

Godsfall: Divine and Conquer
Episode 006. The Runaways

Dungeon Master, NPCs, and Pera Rivers: Aram Vartian

Dorro Knott: Doug Horn

Phryane Tinueth: Kay

Xion Praeten: Michael Key

Torrvic Wildtongue: Stephen Hardos



TRANSCRIPT

[intro music– Beyond The Known, Voranski]

Aram: My name is Aram Vartian. I'm the Dungeon Master for Godsfall, a custom 5th Edition Dungeons and Dragons campaign in Washington, DC. In the previous podcasts, we've introduced the players one by one. And this week is our first week of live play all together at one table.

Aram: But before we get to that, we're gonna have a quick recap to remind you where the players have been so far.

[intro music swells and transitions into ambient music– Path of the Goblin King, Kevin MacLeod]

Aram: So, you found out that a deal is going down, a lot of gold was exchanged for this very, very small box, and that box ended up in one of LeFlure's warehouses.

Doug:

Dorro: He's gonna be super pissed when he finds out I took this. 'Cause look at this! He literally built a fucking room for this and its friends, wherever they are and whatever the fuck they do!

Aram: As you step into the room, you're on one side of this grand staircase that spills into this wide open octagonal room.

Kay: Pause, survey the room, pause, and then proceed down the stairs [Aram laughs] like a civilized elf.

Aram: He meets your staff with his shield [wooden thunk], blocks you kinda easily, and shoves you five feet back.

Fohsa: C'mon, Xion, c'mon! [two wooden thunks]

Michael: I'm gonna attempt to hit him. Even though I know I'm going to fail.

Aram: I'm gonna start you on the road to Port Bliss. And you can see two guys and what looks like a fox [fox cry] in a trap.

Stephen: Alright so I look at both of them and I say,
Torrvic: You two need to leave, right now.

Doug:

Dorro: Oh my God. There's three more! I wonder if he knows where they are? I wonder who would know what this is?

Kay: Sort of an iridescent, peacock, floor-length ball gown, something of a sheath-

Aram: Okay, [wooden thunk] you see a couple black stars, and he spins you around, but you're right back up. You might not be that strong, but you're tough.

Michael: I'll give it everything I got! [dice roll] And I roll a 1.

Aram:

Trader: Okay, alright.

Aram: And he kinda puts it back, and they kinda back off.

Stephen: That was unexpected, all right.

Aram: There was going to be a combat thing there but you bluffed the fuck out of them and they both rolled 2s, so that was it!

Doug: I look at the kid and go,

Dorro: Other way!

Doug: Like that. And whip out my caltrops and... [pfft]

Kay: - dancing slippers- sort of a diamonds on the soles of her shoes- not blue, that would be too bridesmaid matchy-matchy. Anything else would be overkill and tacky.

Michael: I try to rest and try to recuperate.

Aram: [thunder, wind, waves] You have dreams of a great storm and being washed out to sea, deeper and deeper to sea, and every time you reach for land it just feels like you get pushed further and further out to sea. And as

you look up, the last thing you see as you slide beneath the waters is a giant comet.

Doug: Why is there a vampire in the day? Also, is that a nightmare. It's a raptor-

Stephen: We got a raptor and a zombie [Aram chuckles]-

Doug: A raptor, a mummy, and a vampire are after us.

Stephen: I'd like to re-examine the CR for this encounter-

Aram:

Drunk Elf: Franny! Fren-fren.. Fren-eh-wee.

Kay:

Phryane: Fry-ah-nee.

Aram:

Drunk Elf: Of course, Phryane! Such a pleasure. Such a pleasure to see you here, at this place. As we are.

Kay: [Kay laughs] Alright. Well, I am already-

Aram:

Drunk Elf: Where are you going? [Aram laughs, Kay joins in]

Aram: She pulls out your father's seeker staff. It's glowing. She pulls it towards you and presses it against the side of your face. As she's doing so, it glows brighter and brighter. [static] When she touches you with it it makes a squealing noise as if you'd pressed metal against dry ice.

Aram: So you are on the deck, you are leaning out, and you are looking towards the city because you are very eager to be there. About a hundred feet off the shore, in the middle of the air, you see a flash of light that draws your eye. And as you're watching you see, out of thin air, a dwarf, a halfling, and a young human appear, who all tumble into the ocean about two hundred yards off the front of your ship.

[transition music– Duet Musette, Kevin MacLeod]

Aram: This is Dorro. That is just a holder. This is supposed to be a guard-

Kay: Yeah, because Dorro's got pretty big tits.

Doug: Thanks!

Aram: I know, right? This is a thug, this is Baron LeFlure, and this is some dude, that his name's Cyril but you don't know that yet because I slipped with his name. But this is a guy named Cyril. Now, they attacked- or they were chasing down Doug and the guy he broke out.

Kay: This was the thing in the box, right?

Aram: Correct, exactly. He stole it, he also found this kid locked up in a room there. So he freed the kid, stole the thing, and ran out with both of them and is being chased by Baron LeFlure and his men. When they came around this corner, they ran into him. Now, he had been travelling, and had stopped into Port Bliss, and he plays a dwarf named Torrivic.

Stephen: He ran into me.

Aram: That's true. Doug ran into you.

Stephen: He assaulted me [Doug laughs].

Aram: They got into a bit of a confrontation where they faced off against Baron LeFlure and his men, they started to lose, and all of a sudden they simply vanished from where they were [high-pitched tone] and appeared over the water, and plummeted into the bay. Which is exactly where you left off, and where you left off.

Kay: Okay, okay so there's a hobbit, a dwarf, and an urchin?

Aram: Yeah. Basically just appeared in the middle of the air, they fell ten feet into the water, [water splash] and they're swimming towards the docks.

Doug: When things started happening, I saw my aunt's boat, and pictured myself- so we would be swimming to my aunt's boat.

Aram: Yes, well there is a dock right there and her boat is there. So you are swimming to that dock. You see a boat at that dock, a smaller vessel, two sails. No, I'm sorry. A very *large* vessel, *you're* on the small, two-sailed vessel, right? So they are swimming towards-

Kay: My Uncle Dobos' herb yacht [Stephen laughs].

Aram: You are on Uncle Dobo's herb yacht, that's exactly what you are!
[Doug and Stephen laugh]

Kay: So he's on the larger ship?

Aram: No.

Michael: I've been hiding away on the same ship as you.

Kay: Oh.

Michael: Inside of a closet in Dobos'.

Doug: Not that you know that, though, because you asked if anyone was on the boat and they didn't tell you that.

Kay: Even though... yeah.

Aram: He lied to you.

Stephen: I kind of regret listening to the podcast now 'cause I feel like I know too much.

Aram: It's fine because player knowledge vs. character knowledge.

Stephen: Yeah.

Doug: Yeah, good acting who cares.

Aram: He lied to you and because you weren't stating where you were trying to see if he was lying, I rolled a die for you, so you didn't tell, you didn't know he was lying, or you weren't suspicious of him lying, but he lied straight to your face.

Michael: So if you're specifically suspicious of somebody lying, you say, "Is he lying?" and then you would roll perception to see if they're lying [affirmative ding].

Aram: If you don't say it and I know he's lying, I'll roll it for you, it's a different number, and then just tell you if you think he's lying or not, but if you don't know I just won't say anything so you're not tipped off on what's happening [ding].

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

Aram: You're in the middle of water, [finger snap] you see the hobbit, do you tell him what you're doing or do you just start swimming towards the boat?

Doug: Well, okay, so we land in the water, last thing you said was that-

Aram: You rolled your swim checks and you made them.

Stephen: I grab the kid because I obviously see him struggling.

Doug: That's where I'm heading, I actually have pretty good athletics too, so I was actually going to help you-

Stephen: Okay.

Doug: -grab this kid-

Aram: That's perfect, you're working together.

Doug: I imagine the two of us could help this kid who's broken his arm to swim. Jesus. So, fuck it, NPCs, [deep voice] *NPCs*.

Aram: A halfling and a dwarf. It would make sense for both a halfling and a dwarf to help a human-sized person out of the water, that would kinda make sense.

Stephen: I'd imagine he's smaller though, he's probably a little bit smaller than me.

Aram: He is small. You could've handled–

Doug: I will automatically start trying to–

Stephen: Look down to halfling size.

Doug: -kinda like, pulling both of them towards, I mean we're nearer this ship, probably going to get on that ship–

Aram: This is the closest dock.

Doug: –I'm also like pulling us towards that so you can all get the idea, we're going to that ship.

Aram: Perfect. Okay while they're doing that, and you see this happening, do either of you do anything?

Kay: So how far away from me, and they're moving away from me?

Aram: They're moving away from you, your ship is pulling into a dock nearby, so you're moving faster, obviously. By the time they get to that dock, you'll probably just be approaching yours, maybe two down.

Stephen: Did they see us just appear out of nowhere?

Aram: Literally appear out of the middle of the air and plummet to the water. Well they did, because they rolled their checks.

Kay: But distance-wise like they're not close enough for me to, like, throw a rope.

Aram: Oh, no, definitely not. No no no. They're closer to the docks than they are your boat. They'll be to the docks before your boat gets close enough to toss a rope.

Kay: Okay, well, then there's nothing I can do. I'm not flinging myself off the boat to go swim after them.

Aram: Fair enough.

[laughter]

Kay: Let's not be ridiculous. And if this ship is moving that quickly I couldn't, like, deploy a sailor to take a rowboat to fetch them.

Aram: No, definitely not, you'll get, no they will get to those docks. And they don't seem to be, they seem to be struggling a little bit, but they'll get to those docks.

Kay: Okay, well then I guess I might just ask, I don't know, whomever is nearest to me uh,

Phryane: Did you see anyone just fall out of the sky and plummet into the water?

Aram: [dice roll]

Sailor: What?

[light transition music– Thatched Villagers, Kevin MacLeod]

Michael: I start gathering up all my stuff and putting it into my pack and putting on my cloak because I'm going to have to make a speedy exit probably pretty soon, and the fact that they did this just makes more trouble for me. I don't want anybody to see me or notice me.

Aram: You've been studying magic.

Michael: It's true [dice roll] so 20.

Aram: From what you've read, looks like teleportation.

Michael: And that hasn't been around for a hundred years or so.

Aram: It hasn't worked for 98 years. There are permanent magic items that still work. All of the magic items that had to transport something, whether it was a person, whether it was a message, anything that had to move through a distance stopped functioning, whether they're permanent or not. So there has been no teleportation magic at all in 98 years.

Michael: Well I would find that fascinating, but-

Aram: I imagine.

Michael: -but I'm stuck where I am, so I guess just have a look at them, see if I can be able to recognize them later as I was running away, you know, see what they're wearing, what are they, all that kind of stuff.

