram: Okay, I want a Dexterity save

Stephen: Is the rope still up there or has it gone over too?

Kay: No

Aram: The rope has now gone over, she's holding it and falling, that is what has happened

Michael: 13

Aram: 13 is enough, I need a Strength to see if you can hold on though. Nope, so you grab with your fingers and you just start tumbling. The little girl, unless she rolls really well [rolls] no, she's falling too. Uh, Dorro, you're right there, so what are you gonna do, they're both falling, like one's falling on this side and one's falling on this side of you. What are you gonna do?

Doug: I want to right the turtle as I let go, grab the rope, and fall towards him to grab him

Aram: Okay, that's one too many, you can't right the turtle. You can have the rope and push off and try and grab Michael. [dice] Did you roll a natural 20?

Doug: Natural 20

Aram: As you leap off the thing with the rope in one hand and as you're going to grab him, you realize the rope is extended farther than it should be

and you do two quick tugs, and you wrap both arms around him, and she's coming towards you at a faster speed

Doug: Oh yeah, and the rope pulls her up!

Aram: Roll to grab, roll to see if you can grab her leg as well

Doug: That's, uh, 18

Aram: Yes

Doug: Oh my god

Aram: So you, just two little tugs on the rope in midair, you grab Xion, you're tumbling around and you, *boom*, grab her leg as well. You rolled to see if you can teleport and it said yes?

Doug: No. [laughter]

Aram: Okay, you're gonna have one more try. You're falling further, there's three of them falling, you can only get one spell off. Which one do you cast it on?

Kay: Well, he's holding both the girl and Xion, right?

Aram: What's the weight limit on *feather fall* though? It's Strength checks for him for holding both

Kay: Choose- no, I can choose up to five falling creatures within range-

Aram: Fucking *kidding* me!

Stephen: That's gotta be a level two spell.

Aram: *Jesus* did they change that spell!

Doug: It's a *net*?

Kay: No, first level!

Aram: Okay, no, well that's perfect then!

Kay: Choose up to five falling creatures within range-

Doug: You could cast that on falling *rocks*-

Stephen: Wait, are you doing- are you doing the material needs for it?

Aram: What are the material needs for it?

Stephen: An actual feather.

Aram: Let's assume that Hagint would have given her one. Yeah, Hagint would have definitely given you a feather.

Kay: Plus I grabbed a boa.

Aram: [laughs] Right, exactly. Right, 'cause you have a feather boa and you can just pluck one out-

Stephen: Just plucks it right off. [Aram laughs]

Aram: Okay, so, you literally just-

Doug: Do I roll spell components?

Aram: As everyone else [laughter]- as everyone else is freaking the fuck out, she's just like, "guys, really, we've got this", and just waves a hand, and all of you *whoomph*, and now you're just slowly falling. Would you like to try and teleport again?

Doug:

Dorro: Ah, ahh, ah... Right, magic. That's gonna take getting used to.

Aram: And the turtle is falling off the ledge.

Doug: I go after the turtle.

Aram: Alright, what are you gonna do?

Doug: I teleport towards the turtle to try to reach and grab him as he's falling.

Aram: Alright, can you 'port?

Doug: [dice roll] Yes.

Aram: [high pitched whoosh] Yes, *voom, voom*, right there, grab him, dex?

Doug: [dice roll] 11.

Aram: Eh, that's enough. It's a big round thing. Okay, you've got the turtle in your arms. As you're floating down, the turtle is pulled completely inside its shell, and it kinda looks out, and it looks out, and it looks out, and it looks at you, and it leans its neck *all* the way forward, and it nibbles really gently on your nose. [Dorro yells] and then pulls back.

Doug: I giggle on my way down.

Aram: Yeah so you're about 250 feet down now.

Michael: How long is that rope?

Aram: The rope can get 150 feet long.

Doug: I recoil the rope.

Aram: Right? And the little girl's like,

Ella: I was so worried, don't do that to me again! You have to win first place in this contest so I can buy the medicine for father.

Doug:

Dorro: You don't happen to live around here, you don't happen to know—

Aram:

Ella: My name is Ella.

Doug:

Dorro: Nice to meet you Ella, my name is Dorro!

Aram:

Ella: His name is Oliver.

Doug:

Dorro: Nice to meet you Oliver!

Aram:

Ella: And he thanks you very much mister Dorro for saving him.

Doug:

Dorro: I'm assuming you live around here. Do you know a way towards the village we were heading towards? I think it was Turtle Bay?

Aram:

Ella: I'm headed to Turtle Bay! I'm gonna enter Oliver in the Best Turtle contest and he's gonna win so I can buy medicine so my father feels better.

Doug:

Dorro: So do you think that maybe you could lead us back to the village?

Aram:

Ella: If we walk along the coast we can get there! Oliver likes the beach.

Michael: And we walk in two groups, one below, one above.