Aram: Dwarf, human, halfling, you get a pretty good idea of what they look like.

Michael: Okay.

Aram: All right. You kinda turn and the guy's like,
Sailor: What?

Aram: And he kinda looks and he sees the three people swimming like,
Sailor: Did they fall off the dock?

Kay:

Phryane: I'm not sure where they came from. Do you know who owns the ship in that slip?

Aram:

Sailor: Ah, yes I do.

Aram: And if I can look up the name I'll tell you right now. And that ship is The *Falling Star*, and he knows the captain well. The captain is Selena Longriver, a halfling.

Michael: Longliver.

Kay: The halfling.

Stephen: I actually wrote Longliver, goddamnit.

[laughter]

Doug: Yes!

Kay:

Phryane: All right, how long until we get to the dock?

Aram:

Sailor: We'll be there within minutes, ma'am.

Kay:

Phryane: Within minutes, all right well you can fetch my things for me then.

Aram:

Sailor: Of course.

Aram: And they start bringing– you're not getting off here, you don't want all your things, right? Because the boat's not–

Kay: This is not–

Aram: This is Port Bliss.

Doug: Yeah, this is like a stop on your–

Aram: You're on your way to the Bluffs, so you got one more stop, yet.

Kay: How long are we going to be here?

Aram: Just for a night.

Kay: Just for a night?

Aram: You have to take on and drop off cargo.

Kay: Okay. I am going to just make sure I have my papers and my money.

Aram: Oh, that's never left your side.

Kay: Well, of course, but let's just be... absolutely clear.

Aram: All of your papers, all of your money. Everything's right there.

Kay: Alright. [Kay laughs]

Michael: Well, if nobody comes for me, the door's locked from the outside, to begin with.

Aram: Correct.

Michael: And this was supposed to be my final stop?

Aram: Well, the boat hasn't stopped yet. And no, you're going on to Tael's Bay. So-

Doug: Does he know that this is a stopover?

Aram: Well, he- I mean I guess I didn't tell him exactly where he is- No, you wouldn't know-

Doug: Maybe this is where you're supposed to get off.

Aram: Roll to see if you recognize Port Bliss. Just give me a straight intelligence roll.

Michael: What happened to that box?

Aram: Did I pick it up?

Kay: Probably. You do like to pick up small objects. [dice roll]

Aram: I do. Yeah, I'm like a magpie.

Michael: What am I rolling?

Aram: Straight intelligence.

Michael: So, 13.

Aram: It's a very recognizable town. So yeah, you know that you're not coming into Tael's Bay right now. And that makes sense, 'cause you looked at a map, and there's no way you would've made the distance by now. It's at least another two weeks.

Michael: Oh. Well, then-

Doug: He doesn't do all that stuff [laughter].

Michael: I guess I grab some cheese.

Aram: Alright, fair enough. Hold right there for a second. You guys have drug yourselves up onto the dock, and hoisted the others up, and you're all kind of [panting]-

Doug: I assist him into coming back up onto the dock.

Aram: Okay.

Doug: I give him a hand-

Stephen: I pull you in! I weigh 180 pounds, so-

Doug: Well- oh, no you're not wearing your armor! You're still in your drinking garb-

Stephen: I'm naturally-

Aram: He's a big guy. He's a big dwarf-

Stephen: Have you seen the picture?

Doug: I'm not a pushover. I have-

Aram: You do have 12 strength.

Doug: I have twelve strength! Okay? I'm a porter!

Aram: Yeah, yeah, fair enough. He is a strong guy.

Stephen: And I show noticeable surprise [Doug cackles] at the ability of a halfling to-

Doug: So I help the dwarf up. And I'm like,
Dorro: Alright, stop. Who are you, now?

Stephen:
Torrvic: I should ask you the same question! You ran into me and I went in the water!

Doug: I look at the boy.
Dorro: Are you okay?

Aram:
Pera: No... no.

Doug:
Dorro: Oh for god's sake! Everyone onto my aunt's ship, now!

Stephen:
Torrvic: What in the heck is going on?

Doug: As I'm looking around, trying to- is Baron LeFlure, are any of Baron LeFlure's-?

Aram: Spot.

Doug: ...greasy monkey men around?

Aram: Sorry, not spot. God damn it. [buzzer] Could I have a perception, please? [ding]

Doug: Uh, 15.

Aram: Yeah, you spot a couple torches, and... [dice roll]

Doug: When you say I spot a couple torches, how far away are they?

Aram: You guys are on the dock. We're talking about... maybe a mile into the city, more in the center prime. But-

Doug: Past "docks district?"

Aram: Yeah, it all kinda starts to rise up. So you can see-

Doug: 'Cause it's uphill.

Aram: Yeah you just spot 'em.

Doug: But it's way up there.

Aram: I wouldn't say it's a mile, about half a mile actually, and you see a couple torches go up. [whoosh of fire] You're pretty sure it's him, he's a little bit far, but there's a couple men with torches and dogs. [barking] So you're assuming that's them looking for you.

Doug: My next objective is to send a message back to my guild [writing], that Baron LeFlure's men are looking for me with dogs, and will follow me to the hideout.

Aram: Roll me a perception?

Doug: [dice roll] 11.

Aram: Okay. You see a kid, you know him. He pulls a lot of cons. You don't like this kid. But he's the only one around you know. You could give him the message.

Doug: Does he recognize me?

Aram: He sees you.

Doug: I wave him over.

Aram:

Kid: Wassup Dorro?

[laughter]

Stephen: “`Sup brah?”

Aram: It’s not gonna be “sup Dorro,” don’t worry.

Doug: What’s his name? Do I know his name? [Aram hesitates] Oh! On the spot!

Aram: I guess. God damn it.

Michael: Giblets!

Doug: There you go! Giblets!

Stephen: Giblets! That’s his nickname.

Doug: Look, I can generate `em too. Randolph.

Aram: No we can’t call him Randolph, for god’s sake, it’s gotta be a proper name.

Doug: Ted!

Stephen: [nasally voice] “It’s gotta be fantasy, damn it!”

Doug and Kay: How is Randolph not a proper name?

Doug: Yeah no I was just gonna skip it, but–

Aram: It is a *proper* name, it’s just not–

Michael: Let’s just go with Randolph, I like Randolph.

Aram: Fucking hell. Fine. The kid’s name is Randolph.

Doug: Ye-yeah! What's up, Randolph?

Michael: Okay, look out for Randolph. That's very important by the way.

Aram: He goes by Randy. You can have him go by Randy.

Doug:

Dorro: Listen very carefully Randolph. I've got a whole gold piece-

Doug: As I hold it out in front of him to see it.

Aram: Okay. His attitude just changed.

Doug: I say,

Dorro: I've got a whole gold piece for you to send a message.

Doug: And then, as I take out *another gold piece*, I say,

Dorro: If you deliver this message, and I have deemed you have delivered it correctly, you will get the *second* gold piece. For two gold pieces Randolph, will you send a message to my guild?

Aram:

Randolph: You got a deal.

Doug:

Dorro: Alright!

Doug: And I relay the message, I pay him his fee, he runs away.

Aram: No kid's gonna say no to a gold piece, damn.

Doug: Not to *two* of 'em.

[light transition music- Master of the Feast, Kevin MacLeod]

Aram: Boat's pulling in now. So you guys are pulling in, there's ropes being hurled up to it, there's guys grabbing it and tying it around chocks and, they're bringing the boat to a halt alongside the dock. The door opens. [door opening] And he kinda leans in- perception.

Kay: Oh, which one of my *cursed*-

Aram: I know, right?

Kay: –cursed will I use?

Aram: [clapping] C'mon Kay, roll your one!

Stephen: I was cringing the entire time-

Kay: [dice roll] 9! Plus... 3 for 12?

Aram: Okay, hang on, hang on-

Doug: How many d20s do you have?

Kay: [dice roll] I have 3.

Doug: So set that one aside. If it goes under twelve, don't use it again until you use the next one [ding].

Aram: So Uncle Dobos is slyer than he looks, so you don't notice anything, sadly. But he kind of opens the door, and he's like,

Dobos: We're in Port Bliss. We'll be here for the night. You need anything?

Michael:

Xion: Not really. But, why don't I just stay here?

Aram:

Dobos: You can, or you can come out.

Michael:

Xion: I think I'm gonna stay here.

Aram:

Dobos: Okay.

Aram: And he closes the door. He does not lock it this time. He just closes it.

Michael: I don't want even my mother to know where I stop off.

Aram: Understood. Alright, what are you doing?

Kay: Okay, so I haven't noticed him opening the door–

Aram: No, you haven't noticed that.

Kay: Because of my cursed–

Aram: Because of your cursed– well, you were distracted. People appeared in the middle of nowhere–

Doug: They're both on the same– are they both, like, below decks, or something on the ship?

Aram: She was on the deck, and his cabin is almost, like, right off the deck, so that's why she didn't notice him.

Michael: Well, she'll get a second chance now–

Doug: Oh it's like a navigator's cabin–

Aram: It's not even a cabin, it's like a small little–

Michael: Well, since my stuff has been gathered up and whatnot, I'm now going to try to make a sneaky exit. And get off of this boat and try– because it's docked now, right?

Aram: Yeah! What are you going to do?

Michael: I'm going to try–

Aram: Are you just gonna run for it?

Michael: –try to make a, yeah, a quick exit so that I can just get off, away from all of this.

Aram: So you're leaving your mom's plan, and going– alright! Okay, okay, I want you to roll–

Michael: Because I don't want to put her in any more danger. Even if I will never get another message from her again.

Aram: Okay, I want you to roll stealth, and I want you to roll perception.

Doug: It's a very honorable thing to protect your mom like that.

Aram: It is a very honorable thing.

Stephen: [jokingly] I love you, Mama!

Aram: You're a good, young, kid. Can you roll me a perception? It's gonna be against his stealth.

Doug: I pick his pocket [Zelda-esque beep].

Michael: Where is stealth?

Doug: Ohhhhhhhh... [dice roll] [dice roll] *Link to the Past?*

Aram: Michael rolled a 1.

Kay: And I rolled an 18!

Stephen: Best game of all time.

Aram: Alright, so, Michael, here's what happens. You go–

Kay: Plus–

Aram: It doesn't even matter, he rolled a 1! You creek open the door and you look out and you see a high elf on board and you see Dobos and then you lean out a little bit more... and then you just fucking fall straight out, the door flings open, slams against the side–

Michael: Cheese balls roll out of my sleeves!

Aram: And you are face-down on this deck, looking up at her and everyone else who is looking at you right now.

Doug: Got it.

Aram: How do you react?

Stephen: Nailed it.

Kay:

Phryane: Who the hell are you?

Michael:

Xion: Uh, Alexander, hi. I was just swabbing the deck, I gotta go.

Aram: Uncle Dobos kinda runs over and he's like,

Dobos: Oh, Alexander, hey, it's good to see you, don't worry about this, don't worry about this. [quieter] You okay kid?

Michael:

Xion: Yeah, yeah I'll be fine.

Aram:

Dobos: He's just, uh, training with us. He's training with us. Boy's going to be a fine sailor one day.

Michael:

Xion: Yo-ho!

Aram: Roll, now is when you can roll it.

Michael: [dice roll] Persuasion maybe.

Kay: A 6, dude.

Aram: Okay, let's see what Uncle Dobos rolls first. [dice roll]

Stephen: He has sacrificed to-

Aram: Oh, you tied. So you are suspicious.

Kay: Yes of course I'm suspicious because I've been on a boat for six days and I've never seen the "sailor in training!"

Phryane: So if you're a sailor in training how come I have not seen you training at all for six days?

Michael:

Xion: Well, I've been busy, uh, putting, uh, tar-

Aram:

Dobos: He's a special case. He's a special case, we have to be a little bit careful because he's from Kadar. He's not supposed to be on this boat, he's not supposed to be touring with this crew. He's gone rogue from his unit.

Michael:

Xion: What?

Kay:

Phryane: What unit?

Michael: I don't like that!

Aram:

Dobos: It's okay, it's okay, he is a deserter. We have to protect him so he doesn't get found out.

Stephen: As he noisily shifts back-

Aram:

Dobos: If he's seen, if he was seen crossing the sea by any other ship, they would have gutted him, they would have taken our boat, burned everyone alive, and killed him.

Aram: Which is true, because he's not lying, but it's not 100% true.

Stephen: Just not in his case.

Aram: Right.

Doug: [sarcastically] Thanks uncle!

Aram:

Dobos: I apologize, my child, but I have duties to others as well.

Kay:

Phryane: So why, I guess, why are you willing to put the rest of us in danger and why wasn't I informed of the risk?

Aram:

Dobos: Because it's not your ship. You booked passage, you had a room, you got here safely.

Kay:

Phryane: I got here safely but without being fully aware of the risks.

Aram:

Dobos: Again, it's not your boat. I did not mean to lie to you, but I have responsibilities to more than others. I am sorry if you are upset.

Michael:

Xion: Yeah, yeah, well this is all great and wonderful, you two, but I've gotta get going so, uh, have a great life.

Aram:

Dobos: Where are you going son?

Michael:

Xion: Um... away.

Aram:

Dobos: That's not what I agreed with your mother.

Michael:

Xion: Well, maybe it's best that my mother not know where I am.

Aram:

Dobos: Maybe it's best that you stay with me and go to Port Bliss.

Aram: I'm sorry–

Michael: I am in Port Bliss.

Aram:

Dobos: Maybe it's best that you stay with me and go to Tael's Bay.

Kay:

Phryane: Can we have a side conversation?

Aram:

Dobos: Talk.

Doug: Sidebar!

Aram:

Dobos: But if I see you leave this ship, my men will stop you.

Kay:

Phryane: Okay, so how do you know Dobos?

Michael:

Xion: I don't.

Kay:

Phryane: You don't know Dobos. All right, he seems to have a pretty strong interest on you staying on this boat, do you know why?

Michael:

Xion: I think he might have had sex with my mother. [ding]

[laughter]

Doug: Do you say this?

Aram: Such an honest answer!

Doug: [pretending to be Xion] There may have been intercourse at one point.

Michael:

Xion: I don't know if they're still doing it, but if they are my father would likely kill them both.

Kay:

Phryane: Do you trust him at all?

Michael:

Xion: No. Well, he's gotten me this far.

Kay:

Phryane: Well he's gotten me this far too but, but the web of lies!

[*In the Hall of the Mountain King* begins playing]

Michael:

Xion: Well, sometimes you've gotta... lie.

Kay:

Phryane: Okay, well.

Aram: Would your character believe that?

Michael: No he wouldn't, that's true.

Aram: No, he wouldn't, he absolutely wouldn't believe that.

Michael:

Xion: I don't know, he had to keep my presence a secret because of... stuff, but um...

Kay:

Phryane: Stuff? What stuff?

Michael:

Xion: We're past that stuff now so don't worry about it.

Kay:

Phryane: There's not, did you see the people fall out of the sky?

Michael:

Xion: Yeah, did you?

Kay:

Phryane: [sarcasm] No, I just made up the question because I didn't.

Michael:

Xion: All right.

[*In the Hall of the Mountain King* as transition music]

Kay:

Phryane: Okay, so there's people falling out of the sky, [Zelda-esque ding] there's mysterious stories about your backstory, Dobos is being weird, there just seems to be a lot of things happening here that make me a little bit nervous.

Michael

Xion: Well, I'm more interested in seeing what happened to those people who fell out of the sky. You see, if what I think is correct, they were using some sort of teleportation magic and, as you and I both know, magic hasn't existed for for 98 years.

Kay:

Phryane: I think that we should go investigate this, but we're gonna need to distract Dobos and his men.

Michael:

Xion: Yeah, 'cause he's going to send his men after me, as you heard, so he goes with me, unless we can convince him that this is where we're going.

Kay:

Phryane: Let me go talk to Dobos and distract him while you figure out a way to make your way off of the ship.

Michael:

Xion: [gulp] Mm-hmm. [Aram laughs] ...Okay.

Kay:

Phryane: Okay, basically I'm going to create a distraction for you and that is your moment. And, you see that large barrel over there on the dock? Go hide behind that once you're off the ship and I'll meet you there.

Aram: [dice roll] Don't need to! There's a loud crash as they're moving some of the barrels off of the side and they just drop three of them [crash]. A huge commotion as people run towards the side and the two men who were at the end of the gangplank are now gone. You can walk right off the ship if you want to.

Kay: All right.

Michael: That's easy.

Kay: So off you go.

Michael: All right, I scamper.

Aram: Pause, back to you guys now.

Doug: Wait, you said "you guys" and that means–

Aram: Sorry, sorry, Michael and Kay. [dice roll]

Michael: No, I didn't see it, she did.

Aram: That's good enough, you saw it. So as you were flustered by this whole thing you were razor sharp, your goal was in mind the entire time, and as you're going toward the gangplank you have spotted the three that crashed into the bay climb out of the bay and start going up towards the other ship.

Kay: The *Falling Star*.

Aram: Correct, the *Falling Star*.

Doug: I return from talking to Randolph.

Aram: Yeah, and the guy knows you, the guy knows exactly who you are-

Doug: Do I know the guy? Yeah I wouldn't care.

Dorro: You there! Worker on the *Falling Star*! Where is my aunt?

Aram: A halfling leans over the railing.

Halfling: You've got to be kidding me!

Doug:

Dorro: Auntie!

Aram:

Auntie: You've got to be kidding me.

Doug:

Dorro: Listen, Auntie, Auntie, listen.

Aram:

Auntie: Bring 'em up here!

Aram: And there's just hands on you guys and you are now being-

Stephen:

Torrivic: Woah, woah, what's- please can somebody tell me what's going on.

Aram: They give you a little bit of room, but they want you on the ship and there's a lot of them.

Stephen:

Torrivic: All right. You have ale?

Aram: Alright, in the middle of the docks, sitting on a barrel, is a halfling that bears a striking resemblance to Dorro.

Auntie: Wait, wait, let me guess, you brought me the 32 gold you stole from me last summer.

Doug:

Dorro: No, I–

Aram:

Auntie: *Or* perhaps you brought me that silver tray?

Doug:

Dorro: Well the silver tray was–

Aram:

Auntie: Perhaps you brought the rest of the set that you stole shortly afterwards?

Doug:

Dorro: No, well, well I didn't steal the whole set, Auntie!

Aram:

Auntie: Maybe–

Doug:

Dorro: I didn't take the silverware, that was a part of a whole other plan, that's the other guys that were here, they were the ones that were trying to distract you to rob you. I was just here, it wasn't my fault. All I did was tell them that you were docked here, it wasn't my fault!

Aram:

Auntie: And hiding my silverware behind the two barrels of rum you took?

Doug:

Dorro: [muttering] The rum is different. [louder] I needed the rum, Auntie, if you had known why I had taken it you would have understood why I'd taken it and you would have just let me have it!

Aram:

Auntie: One hundred and seventeen gold, thirty-two silver, fourteen copper.

Doug:

Dorro: I know, Auntie, this is not- we don't have time for this!

Aram:

Auntie: No, we don't.

Doug:

Dorro: Baron LeFlure is after me.

Aram:

Auntie: He sure is, he'll be on these docks within half an hour, I can see him right now.

Stephen: I kinda go,

Torrivic: Listen.

Doug:

Dorro: [indignant] Have you been watching the whole time?!

Aram:

Auntie: I can see him and I can see you, I figured those two are connected.

Doug:

Dorro: Why aren't we leaving! What's going on? Make the ship move!

Aram:

Auntie: The ship will be moving shortly. *I'll* be moving shortly. *You* need to pay me one hundred and twenty gold.

Doug:

Dorro: Well I-?! [with exaggerated calm] Auntie, let's be reasonable. I'm blood, uhhhh... you and I've known each other

Aram: You're gonna bluff her?!

Doug:

Dorro: –you and I have known each other for a very long time.

Aram: Yeah, what did you get?

Doug: [dice roll] Oh, we don't have bluff anymore.

Aram: Right, so...

Michael: Uh, performance?

Aram: Performance, yes [buzzer]. Give me a performance.

Stephen: It wouldn't be deception?

Aram: Give me a deception, thank you [ding].

Doug: Is there a deception?

Kay: It seems like that'd be the closest analogue.

Doug: 18, by the way.

Aram: She's got a bit of a soft heart, you know she's got a bit of a soft heart, you know this is all bluster.

Doug:

Dorro: [childish and nasal] I love you Auntie.

Doug: That's it.

[laughter]

Stephen: At this point I kinda go, "you guys are having a family moment", I think I'm just trying to back away.

Aram:

Auntie: You're with him, right?

Stephen:

Torrvic: I just–

Aram:

Auntie: You stay right here young man. Listen here, you and your friends–

Stephen:

Torrvic: Can I get a beer?

Aram:

Auntie: Yes–

Stephen:

Torrvic: I'm good then.

Aram:

Auntie: -You and your friends will have passage on my ship. You so much as take a single match, I will throw you right the hell over that there rail.

Doug:

Dorro: Auntie, I don't even know why you would be worried about something like that.

Aram:

Auntie: Get on the damn boat. Are they with you as well?

Aram: And she points straight off her boat to you guys because there's no one else on the dock.

Doug: 14 for perception.

Aram: You see them.

Doug: I wink at her and say,

Dorro: More business for you, Auntie!