Aram: The road gets closer and closer to the coast anyway, so this actually works out fine. And they eventually, about I'd say about ten minutes outside of town, it gets to the point where you guys can just clamber back up to the road.

Kay:

Phryane: What kind of medicine does your father need, child?

Aram: He, oh god I don't know the exact medicine, it's not one that you have though. It's this certain–

Kay: You don't know that it's not one that I have. I have a lot of things–

Aram: No but as a dm I know that it's not one that you have because I wrote it that way.

Kay: So that it's convenient to you and not me.

Aram: But she needs 25 gold. She needs 25 gold to win this contest to buy this medicine that she needs, 'cause her father is ill.

Kay: I mean I have some–

Aram: A loaded 11 years old.

Kay: I have some things that I need to take care of with my money, but I need to see how much it costs, but you know, if, we'll see how the contest goes, and I'll probably help her out if it goes poorly.

Aram: Oliver is, as far as you can tell, a fairly exceptional turtle.

[laughter]

Michael: Very nice.

Stephen: As turtles go.

Doug: In all your years of turtle judging.

[transition music– The Snow Queen, Kevin MacLeod]

Michael: Very well, we make our way to Turtle Bay.

Aram: And the whole way, she is, she is like,

Ella: I love Turtlefest and every year I go and they have the most amazing food,

Aram: And she's just like, holding your hand the whole way.

Doug:

Dorro: And what kind of food's there?

Aram:

Ella: And they have turtle soups and turtle steaks and–

Doug: To reverberate it, it's like two children talking to each other, like,

Dorro: What kind of turtles are there and what kind of soup is there–

Aram:

Ella: They have 17 kinds of–

Doug:

Dorro: –and are there booths or rides to they have tickets what kind of animals are there do you get to ride them do you get to pet them?

Aram:

Ella: There's ponies dressed as turtles and you get to pet them and you get to ride them and there's three kinds of turtle soup and it's the best kind of turtle soup, but you've never had turtle–

Doug:

Dorro: Which kind of turtle soup is the best though?

Aram:

Ella: All the kinds of turtle soup are the best!

Stephen: And I'm just–

Aram: Back and forth–

Stephen: –Angrier, and angrier...

Aram: –for half an hour.

Kay: God there are just so many reasons why I'm really happy I didn't fall off a cliff.

Stephen:

Torrvic: You had to give him that feather thing too, didn't you.

Kay:

Phryane: I know. Our lives would be just, so much easier.

Aram: As you enter the town of, as you approach the town of Turtle Bay, you are greeted with the sight of several Ani galleons offshore, with their crimson sails, you know, dressed along the sides with gold.

Kay:

Phryane: Now I think I know where we'll be staying tonight, gentlemen.

Aram: Exactly. There's also an elven ship from Ryland in the bay as well.

Michael: Do we notice any Kadarian vessels as we-

Aram: No, no Kadarian

Michael: -pass along.

Kay: No there's fun here.

Stephen: Torrvic could not give a shit, Torrvic could not give a shit less about any of that, he is just bee-lining it.

Aram: Now, as you guys are walking down the road-

Stephen: Just faster and faster away from you guys.

Aram: -you get to about where there's like, 6 wagons loaded up, and there is a stop point where there are soldiers basically talking to everyone as they go in. You see a couple people ahead of you, like, pulling out a sword or handing over a dagger as they're heading in to town. So it looks like they're checking for weapons.

Kay:

Phryane: Let me go first.

Stephen:

Torrvic: Walk with a limp.

Aram: They, so as, so it takes about ten minutes to go through this. But as you're going up you can easily tell who these guys are. They are The Order, it is a peacekeeping force that acts, that answers directly to the King of Brenus.

Kay: The King of Brenus,

Aram: Yes.

Kay: who is subject to the Emperor and Godking of Ani.

Doug: We're heading into a TSA line?

Kay: Mhm.

Aram: Yes.

Doug: For weapon's inspection?

Aram: Yeah, yeah. You're first, I assume?

Kay: I am first.

Aram:

Guard: Uh, excuse me gentlemen, you guys have to leave all your weapons here.

Kay:

Phryane: Oh I thought–

Aram:

Guard: Thank you very much.

Stephen:

Torrvic: Oh. Whatever. Here. I don't care. Take it.

Kay:

Phryane: We have diplomatic immunity, so—

Aram:

Guard: You do, but you'll leave your weapons here.

Kay:

Phryane: No, my diplomatic immunity, you don't have any right to go through my things.

Aram:

Guard: We understand ma'am, however, the King is here. You'll leave your weapons here.

Stephen: I just, I'm literally handing over everything.

Aram: There's different rules for today. You're absolutely right, but not while the King's here.

Kay: I mean, I've thrust everything into my diplomatic pouch, which he isn't allowed to look at.

Aram: And he will agree to that, he will not look in your diplomatic pouch. He will ask for your crossbow however.

Stephen: That doesn't fit in there.

Aram: I mean, it's still fairly big.

Kay: And that's fine.

Phryane: Look, guys, I can buy you all new weapons, it's fine.

Stephen:

Torrvic: Whatever. Go.

Aram: They don't ask for the staff. They don't ask for the staff.

Stephen: It looks like a walking stick.

Aram: It looks like a walking stick.

Stephen: They take my shield and my armor.

Doug: It probably looks shittier than that if it's just a branch of wood.

Aram: No, not your armor, but they will want the shield. Are you trying to hide your daggers?

Doug: I'm going to try *a* dagger.

Aram: Understood.

[dice rolls]

Aram: Dorro walks in with one dagger.

Michael: So I have a question—

Kay:

Phryane: So I'm sorry, what is your name?

Aram:

Denis: Denis.

[laughter]

Doug: Yeah! Denis and Randalf!

Kay: Denis of Brenus.

Aram:

Denis: I am Sir Denis McGenes of Brenus.

Kay:

Phryane: Alright Sir Denis McGenes of Brenus. Where are you keeping our things?

Aram:

Denis: Your things will be put into lockers.

Aram: There's like huge trunk locked boxes, they take your name, they lock everything up, they lock everything up.

Kay: Oh nonononono, I, I've already taken your name. So...

Aram:

Denis: Just so we know which one's yours. As soon as you want to leave, your things will be right here. Just come back to this check point, everything will be here.

[majestic horn music]

Aram: As you guys clear security you hear a blast of trumpets as the royal delegation from Ani enters the town square, lead by none other than King Jakub Kladio himself. He is dressed in full armor, shield strapped to his back, and dual longswords wrapped at his waist. Floating in midair as he glides along waving to the crowd. They love the king here. They are throwing rose petals above red and gold in front of him as he's coming.

Stephen: So he's using some sort of magic to?

Doug: But it's like a-

Aram: The King has got powers. Because of the, the, when the old, when the God of Man died, and passed on all of his armor and weapons and crown and everything.

Stephen: Right right right okay.

Aram: He is wearing multiple artifacts. So he has an unbelievable amount of power, which has basically risen him to demigod status.

Doug: Is this like a parade?

Aram: Oh yeah, yeah. There are, there's–

Doug: I would have ran up into the parade and joined the crowd and just–

Aram: No no no.

Doug: –of just random–

Aram: No you wouldn't have. There are guards around the edge of the crowd. No one's running into the square right now while the King's there.

Doug: Oh no! I was joining the rabble!

Kay:

Phryane: Uncle Jakub!

Aram: So as the King's floating along and you guys are running up I assume, and the little girl's running with you because she's excited too.

Ella: It's the King! It's the King!

Doug:

Dorro: Wow! Hey!

Aram: So he remembers you because–

Kay: Obviously.

Aram: –who would forget. And you see him just kind of do this, right, and go right back to waving. You, you immediately, and the rest of you while you're walking up, notice several guards coming towards you, and you hear,

Brannock: Hey Phrany! Phrany!

Kay:

Phryane: Hello!

Aram:

Brannock: Hey Phrany, hey what's up?

Aram: And Brannock comes out, dressed in his full uniform.

Doug: Brannock of the tiny-head tribe!

Kay: Brannock, I was going to say,

Phryane: Brannock your head looks a tiny as ever.

Aram:

Brannock: Uh listen the King wants you to come to his table.

Kay:

Phryane: He has the best ale.

Stephen:

Torrivic: Wherever we're going let's go.

Aram:

Brannock: Hey, it's good to see you, where've you been? It's a good party, you know there's gonna be a dance.

Kay:

Phryane: I'd heard rumors.

Aram:

Brannock: Well I just thought, you know, maybe like, we could go? I gotta go work, but it's good to see you.

Aram: And he gets back in line and you guys are being marched.

Michael:

Xion: So I guess you know that gentleman?

Kay: No, we are being politely escorted.

Aram: Escorted, yes. Yes yes, you're being politely escorted towards the inn. Let me just pull that up. On your left is a cemetery as you come into town, and on your right are various small houses and fishing shacks other parts that just kind of make it the downtown core of the city. You proceed into the town square with the Shellback Inn on your left and the trade ministry and kind of guild hall all in one building on the right. Torrivic if you wanna go do some armor stuff and pay your dues, that's where you wanna go. Just past the square are the town docks that feed into Turtle Bay, and

there's a private dock further on to the west. As the town meets a point off into the bay, the temple of Ius rise out, the one stone building in the whole town. There's a cut-out towards the main tower where you can see sky through it, and from where you're standing right now the sun is shining right through that cut out, and casting a long shadow in the shape of a crescent moon across the town square.

Aram: All right! And you guys enter and it is lovely. And they also ask you like, well, it's not dinner time yet, so they walk to the great hall and they give you official invitations.