Doug: [through laughter] As I go into the stock. Yay!

Aram: [sighs] She's gonna kill you. So a couple of sailors are walking down like,

Sailor: Wha'chu want?

Kay:

Phryane: I, uh, I am looking for goods to trade and I heard you had a number of wonderful things that could be gotten at dockside prices. May I speak to your captan?

Aram:

Sailor: This is a ship, not a store! What do you want?

Michael:

Xion: Um, just looking at the seagulls.

Aram:

Sailor: Stay here.

Aram: Walks back and he's like...

Doug: Both very terrible cover stories [ding]. [laughter]

Aram: Yeah. He walks up onto the dock and he's like,

Sailor: These two are full of complete shite. I have no idea what this is about.

Aram: And so she kinda leans over and she's like,

Auntie: What do you want?

Kay:

Phryane: All right, I want to talk to that halfling who tried to rifle my purse.

Michael: Good one [Stephen laughs].

Doug: Shit!

Aram:

Auntie: Come on up!

Doug: She just takes a guess- that's racism! That is racism!

Aram: First of all, I want you to take a point of inspiration. You just got inspiration for that, that was fucking genius. Take inspiration. What one inspiration means–

Kay: What do I do with that?

Aram: You just basically– inspiration is binary, you either have it, or you don't. At any point now, you may choose to expend it and when you do you get advantage, so instead of rolling one 20-sider, you roll two, and you pick the best one [ding]. Any roll you want.

Kay: Oh so I can choose between a 3 and a 6?

Aram: Yeah, basically.

[laughter fades into light transitional music– Thatched Villagers, Kevin MacLeod]

Aram: You are marched up onto the decks, she's standing right in between you.

Auntie: Give it to her Dorro!

Doug:

Dorro: Uhhh...

Aram:

Auntie: Whatever you stole, Dorro, give it to her.

Doug:

Dorro: [muttering] Did you live on Riverside street? [louder] No! You're in the manor over on Gold Avenue, right?

Kay:

Phryane: I realize I don't want to get in the middle of a family squabble. If we could just have a moment...

Aram: She's squinting so goddamn hard she can barely see, but she's like, Auntie: All right.

Aram: And she kinda steps to the side.

Doug:

Dorro: What? You're just gonna leave me to the wolves, Auntie?!

Aram:

Auntie: Have fun, my dear.

Doug:

Dorro: I-!!

Michael:

Xion: You flew off of the water, off of the sky somehow, and appeared, and then fell into the water. How did that happen exactly?

Kay:

Phryane: Yeah, how did you get here, exactly?

Stephen:

Torrvic: Yeah, can we talk about that?

Doug:

Dorro: You're not getting–

Doug: And the dwarf chimes in. [laughter]

Dorro: You're not getting your silverware back!

Aram: By the way, in the middle of all this there is a young kid, probably fifteen years old, shattered arm, who has still been kind of quietly weeping to himself. He's wet and he's cold and he's in a lot of pain.

Doug: Oh, yeah, who wants to show humanity? Because it's not going to be me.

Stephen: I give him a half of my mead and,

Torrvic: You'll feel better.

Aram: He kinda stumbles for a second, he drops it, but he catches it again and just goes,

Pera: Thank you.

Stephen:

Torrvic: My work here is done.

Kay:

Phryane: So how all did you get here and where are you going?

Stephen:

Torrvic: The little one ran into me.

Kay:

Phryane: How did you fall out of the sky?

Doug: I look for a crew member immediately.

Dorro: Medic!

Aram: There isn't a medic, but there's a person who knows how to splint an arm-

Doug: Someone who knows how to bind a broken arm on a ship I'd imagine.

Aram: So they kinda splint his arm.

Doug:

Dorro: Are you okay?

Aram:

Pera: My brother is dead, my arm is shattered, and I've been taken from everything I know. I am not okay.

Doug:

Dorro: All right. Well, kid, you're gonna need some kind of plan, I can't drag you around forever. You're gonna have to figure out what to do next.

Aram: He's been through a lot, he just starts weeping openly.

Michael: I wish I were chaotic evil because then I could say, "kill yourself!"
[laughter]

Aram: Wow.

Stephen: God.

Doug: Yikes!

[transition music– Duet Musette, Kevin MacLeod]

Doug: Now–

Aram: I want you to roll a will save.

Kay: Can't we just drug him? Well, I have all of these medicinal herbs that I won through backgammon.

Aram: You do have some medicinal herbs that you won through backgammon, would you like to look through them?

Kay: Ultimately, what I would like to do is establish. I mean–

Doug: The teleporting.

Kay: –yeah, the teleporting thing but what I would like to do, between us, is to get the hell off of this ship and get back on the one we were on with everybody. So I think what I'm gonna say is,

Phryane: Look, on that ship over there I have a whole bag of herbs and medicines and poultices that can help this kid's arm a lot better than we can do here. I propose that we go back to Dobos' ship, patch him up, and have a conversation.

Michael:

Xion: And I tell you what, I'll take care of a little problem with your aunt. In return, you're gonna tell us everything you know about how you ended up here. Do we have a deal?

Doug: Okay, fine, now I shake his hand.

Dorro: Deal!

Michael:

Xion: So, I hear-

Doug: Oh! While he's fucking handling the situation I'm like right behind him, like... [shuffling back and forth]

Aram: [through laughter] Okay, excellent.

Michael:

Xion: I hear your nephew has been, let's say, liberal with some of your, um, possessions? About how much does he owe?

Aram:

Auntie: One hundred nineteen gold, thirty-six silver, twelve copper.

Doug:

Dorro: Ah, Auntie, with your bill-keeping...

Aram:

Auntie: I could buy a horse! Not a good horse-

Doug:

Dorro: Well, not a good horse.

Aram: Love your sulking, your sulking's excellent.

Michael:

Xion: I'll tell you what. How about 1 platinum and we call it quits for now.

Aram:

Auntie: 1 platinum is worth 10 gold.

Michael: Oh, I thought it was worth-

Aram: No. [laughter]

Doug: Oh it's not 100 anymore?

Aram: 1 platinum is worth 10 gold, so how about not, because she's a better negotiator than that.

Michael:

Xion: Okay. How about we say, uh, 50 gold for now and then we pay you back the rest later.

Aram:

Auntie: I'll take it.

Michael:

Xion: All right.

Michael: So I get rid of most of my money.

Xion: Shut up and get on the boat.

[laughter]

Aram: All right. So you guys all leave this boat?

Stephen: No, I'm sitting over drinking with the deckhands.

Doug:

Dorro: I don't know who you are.

Stephen:

Torrvic: Torrvic. Name. Torrvic.

Doug:

Dorro: Right, right, Torrvic. Ah-

Stephen:

Torrvic: Your name.

Doug:

Dorro: Dorro!

Doug: And I shake your hand.

Stephen:

Torrvic: Nice to meet ya!

Doug:

Dorro: In the thieves guild, when you save someone's life, I owe you a life debt. So, in order for me to repay you, you kinda, maybe gotta come with us? Only if to pay off the life debt!

Stephen:

Torrvic: I don't know about the whole life debt, I mean, but will there be ale?

Doug:

Dorro: Uh, I can guarantee you ale!

Stephen:

Torrvic: Eh, sold.

[light transitional music– Celtic Impulse, Kevin MacLeod]

Aram: All right, you all proceed back to Dobos' ship. By this point they've got their barrels kinda wrapped up. You see LeFlure's people, they're kinda like circling around but getting closer.

Sailor: We're not staying this evening, we're leaving. You all ready?

Kay:

Phryane: Ready.

Doug:

Dorro: Ready.

Michael:

Xion: The two of us had to do a little stretching of the legs.

Stephen:

Torrvic: You're going to tell me a story after we get settled.

Aram: So you all head over to the other boat and Uncle Dobos is there, he's like,

Dobos: What did I say? Get on the damn boat!

Michael:

Xion: Fine.

Kay:

Phryane: I need some servers and some porters-

Stephen:

Torrivic: Porter?!

Kay:

Phryane: -for when I get to my destination so I'm happy to pay their fare.

Doug: When he says that, elbow,

Dorro: [through clenched teeth] Dude, just play the cover!

Aram:

Dobos: Ella is going to have words. Bring 'em on!

Kay:

Phryane: You can have words with my father.

Aram: Oh-ho-ho, [laughter] fair fucking enough actually. It is- he knows exactly who your father is, that's fair enough, he could yank his shipping credits [snap] just like that so,

Dobos: Fair enough.

Kay:

Phryane: I'm willing to pay passage.

Doug: Don't rely on that clout forever, that will bite you-

Aram:

Dobos: Get your friends on board, just don't cause any more troubles.

Doug: I pee *all over* the side of the ship, of her ship. She can see me do it, she can say whatever she wants. Her guards can say something, they can say whatever they want. The people running the docks, they can say whatever they want! I finish and then go to the other ship.

Aram: I can't imagine you're the first guy to pee off the side of a ship.

Doug: Nope, *on*. I'm *blasting* the ship with my urine. [laughter] *Blasting* it.

Aram: [through laughter] Could you roll– just roll stealth.

[Kay chuckles]

Doug: Yeah, all right.

Stephen: Roll a strength check!

Doug: [dice roll]. That's a 20.

Aram: Wow, okay, you cover the ship with urine.

Doug: While we're going to the– it's a sprinkler system!

Aram: And nobody notices, he's walking along, nailing that ship, and no one sees you.

Stephen: What's that smell?

Doug: Now let's see which one the dogs follow!

Aram: You've got some questions to answer, don't you. After Uncle Dobos yelled,

Dobos: Alright, fine, whatever, just bring them on board.

Aram: And he shows you guys to a larger room. He has moved your personal effects there, yours as well since you all know each other. There's a larger room, four cots, a couple of hammocks, washstand, so you're now all in the same place.

Kay: I paid for private accommodations.

Michael: Well maybe the fourth cot is for the kid.

Aram: Hands you a key, [laughter] walks off.

Kay: My feeling is that being on a ship owned by a relative once some guy is hunting you...

Doug: Be maybe a safer bet? Only because-

Kay: Wouldn't be the ship I would *choose* because he knows you're gonna go there.

Doug: Exactly. All the more reason for me to pee on the side of it and put my scent on it.

Kay: And then yeah, get elsewhere.

Aram: [sniggering] Okay.

Kay: What are you sniggering about?

Aram: I walked right out to, "the only reason for me to pee on it and get my scent on it," that's the first thing I heard, that's what I was laughing about!

Kay:

Phryane: Dorro, I mean, I realize I've brought you on to be my servant, and we'll get to that, but I require you to answer some questions right now. So, I can send a sailor to fetch your ale for you if you just want to hold on for a minute.

Stephen:

Torrivic: Good with me.