Kay: Is this like an all-access pass to Turtlefest?

Aram: That's basically what you're being given. They are, they are kinda just like going over the rules with you.

Stephen: Yeah, dwarves gone wild!

Aram: "When the King walks in, stand," they don't need to tell you but they tell you guys. "When the King approaches your table, stand, you know. Don't start eating before he starts eating, don't lift a glass before he lifts a glass," dot dot dot, all right?

Stephen: Don't care don't care don't care don't care.

Aram: So this lasts about—

Doug: Should we just have a whole rolling battle of etiquette?

Aram: This last about—

Doug: Upon meeting the the King then, for 20 minutes.

Aram: This lasts about an hour, while they are are also taking your measurements, okay. However—

Doug: An hour?! Jesus!

Aram: However, they come through with flutes of wine as they're doing all this. [laughter]

Stephen: There's like ten flutes of wine for everybody.

Doug: Hey!

Stephen: I grab all of them-

Doug: Hey! Hey!

Stephen: -and just start-

Doug: Share!

Stephen: Chugchugchugchugchug.

Aram: The girl's with you and the turtle's-

Doug: Did she get measured, too?

Aram: Yeah! And she's like laughing, and they give her like, a little, like, apple juice or something, and she's sipping it and holding the turtle the whole time-

Doug: At one point, while this is all happening, I'm like,
Dororo: Ella, It's like you're part of the group now!

Kay: Yep.

Phryane: Ella-

Stephen: Oh God, can we not bring in the girl-

Doug: YES! No, the little girl comin' now! YEAH!

Kay: No, she has to get back to her sick father!

Doug: What? No way! He might die!

Kay:

Phryane: Ella, what's the-

Kay: So, these are Anian servants, right?

Aram: "He might die," what are you rooting for?! [laughter] They are servants, yes.

Doug: I want the girl to come with us!!

Stephen: Anarchy!

Kay:

Phryane: Ella, what's the name of the medicine your father needs?

Aram:

Ella: Oh!

Aram: And she says, "it's this plot device medicine". [laughter]

Kay:

Phryane: Oh, alright, excellent-

Doug: Plot device, shot A.

Kay:

Phryane: You over there. If you could just go fetch the plot device medicine, for me, that'd be great.

Aram:

Servant: We'll be right on top of that plot device, uh, medicine. No problem at all, ma'am.

Kay:

Phryane: Excellent, excellent, excellent. And-

Aram:

Servant: [shouting] Get the plot device medicine! Get it right now!

Stephen: We need two CCs of plot device medicine! [laughter]

Aram: That's exactly-

Stephen: Stat!

Aram:

Ella: I need mine to be green, because-

Aram: She knows that it's Turtle Fest, and-

Ella: Everyone to the Turtle Ball is supposed to wear green. And if you don't wear green, [conspiratorially] They can pinch you. Because pinching-

Doug:

Dorro: Ah! [Stephen laughs] Well, I'm gonna make sure to wear green, then!

Aram:

Ella: Yay! I'll be in green and you'll be in green and we'll all be in green!

Doug:

Dorro: Yep! We'll all be in green!

Stephen:

Torrivic: [resigned] I'll take a green suit.

Aram:

Ella: Yay!

Aram: Now, she's been brought her medicine, so she has it. But she still wants to win the contest.

Stephen:

Torrivic: Let's go win the contest, Ella. Come on!

Kay:

Phryane: Ella, don't wander off alone. You have your dad's medicine. Isn't he really sick doesn't he need it?

Michael:

Xion: Shouldn't you be uh, y'know-

Aram: God, that's a good fucking point. She's like,
Ella: Awww...

Michael:

Xion: We'll enter Oliver for you!

Aram:

Ella: Will you?

Doug:

Dorro: I will!

Aram:

Ella: Will you enter Oliver for me, because I have to get back to my dad-

Doug:

Dorro: I will absolutely enter your turtle.

Aram: [in Ella's voice] Because I'm a responsible kid and not an asshole so I'm gonna run back home-

Doug: This would have happened a long time ago, you're right! [inaudible shouting]

Kay: I'm just going to beckon for a servant,

Phryane: Can you escort her home, please?

Aram: Oh yeah, absolutely that can happen. Because she's a little girl and shouldn't be in the woods alone. So sure, yeah, absolutely.

Stephen: She shouldn't have her turtle by the fucking cliff.

Aram: Yeah. [laughter] There's a lot of things that shouldn't've happened.

Dorro: Yeah, what the fuck was going on there?

Michael: Yeah, we're kinda fucking with evolution, here. Y'know, this is like-
[laughter]

Aram: Okay, so Ella-

Kay: Wait wait wait, I feel a little badly, that Ella, who has been so excited for Turtle Fest- I mean, as long as I don't have to watch her-

Aram: But she's more excited about her dad being better. Y'know?

Kay: Yeah, but here's the thing- but, I mean, we can send servants to bring him the medicine.

Aram: Yeah, but she still wants to be with her *dad*. Like, you know, that's why she's here.

Kay: Off she goes!

Aram: But, she does run up to you and is like,
Ella: Will you put Oliver in the contest for me? I want him to win,
because he's really excited about it.

Stephen: What is the contest?

Aram: It's Best Turtle contest.

Doug:

Dorro: I'm gonna make sure your turtle wins this contest.

Stephen: Do we know what the rules for "Best Turtle" is?

Aram: Yeah, yeah!

Stephen: What are the, okay what are the rules ?

Aram: The rules go this way:

Stephen: 'Cause I want her to explain to me what-

Aram: Is Oliver alive and entered? He wins.

[laughter]

Aram: That's how my mechanics for Turtlefest work.

Kay: He is, after all, and exceptional turtle.

Aram: Yes he is, he's rather exceptional.

[festive transition music– Master of the Feast, Kevin MacLeod]

Stephen: To the side of me, like giving him a pep talk, and like, nodding, and then...

Aram: Yeah, yeah, I'm the best! I'm the best!

[epic music hummed]

Doug: Him turtle training! And he's like, slowly moving.

[laughter]

Doug: I should scope out the competition for Oliver.

Kay: For best turtle?

Doug: Yeah.

Aram: All right, okay, excellent.

Stephen: Oh god I know what you're going to do.

Aram: No that's outstanding!

Michael: Oh no.

Stephen: But I like it, I like it.

Aram: So here, got Oliver tucked under your arm, and you're going back to the registration area.

Doug: Oh yeah Oliver's with me the whole time!

Aram: Totally. Okay. So you're going back–

Doug: I carry him around like he's my briefcase.

Aram: There's a middle, kind of runway area where they're putting different turtles and the turtles are walking and they're giving them leaves for standing with their neck up and straight and you notice that you know, like their tail pointed out and like a proper little turtle pose and–

Doug: Dog show in turtle form.

Aram: Basically.

Doug: I stop Torrvic while we're coming up and I'm like,

Dorro: Listen.

Aram:

Clerk: Your name, sir.

Doug:

Dorro: Dorro Knott!

Aram:

Clerk: Dorro Knott. And your turtle's name?

Doug:

Dorro: Oliver!

Aram:

Clerk: Oliver Knott. Excellent.

Doug:

Dorro: Oh well, I mean, his last name isn't Knott, but I, I–

Aram:

Clerk: Oh is he adopted?

Doug:

Dorro: Well I'm his guardian!

Aram:

Clerk: Oh oh, you're entering a friend's turtle?

Doug:

Dorro: Exactly!

Aram:

Clerk: Friend turtle Oliver.

Doug:

Dorro: That's not a penalty, is it?

Aram:

Clerk: No no, of course not.

Aram: You are showered and dressed and wearing your very very fine outfits. I'm assuming you're going to wear the fine outfit they brought you. Pera seems to, Pera has clearly never worn anything like this ever, and–

Kay: Well 'cause he burns all his clothes off.

Aram: Well that, that is, that and he's a poor farmer, you know, so–

Michael: You did call him a peasant.

Aram: Yeah. I mean he's–

Stephen: You did call him a peasant.

Aram: Yeah he's–

Kay: He is.

Aram: He is clearly enjoying this a lot. And he is excited to see the King.

Kay: Anybody who's anyone doesn't show up until at least 8.

Aram:

Pera: I'm no one!

Stephen: Yeah, exactly! So we, me and him are just trudging, ready to go.

Aram: So the inn has been dressed up with emerald, you know, bunting and there's like, a big wooden turtle, and he's got a big huge happy face as you're walking in. It's all charming. It's nice, it's nice, it really put, what seems like, you know, they've gone above and beyond a bit to try and accommodate—

Kay: Put some rustic effort into it.

Aram: Yeah. There's like a emerald rug that leads into the inn, there's some little things they've done, they've lit all the candles, you know they've clearly dusted all the sills like everything's clean you know. They've gone the extra effort to look good for the King.

Stephen: Me and Pera are clearly out of place.

Aram: Well you guys don't look like you're out of place though. I mean, you guys, they, you were able to bathe, they trimmed up your beard, and—

Stephen: No they didn't touch the beard.

Aram: They didn't touch the beard. Haircut?

Stephen: Don't touch the beard.

Aram: Fair enough. Haircuts, everything. They gave you guys massages. You guys are looking pretty damn good actually, not like you just stumbled out of the woods.

Aram: Alright so you guys head in, and it is lovely. It's not particularly filled. There are basically in the open area they've just pushed all the tables back

into a moon shape where they are all dressed with emerald table cloths, and there are candles and there are plates and everything's set up but there's no food out yet. There is a main stage, kind of in a half moon against the wall, and then there are, there's like a bar, off to the side, and there are people setting up everything. The moment you walk up you are offered champagne and an assortment of meats and cheeses.