Aram: [highfalutin elf accent] Pardon me! Porter!

Kay:

Phryane: Excuse me.

Aram: The guy just kinda stops what he's doing.

Sailor: Yeah?

Kay:

Phryane: If you could fetch a half-barrel of ale for my fine friends?
We're a little parched. It'll be worth your while.

Stephen: Eyes lighten-

Aram:

Sailor: ...Okay?

Kay:

Phryane: Off you go.

Aram: And he kinda leaves.

Kay:

Phryane: Alright, so ale is on the way.

Michael:

Xion: Alright, well, the reason why I asked and why it's so important for us to know is that... strange things are happening with magic.

Doug:

Dorro: Ma-ma-magic?!

Stephen:

Torrvic: You don't say.

Doug:

Dorro: Magic's extinct. What are you talking about?

Michael:

Xion: Then how did you appear out of nowhere?

Doug:

Dorro: I... I don't know.

Doug: Which isn't a bluff check.

Aram: It's not a lie.

Kay:

Phryane: Where did you come from?

Doug:

Dorro: Uh, I'm from here, Port Bliss!

Kay:

Phryane: Where were you before you fell into the water?

Doug:

Dorro: Where was I? I was in Port Bliss.

Kay:

Phryane: Where in Port Bliss? At what location? Because clearly you weren't levitating above the water.

Doug: Oh, fair enough.

Stephen: I jump in and say,

Torrivic: The little scamp ran into me in the hallway.

Kay:

Phryane: In the hallway, where? Where, what hallway?

Aram: In an alley.

Doug: No, alley.

Stephen: An alley, an alley.

Torrivic: I have no idea, I know this is Port Bliss and that's it.

Doug:

Dorro: The point is, I stole something very valuable, someone wants it, they chased me into him, and here we are. So what's all the questions?!

Stephen:

Torrivic: I lost a very good throwing axe, too.

Kay:

Phryane: That is unfortunate. What did you steal? And where did you steal it from?

Doug:

Dorro: Who are you again? I...

Kay:

Phryane: I'm the person who's paying your passage and who is preventing whomever those men with dogs are from coming for you. So what did you steal? We haven't left the docks yet.

Aram: Those dogs are gettin' louder. [barking]

Doug:

Dorro: Do you know who Baron LeFlure is? Exactly.

Aram: Roll me an intelligence check.

Kay: [dice roll] Ugh, a 6.

Aram: No, you have no idea.

Doug:

Dorro: He is actually, really, kind of an important person on the docks. He serves a very specific person, well several people actually that man ships. He added a very valuable belonging? I don't know what it does or what it's for, but I knew that my guild needed it. Money, obviously. I snuck into his warehouse—

Aram: Warehouse, storehouse, whatever you want to call it.

Doug:

Dorro: I snuck into his warehouse, I found the object, and then proceeded to try and escape when I found—

Doug: I point to where the boy was.

Dorro: —the boy with the broken arm.

Kay: Oh yeah, we're getting him herbs and healing.

Doug:

Dorro: After we escaped the warehouse, Baron LeFlure started to catch us. I literally led them into a trap, I guess, and amidst all the chaos and reaction there was someone who did something that was like magic, I guess? But magic's not real anymore, isn't it? I thought— so confused, what's going on, the point is the thing that I took, he wanted it and then we ended up here.

Doug:

Dorro: He did stuff like, stop us in place and hurt our arms— he *broke* that kid's arm. He wasn't even near him! I don't even know what's going on. All I know is that Baron LeFlure's after something I've stolen, and that means I need to fence it immediately!

Michael: Okay, using my Arcana knowledge from studying magic, do I recognize anything he's describing in anything that I've ever read?

Kay: All of these are cursed.

Aram: I know, except for mine. Well I have a luck field [mystical warbling], and we're realizing that that may hurt the game, because of my luck field.

Doug: It affects it in weird ways.

Kay: I'm sorry, a *luck field*?

Aram: I'm lucky.

Michael: He's a very lucky person.

Doug: Like impossibly.

Stephen: There's no goddamn magic in Godsfall!

Aram: Like my dice rolls, I'm just lucky in general.

Kay: You are lucky, because you have terrible judgement—

Aram: Horrible!

Kay: -And you make bad decisions.

Aram: All the time!

Kay: And yet–

Aram: Everything goes my way.

Kay: But you're not on the street or dead.

Aram: No, I'm actually doing great! Doug is convinced that if you're close to me, within the luck field, you can get luck.

Doug: I have a *theory* that there's osmosis from his luck field based on proximity and how much time you spend around him.

Stephen: An aura.

Kay: He is his own talisman?

Doug: Yes, yes! [laughter]

Stephen: Shall wear him like a shawl!

[light transition music– Bushwick Tarentella, Kevin MacLeod]

Michael: So anyway, I roll a total of 10.

Aram: You have no fucking idea. You've never seen anything like this, you don't know what it could be.

Kay:

Phryane: All right. Can we see the object, please?

Doug:

Dorro: I, frankly, high elf, I think not. Unless you're paying?

Kay:

Phryane: I don't want to buy the object, I want to see the object.

Doug:

Dorro: Then no! And what about you, human? You seem really interested in arcane lore, but–

Aram: [knock] There's a knock on your door.

Kay:

Phryane: Perhaps that's our ale, let me investigate.

Stephen:

Torrivic: Oh thank god.

Aram: At the door there's a gentleman with a *quarter* keg of ale, but there's a keg of ale and the kid, the kid's now kind of got his arm bandaged up.

Doug: You've got your chaser.

Stephen: I walk up and grab the quarter keg and just set it down like a mug.

Torrivic: Here's mine, where's yours?

Kay:

Phryane: How are you doing?

Aram:

Pera: I'm...

Aram: He looks a little– his eyes are a little– whatever they gave him, like he's like a little–

Kay: He's a little dilated?

Aram: Yeah.

Pera: Oooof... yeah.

Stephen:

Torrivic: I'll have what he's havin'.

Aram:

Pera: Yeah.

[laughter]

Doug: Yikes.

Aram: That's your answer. That's your answer to everything-

Michael: A human kid?

Aram: Yeah, about your age, about your size, he's drugged pretty heavily

Kay:

Phryane: What's your name?

Aram:

Pera: Pera. My name is Pera.

Kay:

Phryane: All right, and, uh, do you, where did you, how did you fall in with these companions?

Aram:

Pera: [nearly crying] I- my brother and I were taking grain to sell in Ani and our ship was attacked and they killed him and they took me. Then I woke up in this room and I was there for days, I don't know how long, until he got me out.

Kay:

Phryane: Where were you coming from, where was your ship coming from with the grain?

Aram:

Pera: We were coming-

Aram: He was coming from Wessel, I don't know exactly where in Wessel, but he's coming from the kingdom of Wessel. He's like 15, 16, yeah.

Michael: So he's my age.

Aram: Yeah, he's just a little bit scared because his arm's been shattered and his brother's been killed.

Doug: Oh right, we're all teenagers!

Kay: I'm 90.

Stephen: I'm 60.

Aram: They're the *equivalent*.

Doug: How old are you?

Kay: I'm 90.

Doug: But in elven...

Kay: Like, 18?

Stephen: Same here.

Doug: Yeah, so we're all like teenagers!

Aram: You're all kids.

Doug: We need a van, where's our dog, let's start solving crimes!

[*Scooby Doo* theme song]

Aram: Black hair, more olive, right, dark brown eyes, you know, and about 5'7".

Doug: Did you say he was– like he looks Iraqi?

Aram: Iraqi.

Doug: I totally just pictured that. When you described him in the fire? I don't know why. Is that racist? I don't know. Sorry, everybody!

Aram: No, you picked up on what I was trying to sell, perfect.

Doug: Whatever.

Aram: You guys feel the boat shift and you hear a sighing as ropes are kind of released and the wood is not pressured against those lines so it kinda settles back into the water, and the ship begins to move.

Michael: Okay, at least we're off.

Stephen: So now that I've got a few ales in me and I go,
Torrvic: Let's talk.

Kay:
Phryane: Yes.

Stephen:
Torrvic: Hi.

Kay:
Phryane: Let's talk. Hi.

Stephen:
Torrvic: I'm Torrvic, pleasure to meet ya!

Kay:
Phryane: Phryane, lovely to meet you.

Stephen:
Torrvic: Phryane.

Doug:
Dorro: This guy saved my life.

Stephen:
Torrvic: I don't know if you would call it that.

Doug:
Dorro: You did.

Kay:

Phryane: I feel like everyone's in the business of saving your life today.

Doug:

Dorro: Uh, well, eh-

Stephen:

Torrivic: And now I'm here with all of you.

Michael:

Xion: Yeah, it's unfortunate that we didn't learn anything more from this.

Stephen:

Torrivic: And you sir, what's your name?

Michael:

Xion: Uh, hi... I'm Alexander.

Michael: Okay you would have to roll-

Kay: Yeah, that was not convincing!

Doug: Yeah it was like a shitty bluff, so you know he's lying, but you're not gonna know...

Michael: I'll tell you what, we'll just go with Alexander.

Stephen: You know, I've had a few drinks so I'll believe it-

Kay: I haven't!

Stephen: -Whatever you guys say I'm inclined to believe, just because I'm-I don't know why I'm here, so I'm just complacent as, yknow.

Doug:

Dorro: Torrivic, I couldn't help but notice that you're clearly religious!
[buzzer]

Stephen: I'm not religious in any way, shape, or form. Because there is no such thing.

Aram: There are no gods.

Stephen: Yeah there is no god, there is no religion.

Kay: No but there is religion.

Aram: There's certainly religion. There are people who still believe. The church of Siforr is an excellent example.

Doug: But what type of religions are there? Isn't it just the anti-magic religion?

Michael: So there's a religion of sorts in Kadar, the Empire of Kadar that is called the Antitheots of Man and they believe that the Godswar caused all the problems and was created by the gods, that the gods were evil and wrong and capricious and all that sort of stuff, and so anything that is magic or shows any sign of anything from the gods is seen as being the "yoke of the gods," the thing that kept man down, that kept man from being able to reach their full potentials.

Michael: Steel your mind and focus on your body and try to become the absolute best example of man you can be, be abstemious in your diet, you care for others but you also make sure that you stay strong and don't allow too much gluttony or that sort of thing because then that's going away from what man can become.

Kay: I'm sort of picturing a combination of the Ironborn from *Game of Thrones* and the Republic of Gilead from *The Handmaid's Tale*.

Michael: Uh-huh.

[light transition music– Brandenburg Concerto No4-1, Kevin MacLeod]

Aram: Very militaristic, on top of that.

Michael: Yeah. So they hunt down any people that use magic items. There's no magic at this point. Nobody has magic.

Stephen: It's just the loose items that retain the-

Michael: Right. But the- any loose item that retains magic or whatever.

Stephen: The plus 2.

Michael: They hunt them down, anybody that uses them will be publicly executed, that sort of thing. Now that's just in that empire. There are other places that believe different things.

Doug: Where did we drop off with you?

Kay: Oh, he's-

Doug: Because then he started doing something for-

Kay: He came from Wessel and his brother's dead [ding].

Aram: [through laughter] Wow, the sympathy is just amazing [Kay laughs].

Doug: Hey, c'mon, we all-

Aram: Dead brother, from Wessel, moving on!

Doug: Sorry, we all know you're an NPC. Sorry.

Aram: Awww! He wasn't supposed to be!

Doug: Sorry!

Stephen: Goddamn redshirts.

Aram: Poor little Pera!

Doug: Right?! Exactly.

Kay: We have gotten him- he's fine, he's been tended to.

Doug: Exactly!

Aram: He has been. He has been tended to.

Stephen: He's high as hell! I mean-

Aram: Alright. So you guys are-

Doug: Port Bliss!

Aram: -right here. M'kay? And you'll be travelling up the coast, here-

Stephen: Oh, right past my homeland!

Aram: Yep. And then, to the Bluffs first, and then on to Tael's Bay.

Stephen: I just walked this whole way!

Kay: Where is my aunt's whorehouse, again?

Aram: Your aunt's is in the Bluffs. That's where you're going. *You're* supposedly going on to Tael's Bay.

Doug: How... do ships travel between Port Bliss and- what's the next dock town? I'm having a hard time telling-

Aram: So, Port Bliss- is the next one they're gonna hit is the Bluffs. So they're basically just gonna follow this-

Doug: The Bluffs. Do all ships follow this coastline-?

Aram: I mean, they don't *have* to-

Doug: Is that like, underwater current type of thing that tends to push ships along a coast, like that, so-

Aram: The current in this world swirls in a circle with the Worldstorm. So, outside, it's faster, inside it's slower. Just like a record. Okay?

Doug: Okay. Do people normally travel the coast, here, to get to the Bluffs?

Aram: Yes. In this inner sea it's pretty calm. They would travel the middle, they'd travel the coast, whatever they want to do. There's no real reason to go far out here, because there's no one there. So she's just gonna more or less gently follow the coast, until she's- she's taking the straightest path. That's all.

Michael: Who's this "she"? You mean Dobos?

Kay: The ship.

Michael: Oh, the ship.

Aram: We're back on Dobos' ship. Sorry. Dobos' ship!

Doug: You really wanted us to be on the *Starfall*, but then she had a logical reason to not be.

Aram: No, it's fine that you'd be on either. I figured you'd be on both ships, it's just that I'm trying to keep it straight and I apologize. You're on the *Montgomery*. She's- he- Uncle Dobos-

Kay: No, *she*, you can refer to the ship as a she!

Aram: No, sorry. I'm trying to say "Uncle Dobos". I can't refer to him as a she. Unless something... changes. So-

Kay: I mean, we could learn more. [Doug laughs]

Michael: Don't judge.

Aram: So, Uncle Dobos is gonna take *The Montgomery* up through here, stop by the Bluffs, stop by Tael's Bay, and then he's out. You don't know where he's going after that. It's like he ditched the car and grabbed a new one.

Kay: Yeah, exactly!

Michael: Well, pissed on the car, and then- [laughter]

Doug: *All over the car.*

Kay: Alright. I think what I would like to do, is divide and conquer, a little bit? And let you try and find out a little more information about this magical object. I'd like to go talk to Uncle Dobos, for a minute.

Aram: Fair enough. Fair enough. Pause for a sec, so you leave- the door's not locked, so you can walk out onto the deck. [door opens] And he's still *on* the deck, right behind the captain's wheel. Sawin' away at it.

Kay:

Phryane: Dobos. I just wanted to come and thank you so much for how *accommodating* you're being in what turned out to be a much more tumultuous evening than I think *any* of us had ever planned.

Aram:

Dobos: That's alright. Things happen on the sea. I'm glad you're here.

Kay:

Phryane: Alright, wonderful. I was wondering if you knew of a Baron LeFlure?

Aram:

Dobos: Surely I do know of Baron LeFlure.

Kay:

Phryane: Could you tell me more of Baron LeFlure?

Aram:

Dobos: He's a criminal. He's a thief. He's a pirate in a fancy outfit!

Kay:

Phryane: And so is he a self styled Baron?

Aram:

Dobos: Yes. He basically has raided up and down this coast- at least he did for awhile with his brothers, until his brothers were *killed*. Now he's a respectable businessman with storehouses and he keeps goods. Goods that are mainly stolen and fenced. That have not paid their proper tariffs. Look at my flags! All the tariffs. Every one. Paid every damn one. He hasn't paid a *cent*. Allies up and down this coast. Most of the ship captains talk to him, others will talk if there's enough gold. As long as you're here, and you're wanted by him, you're in danger.

[transition music– Danse Macabre]

Aram: You are now on- and everyone is on Uncle Dobos' boat, which is *not* what I expected to happen- but you're all on Uncle Dobos' boat.

Michael: The *Montgomery*.

Aram: The first day it is the 25th of Sifan, and it is a nice summer day, probably a high of 63, maybe a low of 48? Months are named after the gods, except for February and... January which are basically combined to one *lump* called "The Nothing". That's what the Romans used to do. They used to just have a big section of winter just be "The Nothing".

Doug: Yeah, it was just like, a dead month, yeah.

Aram: Mhm. So it's just like, 60 days, and it's just "The None". And people will say, "What month is it?" "None!". Just a bleak time where no one gives a fuck. It's a lovely and clear evening with light wind as you guys set out. Because we're gonna be in a six day period where we're travelling to the next destination, is there anything you guys would like to accomplish over those six days? You're all in the common room, I assume?

Kay: So we've all regathered- because I went to talk to Dobos.

Aram: So you went out onto the deck. Pause for one second.

Kay: I'm done talking to Dobos, now.

Aram: You walk out onto the deck, and you are stopped for a second because there is a brilliant silver comet in the night sky. Just kind of, hanging above you.

Kay: So, given all of the strange things that have been afoot, in particular, I'm gonna yell for Alexander to-

Aram: Okay. Wait, wait, intelligence roll.

Doug: Oh, right, because you have to rec-

Michael: 2!

Aram: You don't respond. She calls "Alexander" and you don't respond [Kay laughs].

Stephen:

Torrvic: Alexander, I think she's calling you.

Kay: Oh, yeah, nice.

Michael:

Xion: Oh-

Michael: [laughter] You should probably roll perception-

Doug: Oh, do I need perception to notice that that's not his name now?!

Aram: Yeah, yeah, totally roll perception. It's gonna be a low roll.

Doug: Ooooooooooh... [dice roll] 6.

Aram: Nope, you missed it, and you're drunk.

Stephen: I'm oblivious [Aram laughs].

Michael: Weren't you busy trying to, like, y'know, hide that you're not drinking?

Michael: Well then, *slightly* later than I should have emerged, I come up onto the deck of the ship.

Doug: "Sorry I was using the bathroom."

Kay: Alright. So, is this comet anything, I would, through my presumably fairly advanced education, be familiar with?

Aram: Roll me a straight intelligence. It's not really your field, but let's see.

Michael: Deepest of deep curses.

Kay: [dice roll] A 7, I think.

Doug: Yes.

Aram: You know it's a comet. So there's that!

Stephen: You got that much.

Aram: You got that part down.

Kay: Alright. [Kay laughs] Has it ever been, sort of seen before?

Aram: Were you being told- were you aware of any comets that should be appearing in this time of year, in this sky? No.

Kay: Okay.

Michael: Alright. Do I happen to know anything about the comet?

Aram: Roll me a straight intelligence roll.

Michael: [dice roll] 14 plus 3 is 17.

Aram: You don't know that a comet is supposed to appear right now, but there is something about this that rings a bell. Give me a religion roll.

Michael: Yes, and I have very high religion! On account of my training. [dice roll] 19 plus 5! 24.

Aram: Okay. You heard tale, back during the Godswar, of a comet that looked like this.

Michael:

Xion: I've heard tale, back in the Godswar, of a comet that looked like this.

Aram: Back, towards the end of the war, Ogun-

Kay: Wait, didn't the war last like, an hour?

Aram: Yeah, it didn't last long. But towards the *end* of that hour, Ogun, one of the things that ended it was [rumbling] the god of earth brought down a comet [whoosh, explosion]. That's why there is the Void.

Kay: The Doid. [laughter]

Aram: The Doid, yes. This silvery comet with a green tail is *exactly* what people described back then, before the impact.

Michael: I would then recite the verse that I know, from my role from the Antitheot bible talking about the end of the world-

Aram: You're gonna make me fucking write that now, you sonuvabitch. Fine! Yes, that's what you've done. Gonna write a whole passage of fake bible, now!

Michael: I like writing! I'll do it.

Aram: Good, good. Done! That's it!

Kay: He could win the Goat of the Week and then his assignment is to write the bible verse [Michael laughs].

Aram: Gee, Michael, you won! Congratulations, wonderful role-playing. Write me a bible passage!

[transition music]

Aram: You've both gone on deck. Alright? You see the comet, it looks fantastic. You see an old man. There is an old man standing directly on deck, probably six and a half feet tall, huge long white beard, big huge staff, and he's just staring right at you.

Doug:

Dorro: Do you see him?

Stephen: I look over to where he's saying-

Torrvic: The hell you're talking about?!

Doug: Is this glowing?

Aram: [pleased] Yes. I need a wisdom save?

Doug: Why do I keep touching this gem? [dice roll]

Michael: And we don't see anything going on right now?

Aram: Nuh-uh.

Doug: Oh, I make this. Actually, 18!

Aram: Okay. So you feel the edges of your vision kind of flood- just by touching it this time, just kind of flutter with that kind of pink-purplish you saw before? [resonating tone] And a brightness seems to emanate from the man at the same time.

Doug:

Dorro: Who are you?

Aram:

Avatar of Tir: [echoing] You know who I am. I am the Avatar of Travel. I have been with you this whole time. We shall see each other again, and again, and again, and again... but there's always a first.

Aram: And he gives out his hand.

Doug: I reach up and take his hand.

Aram: Boom! [finger snap] Dorro falls unconscious. He just collapses to the deck.

Stephen:

Torrivic: Oh, shit.

Michael: Well, I reach over to him and turn him over.

Aram: He's just out. Completely out.

Stephen: I grab his ale.

Aram: His eyes are fluttering rapidly, and his breathing is fast.

Michael: Oh God.

Aram: Not too fast, just faster than someone would be asleep.

Michael: Well, I'm going to just see if he's like, gonna die or something.