Aram: Pera is looking–

Kay:

Phryane: Cheers!

Stephen:

Torrvic: Cheers!

Aram: –a little tipsy. Pera's a little tipsy already.

Michael:

Xion: You're going to have to pace yourself, Pera.

Aram:

Pera: Okay.

Stephen:

Torrvic: Pera, Pera, we've got a long night of partying ahead.

Aram:

Pera: I'm in. I am in!

Aram: So you see the guy who went to get the ale kinda turn his, like that towards the stage. [Aram sings a few notes] And they start playing like–

Michael: Chamber orchestra.

[musical interlude– Brandenburg Concerto No. 4 in G BWV1049]

Aram: Yeah it's there's, there's just a little bit of background music lightly in the background. They weren't planning on playing this early, but there's people here, so, you know.

Michael: First to arrive, that means we are socially superior

[laughter]

Stephen:

Torrvic: Whatever

Kay: If things don't go horribly awry, presumably all of us have non-traditional lifespans

Aram: Right, that's a very fair thing to say

Michael: Here's the other thing I was about to say, If we are like, there have been mentions of godliness

Aram: You guys have hints of this but Aramil just kinda underlined it, he's like yeah, according to Hagint you're all attached to one of these planes of existence

Michael: And if that's the case, well, I won't believe that I'm a god until I don't have to shit and eat anymore

Aram: Or like someone asks you if you are one, then you say yes

Kay: But you still choose to eat cheese

Michael: Yes, but I choose

Aram: I don't need this, but I desire it. Bring me all the cheese, make my palace of cheese!

Doug: Xion's palace of cheese--

Stephen: I love cheese

Doug: --the best place ever

Aram: Only for a short period of time though, and then it would cease to be the best place ever

Michael: For a day

Doug: It was awesome for two days and then just

Aram: Who allowed this to happen? Take this away, this was foolish. You're all punished

Doug: Build me another palace of cheese, one that is fresh

Aram: Just build palaces next to each other every two days

Doug: Just move to the next palace

Kay: This one's muenster, this one's cheddar

Doug: My god, this sounds so amazing! I would eat my way through rooms

Kay: Who built the limburger, that would be unfortunate

[music– Brandenburg Concerto No. 4 in G]

Aram: You guys talk for a while and then there is a blast of trumpets [trumpets] and enters the king, walking this time, not floating. He steps in, he's dressed in very, very fine emerald garments and an emerald cape, he's about 6'2", 6'3", very dark skin, short-cropped hair, short on the sides as well, his hair is black, greying at his temples. He is accompanied on his left by his great-great-granddaughter, a princess of Ani and the next in line for the throne

Stephen: How old is the great-granddaughter

Aram: Uh, she looks like a little older than they would look, so maybe like eighteen, nineteen?

Godking: A toast, to fifty years of peace, may continue forever!

Michael: I pretend to drink

Aram:

Godking: Phryane, it's good to see you here, it's good to see at all

Kay:

Phryane: It's always good to see you, uncle Jakob

Aram:

Godking: Your father is quite concerned

Kay:

Phryane: I am looking forward to reuniting with my father, I think there are things we need to talk about

Aram:

Godking: I'm sure he'd love to see you. Why don't you return with us? Your friends?

Kay:

Phryane: My traveling companions

Aram:

Godking: They may return with us as well. Welcome to Turtlefest gentlemen

Stephen:

Torrivic: Turtlefest!

Michael:

Xion: Turtlefest! Thank you, your majesty.

Aram: Now, you know him fairly well. Enough that, you know, he's not someone who hangs out a lot with people, but he always seems to like kids, so especially when you were younger he really just loved playing with you guys and you would hang out. And you were always, like, never really a child. You were always kind of like very very proper even when you were the equivalent of, like, ten or eleven, so while everyone else was running and playing with hoops and whatever, you would just be sitting and reading and

he would just kind of join you and you guys would talk, and that's kinda how this bond began. So this is kinda very familiar for you two.

Doug: Aww, Phryane was a little bookworm, that's kind of adorable, the king like sorta taking to this elf while she's, like, learning and stuff.

Aram: Totally

Doug: So cute

Aram: Well she was such a different little elf, I mean who wouldn't be just charmed by her, you know.

Doug: I just picture all the elves, actually, is that racist? staying inside and reading all the time

Michael: Yup, that's racist

Aram: All the high elves

Doug: I would be more interested in the elf that's running around playing soccer right now, what the hell is this? "I wanna be a berserker" Wow, cool!

Kay: No, most of them like nature and outside and pretty things.