Aram: Bright purple light kinda hits you in the face, and you reach in to see what's going on- boom! Michael falls unconscious. Clunk! Okay. Out cold.

Stephen:

Torrivic: Alright, lass, you wanna touch it next?

[laughter]

Kay: I- so, you're out, and you're out-

Aram: Yep. At this point, someone is shouting in the back of the ship, now-
Sailor: Hey hey! What happened to them?! They okay? Drank a little bit too much?

Kay:

Phryane: Drank a little bit too much.

[Torrvic laughs]

Aram:

Sailor: Watch your friends, they could fall over.

Aram: And he goes back to his, y'know, position.

Doug: Useful. *Thanks*, lifeguard.

Aram: Making you aware that there's other people, that's all.

Stephen: To be fair, when I was lifeguarding that's what it was like.

[laughter]

[transition music– Moonlight Hall, Kevin MacLeod]

Kay: Clearly, since I am a well-dressed elf, do I have any sort of, like, gloves, or-?

Aram: Absolutely. You always have a pair of gloves on you.

Kay: Alright, so I am gonna pull on my gloves and get him, first of all, help me drag them back inside the cabin. 'Cause we're all out on the deck, right?

Aram: Yeah. Absolutely.

Kay: Alright, so just grab them by the feet. Don't touch anything glowing.

Aram: Couple of people are laughing, like, "I guess they can't quite take their rum!"

Kay: Alright, drag them in-

Stephen:

Torrvic: Someone hold my beer.

Stephen: I'm just gonna grab them both by the feet and just start dragging them-

Aram: You could! Because one of them's little and one of them's not that big, so you're good.

Kay: And the first thing-

Stephen: 14 strength.

Kay: The first thing I do is, take his still-cold ale and throw it on them to see if that revives them.

Aram: No effect.

Stephen:

Torrvic: Lass, what are you doing- Jesus Christ! [Aram laughs]

Kay:

Phryane: I had to try.

Kay: This glowing, is it- how is it-

Aram: There is a stone- you can see it now, 'cause his shirt's open- there is a sapphire glowing very brightly, with three diamonds around it, in a pocket in his shirt.

Kay: Is there any sort of sturdy looking receptacle around?

Aram: Yeah, absolutely. Like a- there's a wash bin.

Kay: Or like an iron box.

Aram: Oh yeah, there is a small wooden box with iron hinges.

Kay: Okay. So I guess what I would like to do is try to use something to move that into the box and close the box.

Aram: Okay. So you kind of, y'know, [rrrh, rrrh, whoomph] and they both wake right up, just shoot right up from where they were. Now, in the meantime, [resonating tone] you took his hand, and [fwoom], you're just instantly in that world. Okay?

Doug: Right. It fills in, rather than it just being kind of, forming sort of suddenly.

Aram: Now. These three are around you. Okay?

Doug: While I'm holding this guy's hand?

Aram: Yeah, because they were around you when you touched his hand. So I need to tell you what you see.

Aram: Everyone else is gathered all around you on the deck. The dwarf is *covered* in a living cloak of animals [growl]. Weasels, foxes, ferrets, birds, snakes, lizards, just all over him. A cloak, a crown, a staff- everything is living animals. To his right, Xion stands encased [choir] in a shimmering field of armor, it's got that same kind of purplish-pink quality that this world has, except it's formed around him like a perfectly forged set of translucent plate mail. The high-elf, Phryane, is stark-naked, floating off the deck with her arms spread wide, [rainstorm] and a swirling tornado of color surrounding her with flashes of lightning going off all around. Like she's a tempest.

Doug: Do I notice any- okay, I'm clearly,

Dorro: Oh my god, what the hell?!

Doug: So I look- does anyone else look like that?

Aram: No. The other people on the ship? No.

Doug: But I see other people and they just look like sailors?

Aram: Yes.

Doug: But they look like that? I look back at the old man. He's still there, right?

Aram: You look back at him, and you start to say something, and all of a sudden, [whoomph] you hear- and something slams into you from the back, and you turn around, and there he is.

Michael: And am I now dressed as I was?

Doug: Are we still where we are, and I'm holding the guy's hand?

Aram: Yeah, absolutely.

Doug:

Dorro: What? Ha-how?! What?

Michael:

Xion: I tried to help you!

Aram: You see Dorro holding a very old man's hand.

Michael: ...Okay. [laughter]

Stephen: I've seen this before.

Doug: [in Dorro's voice] "It's not what you think!"

[transition music– Darkness is Coming, Kevin MacLeod]

Aram: You are in– it's like everything exactly the same except everything is like this translucent purpley-pink, it looks like clouds almost. It's all firm and it's not like you're gonna fall through it but it looks like clouds. You turn and you catch the two of them out of the corner of your eye and they look exactly like I just described them to him. As you're looking at Dorro, Dorro has a long hood and a long stick in his hand and a long, white beard, just like the man whose hand he's holding.

Michael: All right, well, I look down at– well, first of all, do they respond to me when I talk to them?

Aram: No, they look like– they are hunched down over something and as you look over their shoulder it's you. They're hunched down over your's and his body.

Michael: Then I look at my arm.

Aram: Okay, you see yourself as he saw you.

Michael:

Xion: Okay, what's going on? What is going on?

Doug: I look right at the old guy and say,

Dorro: Who are you?

Kay: It's Randolph.

Aram: Randolph!

Stephen: Where's my gold?

Doug: Thomas.

Aram:

Avatar of Tir: I am an avatar of the god of travel.

Doug:

Dorro: What?

Aram:

Avatar of Tir: You have met me before, you will meet me again.

Doug:

Dorro: No, you can't even be real, you're- the gods are dead!

Aram:

Avatar of Tir: I am real, the gods are dead. The gods cannot be in every place at one time. They would send us, create us, send us to places to be their voice. There are many of us who still walk this place.

Doug:

Dorro: What are you doing here? Why are you talking to *me*?

Aram:

Avatar of Tir: Because I was waiting for you, Dorro. Because you have to lead them.

Doug:

Dorro: To I-lead?

Aram:

Avatar of Tir: You've done it so far.

Doug:

Dorro: Lead *them*?

Aram:

Avatar of Tir: You've gathered them all here, just like you did before.

Doug:

Dorro: Who? Before? Wait, what are you talking about? I've never met you before!

Aram:

Avatar of Tir: You've met me a thousand times, and you will again.

This is the first. You shall see me soon.

Aram: And he just kinda steps back and fades away and you guys [fwoom] and at that moment you wake up.

Doug:

Dorro: Where's- where did- where is this? Where is the gem? Where is the gem?

Kay:

Phryane: Uh... [dice roll]

Aram: What are you rolling?

Kay: What *are* you rolling, 'cause I-

Doug: 16! Perception.

Aram: Perception? Okay, what are you looking for?

Doug: The gem.

Aram: Okay you don't see the gem, it's not in the open.

Doug: Where could it have gone?

Aram: Well there's two people in front of you.

Doug: Overboard?

Aram: Look, there's two people in front of you and they were conscious, so I'm assuming you're going to suspect them first.

Doug:

Dorro: Where... did the star sapphire in my pocket go?

Kay:

Phryane: I think that I can tell you where it went when you can tell me where it came from and what it is.

Doug: I pull my daggers [metallic sliding].

Aram: Initiative!

Stephen: Shit just got real.

Kay: Do we all have to do this?

Aram: Yep, everyone's gotta roll initiative including you, you're in the room.

Kay: The twenty thing?

Aram: Exactly, and add your initiative— oh you rolled a 1?

Kay: I got a 1.

Aram: What is with your ones? It's my die too, why can't I help you?

Doug: 18?

Aram: Okay well that's no surprise. Dorro has his knives out and he is within striking distance in a second. If you were to pull a weapon, he'll cut you.

Doug:

Dorro: I don't wanna hurt you people, I just want my gem back.

Stephen: I go for a grapple.

Aram: All right, let's go! Doug, you act first.

Doug: Well I wouldn't react to him. If he was gonna grab me then I kinda would be— honestly at first I would be a little surprised.

Aram: So you let him grab your arm.

Doug: I mean well yeah, it would catch me by surprise only for no other reason that I definitely would not expect him to suddenly jump into combat and stop me, that's it.

Aram: Okay, but you don't resist?

Doug: No.

Aram: Okay, then initiative's over.

Doug: Yeah.

Aram: You've got his arm and now you're back.

Doug: It's kinda stupid to roll initiative.

Stephen: And I say,

Torrivic: Lad you need to settle down a little bit.

Doug:

Dorro: I— she took— I— let go. Let go!

Stephen:

Torrvic: You're gonna promise to calm down?

Doug:

Dorro: If you can see my side of things.

Stephen: I lift him up a little bit higher and I say,

Torrvic: I'll see your side of things if you'll put the daggers away.

Doug:

Dorro: Okay, well I guess I'm going to put the daggers away!

Stephen: I drop him back down on the ground and let him go.

Doug:

Dorro: I don't just wander into your life and suddenly take your belongings, now do I? Imagine—

Kay:

Phryane: Isn't that your entire reason for being?

Doug:

Dorro: Anything that you had earned for yourself you'd probably want back too if someone had taken, right?

Michael:

Xion: Well, to be fair, you did tell us you just stole that.

Stephen:

Torrvic: Let's calm down a bit.

Doug:

Dorro: All the more reason I should get it back. You didn't steal it. What are you going to do with it? Baron LeFlure stole this jewel, he built a room in a warehouse with a giant golden fist, it's clearly some kind of religion. So, back of this fist, totally four indents, right, where you would just jam one of these jewels in, found that thing in the back of it, pried it out, had a misstep, I escaped, but amidst escaping I saved someone, 'cause, you know, kind of a hero.

Stephen:

Torrvic: I can't believe you're claiming heroism.

Doug:

Doug: Baron LeFlure shows up out of nowhere, run into drinking dwarf guy, ran into you guys, and then you took my gem!

Aram: [thunder cracks] You guys hear a crack of thunder. You are just below deck.

Doug: We're on a ship full of people that run the ship, why would we care whether it's stormy weather?

Aram: Just wanted you to know.

Kay: I mean, how bad is the storm?

Aram: Well, I mean, do you want to go out on deck?

Kay: I mean...

Doug: Ha, that's bait. Don't go out there! You psycho!

Stephen: I love thunderstorms, so I stumble out on deck.

Torrvic: Ah this sounds like a good one!

Stephen: And I stumble out the door.

Kay:

Phryane: While you're out, can you check with Dobos if this is going to present any problems?

Doug: Oh my god! She does it in roleplaying games! It doesn't even stop! "While you're up..."

Kay: While you're out...

Aram: While you're out. All right, so—

Stephen: I just kinda mumble,

Torrvic: Whatever.