Aram: Yeah, even the high elves really like nature and that kind of aesthetic and they even incorporate it into their stone and everything else, but no, you were like "No, this is just fine"

Stephen: The high elves are like nature at a distance, they enjoy like--

Aram: No no, they have huge gardens, they love it, they're about controlled nature, while as the wild elves are about letting it do its thing, exactly, yeah

Doug: Well, the wild elves are into nature whereas high elves are into landscape architecture

Aram: Basically

[laughter]

Doug: Tiffany, just call her Tiffany. Tiffany is so awesome

Aram: No fucking way, she's not being called Tiffany, not a goddamn chance. S-I-R-E-N-A, as in siren, so Sirena

Doug: Sirena? Good luck with that one

Aram: That's going to be hard to say a bunch but I like it

Stephen: S-s-s-s-Samsonite

[rhythmical drum beating, light flute music, signifying re-entering gameplay]

Doug: I head out to the town, start heading towards places where there's congregations of people, I'd imagine, somewhere where there's drinking. You do a little thing called 'just testing the waters.' Basically you look at people who are doing shady things, you think someone's doing shady, you kinda thief's cant at them. If they thief's cant back to you, clearly they're a thief.

Aram: Perception

Doug: 12

Aram: That's actually enough.

Doug: That took like three seconds to add.

Aram: You're down at the, you know, in the market area for a while. There's basically a fish market on the docks, right on the docks, that is attracting a lot of people and there's also--

Doug: Which docks? There was two

Aram: There are two docks, not the uh, there's like a private docks up here and like the public docks down on the south

Doug: So not the private docks

Aram: No. And like between that, where the fish market is all the way up to the main guildhall is just tents and different people set up with stalls

Doug: So like an open-air market

Aram: Yeah. They're selling turtle trinkets and turtle shells and little turtle carvings and soap turtles and turtle turtle turtle and turtle soups, everything, all the way out

Doug: It's Turtlefest. I kinda want to buy like a souvenir or something

Aram: You want to buy something?

Stephen: Like a turtle hat

Kay: Buy? Buy a souvenir?

Aram: Yeah

Doug: Yeah, no I, no

Aram: He wouldn't steal from them, he's a very specific type of thief

Doug: Yeah, not this way. I wouldn't take this

Aram: Well there are turtle hats

Doug: I don't want a hat

Aram: And there are stuffed turtles and there are--

Doug: I want something I can kinda have for the rest of my adventure, like in our world a keychain-type thing would be really cool

Stephen: What are the things you get, with the turtle, it's like a turtle with this leash, like a little leash?

Aram: There are, okay hang on, there is one particular older woman--

Kay: I mean, they have keys there, you could totally get a key ring

Aram: --there is an older woman in one of the stalls, not nearly as adorned or as large as the others, and she is just quietly whittling away at turtle bone shell that she has cut up into pieces and she is just whittling tiny little turtles, one after the next

Doug: Has she, oh my god, so she's whittling turtle bone?

Aram: Yeah

Doug: Is any of this shit dice by any chance?

Aram: She has dice

Doug: Fuck yeah, that's exactly what I buy! I, in fact, go to her and say
Dorro: I would like to purchase your gambler's dice

Aram: She has a beautifully carved set of two dice, two six-sided dice, no, I'm sorry, five because they come in pairs of five for different dice games, so a set of five six-sided dice that have been carved out of tortoise shell and then inlaid with some sort of silver on where she's carved out the dots and inlaid them in.

Doug:
Dorro: Wow, oh my god

Aram: Very nicely done

Doug: How much?

Aram: Two gold

Doug: Two gold? I'm not even gonna mess around with you, you can have it, there you go

Aram: She's quite happy

Merchant: Oh, well thank you, young man. Thank you very much

Aram: As you're doing that, out of the corner of your eye you spot someone you know. There's a halfling there from your guild and you see him working one of the other stalls. His name is Griff Longfoot and you know him well

Doug: Griff! Griff is here?

Aram: Griff is here

Doug: I whistle to him in thieve's cant like in a way that would be like, "You've gotta be kidding," but like WTF

Aram: You whistle and he hears it and he perks right up and he looks over and he looks white as a ghost as he sees you and he moves to vanish into the crowd. So your Perception versus Stealth

Doug: I follow him!

Aram: [dice roll] He runs into the alley and you run after him and you're not sure which way he went and he's gone

[music– Brandenburg Concerto No. 4 in G]

Aram: Back into the party. You guys have been hanging out for a while and she, as much as you're trying, she clearly does not want to be here

Stephen: I feel like I would pick up on the fact that she doesn't want to be here so I kind of, you know, try to inch my way over, talk to her

Aram: I would say you guys are seated right next to each other

Kay: Is my, can I just lean over

Stephen:

Torrivic: Lass, you look like you don't want to be here anymore

Aram:

Sirena: I'm here because I must be here.

Stephen:

Torrivic: What're the chances of you and me gettin' on the way out of here and have some real fun.

Aram: She looks bemused and she turns to you and she's like

Sirena: What have you got in mind?

Stephen:

Torrivic: Have you ever been to a surf party?

Aram:

Sirena: Surf party? I have not. What is a surf party, my friend?

Stephen:

Torrivic: The ones lower than you, the ones you usually don't talk to?

Aram: Oh, a *serf* party, I thought you meant like in like

Michael: I thought so too

Doug: So was I, I was like, "Where are you going with this?"

Aram: Yeah, are we going to the 1950s? Where are you going? Oh

[bouncy music– Bushwick Tarentella, Kevin MacLeod]

Aram: She kinda looks this way and boom, she grabs your arm and she starts leading you right out the front. You see him go, that's fine

Michael: Well, yeah, I'm not doing anything because what am I, "Torrvic, don't take the princess"?

Aram:

Pera: I think--

Doug: Says Pera, drunk

Aram:

Pera: --Torrvic's going with the princess.

Michael:

Xion: Um, yeah, I see that Pera.

Aram:

Pera: Because I think that they're gonna go somewhere, so we should follow, we should follow them. I can make a light, we should follow them.

Michael:

Xion: You definitely shouldn't make a light.

Aram:

Pera: We should follow them and I'll show the way

Aram: She wants to dance

Stephen: She wants to dance?

Aram: She wants this kind of dancing, not that hoity-toity bullshit. She likes to jump around and stomp and be physical and this is exactly what she's into. And then she just reaches into her pocket and she just scatters about ten gold onto the counter

Sirena: Round for everyone!

[cheers, music– Celtic Impulse, Kevin MacLeod]

Doug: 'cause that's really weird that he would have been like, you know, "Oh, there's somebody I know, I recognize," and he knows and recognizes because he physically reacted.

Aram: Yes he did

Doug: And he ran away and vanished.

Aram: Yes he did. He is being very careful and he's good at what he does. You actually lose him once and have to kinda go back and you catch him again and you follow up and it takes about twenty minutes to get down towards the fish market but he is clearly going towards a boat, you guess, you're not sure but there's a lot of music and a lot of things picking up and

you're heading towards that right now. Like a big party it looks like, down by the docks

Doug: Fuck it, I whistle to Griff

Dorro: Griff! Griff! Wait, where are you going? Stop!

Aram: Okay, Griff hears you and then like turns like it looks like he's gonna bolt up the dock, what do you do?

Doug: Up the dock, onto the ship.

Aram: You're gonna just chase after him.

Doug: Yes! What is he doing?

Aram: Roll Athletics. Oh, god, my fucking 2s

Doug: A 10

Aram: Okay, he trips, he trips on the dock and he falls and he goes to get back up and you're on him. What do you do, do you tackle him?

Doug: Yeah, I stop, I would like to stop him.

Aram: Okay, roll to grab him, roll to grapple.

Doug: Ugh, 1

Kay: 1

Aram: Okay, yes, so you roll to grab him, he's like, "No, no no," and you both just trip and tumble right off the dock into like a very very shallow water below. And he splashes down and he,

Griff: Please Dorro, please, please!

Doug:

Dorro: Stop! What are you doing? Why are you running from me?
What is going on?

Aram:

Griff: I thought--

Doug:

Dorro: You thought what? What? What are you thinking? Please *tell* me what you're thinking

Aram:

Griff: Dorro they're all dead, every single one

Doug:

Dorro: Dead, who?

Aram:

Griff: They came and they killed all of us, man, they were looking for you.

Doug:

Dorro: Woah, slow down, slow down. Who is dead?

Aram:

Griff: The whole clan, man. They burned the place out. They're all dead.

Doug:

Dorro: The guild?

Aram:

Griff: They killed everyone, man.

Doug:

Dorro: The whole guild? The *whole* guild?

Aram:

Griff: They're all dead, dude, every single one is dead. Basso's dead, everyone is dead, they killed all of them.

Doug:

Dorro: How?

Aram:

Griff: I don't know, but I know it's the baron. He came for us, man, he burned the whole place out. They were looking for you, man. I like living, I like breathing, I'd like to go on continuing doing that, if we're cool?

Doug:

Dorro: Fine

Aram:

Griff: Alright man, see ya

Aram: And he's just [snap] gone.

Stephen: I'm [something] with a lesbian, so

Aram: This has not been a great start to Turtlefest

[dark music– Darkness is Coming, Kevin MacLeod]

Aram: So on that bit of a down note, thank you for joining us for episode 10 of Godsfall, chapter 1 of Turtle Bay. Next week we will be coming back for chapter 2 to close up the first half of season 1. We're then going on a one-month break so we can get caught up on the editing so we're not knocking these things out last-minute and so we can protect the quality of the product we've made so far.

Aram: So we're going to keep working through the break and when we get back we're gonna have a ton more content for you. But before we do that, make sure to come back next week for the second half of Turtle Bay. See you then.

[exit music]