Aram: Uncle Dobos and a couple others are gathered on deck-

Stephen: I walk over to them and say,

Torrvic: Quite a storm we got brewing.

Aram:

Sailor: Yes...

Aram: And he points to the horizon and you can see, well it's almost in a bowl around you. There is no escape, it's bearing down on you.

Stephen:

Torrvic: This gonna be a bad one or?

Aram:

Sailor: This is going to be a bad one. Tell everyone to lock down everything they have. [louder] Bring in the sails!

Stephen:

Torrvic: Is there any chance we can get another keg? It's gonna be a long one I think.

Aram: He kinda, he gives you the look, like the look your mom used to give you, and then he goes back to what he's doing. [thunder crashes] So a lot of lashing things down, tying of things down, a lot of moving of shit, sails are coming down.

Stephen: I'm not proficient in sailing so I'm going to ask if there's anything I can do to help.

Aram:

Sailor: Pick that up, put it in there! Barrels here put 'em there!

Stephen:

Torrvic: Alright. Lifting I can do.

Doug: You helped the ship? Oh my god, you're such a paladin.

Aram: [thunder] The storm is getting stronger, it is bearing down on the ship, and it is starting to feel the effects. The ship is now swaying back and forth and green water is starting to spill over the front of it. Green water is when a ship hits a wave, and that wave then crests over the deck [ding]. I read the whole fucking Stormwrack book just to get these rules. [laughter] I've got all the water rules. I need a spot check [buzzer].

Kay: Which horrible dice do I use?

Michael: It's perception.

Aram: Perception, yes, please [ding] I'm sorry. Wait are you guys all in the room? Who's on deck?

Stephen: I'm the only one-

Aram: You're the only one on deck, you roll me a perception.

Doug: Dealer's choice, I'm searchin' everybody's pockets-

Aram: Roll one anyway, because you're popping in and out.

Doug: Who knows where I am.

Stephen: [dice roll] 3.

Aram: 3?

Doug: 15?

Aram: Okay. 15's enough. As you're popping in and out looking for things, you happen to be back towards the back and you kinda look over your shoulder back off the bow [buzzer]- wait a minute, the bow is the front- so back off the-

Doug: Stern.

Aram: Stern, thank you [ding]. So back off the stern of the ship, and you spot the *Falling Star*. It's caught up with you guys.

Doug: The *Falling Star*. When you-

Aram: The *Falling Star*. Your-

Doug: When you reference that to me, I have no idea-

Aram: Your cousin's- sorry, your *aunt's* ship.

Doug: Oh, the ship!

Aram: The *Falling Star*.

Doug: 'Cause there was a comet before, and I-

Aram: The comet's still there, yeah.

Kay: He's got clearly a theme on his mind.

Aram: Yes, I do, I clearly do. The storm must have slowed you guys down.

Doug: So they caught up.

Aram: Enough for them to catch up with you.

Doug: That's great. I do nothing with this information.

Aram: Fair enough! The bow dips, and a particularly strong wave crashes over front of it [water roaring, thunder]. I need dexterity saves.

Doug: [dice roll] Ball. [dice roll] Good luck, everyone.

Stephen: 12.

Kay: From-

Aram: Just these two on deck.

Kay: Just the two idiots on deck?

Aram: Yep!

Doug: 17!

Aram: 17, okay you hop up on top of a stack of barrels as the wave crashes past you.

Doug: Oh ho! Look at that!

Stephen: 12.

Aram: 12, okay, the wave hits you. I need a strength check.

Stephen: [dice roll] 16.

Aram: 16, yes, that's enough. Okay, you kinda, like, get pushed back a foot, and it startling 'cause the water has a lot more strength than you expected it to. But you manage to grab onto something and hold yourself until the wave is done. The storm is hitting hard. And they're having trouble controlling it. Another wave of green water hits [dice roll] over the bow, and takes out the guy behind the helm! Knocks his feet out from under him, hits him down, he gets swept towards the side [dice roll] and goes right over the edge.

[splash, dark music]

Aram:

Sailor: Man overboard!

Aram: And they're trying to throw ropes out to him. And these like, sheep bladders that have been oiled and are floating.

Stephen: So I take one of the ropes, tie it around my belt or whatever I can, secure it tightly, and [poomph]!

Aram: Okay, I want-

Kay: You're like, just throw him the thing!

Aram: -I want strength rolls. Three of them.

Stephen: [dice roll] Ooooooh, first one's a 10-

Doug: This always happens.

Stephen: [dice roll] Second one's a 15... [dice roll] Ooooh, third one's a 7.

Aram: Okay, you [fwoosh, fwoosh, fwoosh], waves crashing over you, but you are fighting it, and you can see him, but you are like, 5 feet from him and then just, you get pulled under. You get pulled straight under. I need you to roll a constitution save.

Stephen: [dice roll] That would be plus 2 with my-? So it'd be 10.

Aram: You're trying to fight against it, you're trying to find your way back up to the surface, and you just can't. And your lungs are burning, and you take one gulp of seawater. You feel black stars flicker at the edge of your vision and you just start to go, and then [fwumph, finger snap] something hard, heavy, and wet hits you from behind and forces you right to the surface. Lifted both you and-

Stephen: Can it be a narwhal?

Aram: Sure, a narwhal. A narwhal [laughter] has surfaced underneath you, pushing both you and the other guy up to the surface, *violently*. You're kinda thrust almost out of the water, and then face down against it to the point where it wakes you up. You get shoved within a couple feet of the boat, and there's ropes dangling out. There are people on board watching this happen.

Stephen: Well I had a rope attached to me so I'm assuming-

Aram: They can run and grab that, and they're now pulling you up. You're both drug back on board the ship, he's coughing violently but he's okay. The bow goes down again, there's another wave of green water- reflex save [buzzer].

Stephen: Dexterity?

Aram: Yes, sorry. [ding] I'm a moron.

Stephen: Uh, natural 1.

Aram: Ooooooooooh.

Kay: Okay you know what, I'm going to use this opportunity to go the bathroom and that way I will remove my bad luck from the room.

Aram: Go. You are washed straight towards the edge. I need a strength check.

Stephen: I'm still attached to that rope though.

Aram: Yes, that is helpful.

Stephen: Uh, 4 plus 3 is 7.

Aram: Okay, you go right over the edge, but you go about ten feet and then *wham*, right against the side because you're still held on the rope. Take 2 points of damage.

Stephen: Jesus christ I'm almost dead.

Aram: And they drag you back up. No, you guys have had the equivalent of a full rest already, since you were injured, so you should absolutely have all your health back. I'm sorry, I should have mentioned that. So they drag you back up onto the ship and it's getting worse and you also notice that no one took the helm yet and the ship is starting to list to the left. And that wouldn't be such a problem if the *Falling Star* wasn't coming up behind you. You are turning directly into her path.

[ominous music]

Stephen: Do I notice this all is happening?

Aram: Oh yes. They're all too busy with their guy.

Stephen: Drunk as hell, I run up and I just grab the wheel.

Aram: Strength roll. [dice roll] Yes, you're able to wrench it back just enough and keep it on course but if you let go, the wheel will spin again and the *Falling Star* is still comin' up. Its sails are out. This is a bad storm, it's a much larger vessel, it can keep going and it's coming up fast on your guys' left. You keep holding the wheel?

Stephen: Absolutely.

Aram: Three more strength checks to hold it.

Stephen: [dice roll] Uh, first one's 2 plus 4, 6. Second one's—

Aram: Stop. It came out of your hand on the second one. I need another one to catch it.

Stephen: Is that more dexterity or would it be...

Aram: Strength, 'cause it's your best.

Stephen: [dice roll] 7, plus 4... 8, 9, 10, 11.

Aram: You can't, it was just... bam. [thunk, pained groan] You want to give it another shot?

Stephen: Grab it one more time. [dice roll] 19.

Aram: That time you just kind of caught it. You wrench the ship back, and you're holding it steady, and you're holding it straight and true.

Stephen: [singing] What would you do with a drunken sailor? What would you do with a drunken sailor?

Aram: That's exactly what's happening.

[Drunken Sailor plays]

Aram: You're able to hold it enough that some other crewmen run up behind you and take the wheel from you, but you've kept her steady. As you do, the

Falling Star kinda rolls up right along beside you guys, maybe about two hundred yards. At this point Uncle Dobos has taken the deck again-

Kay: Sorry Dobos!

Aram: Right? And he's got a lantern and he's flashing signals to the other boat and they're flashing signals back. You're another pair of hands and they need it, so you work for the next half an hour until the storm starts to go down a bit. It's still a little rough, but the worst of it's passed, and they bring their sails back up. The *Falling Star* slowed until they saw that you guys were okay, and now they've continued on and are again outpacing you. So the next couple days are going to go pretty calmly unless anyone has anything else to add.

Michael:

Xion: Well, now that that storm's over-

Aram: Now that that's done!

Kay:

Phryane: Thank god.

Aram: It was very unpleasant.

Kay:

Phryane: It was very unpleasant.

Stephen:

Torrvic: What're you talking about, it was a hell of a time!

Kay:

Phryane: I do not care for being uncomfortable.

Doug: How many saving throws did you make? [laughter]

Aram: Rather uncomfortable. And wet, you kept getting sprayed with seawater, it was most unfortunate. The next few days go fine, the seas are calm as glass. And you talk a bit about what you've been talking about, you contemplate a bit and you think a bit, you dry out some, and the first rays of

morning on the sixth day are just breaking over the horizon as the *Montgomery* rounds the eastern edge of the Silver Peaks and the Bluffs finally roll into view.

Aram: The city sits within a massive half-bowl, hollowed out from the sandy limestone rock surrounding it by generations of silver miners, growing the town as they excavated. The morning sunlight dances across flecks of silver in the rose limestone. Squat stone towers and ten-foot walls stretch over the trio of roads leading out of the city, stretching only until the cliff face becomes impassable. So there's a couple of walls around the town, but it's not very fortified at the top because it's kind of like a solid drop. If you're not on the road, it's a really difficult, steep climb, so they don't really need walls around it, but there are walls facing the sea.

Aram: Anchored about a fourth of a mile from the Bluffs is the *Blackwater*, a towering four-masted galleon whose sky-blue sails mark it clearly as a warship of the Kadarian Empire.

Michael: [muttering] Oh, shit. [louder] Okay well I would have to tell everybody,

Xion: Guys, we're in trouble.

Aram: So you all see the Bluffs coming into bay and you all look happy and he looks like he's seen a ghost.

Stephen:

Torrivic: You all right friend?

Michael:

Xion: That's my brother's ship.

Kay:

Phryane: Your brother's ship?

Michael:

Xion: Well it's not his, he's just on it, but it's from the Kadarian Empire. [panicked] They can't see me, they can't know I'm here.

Doug:

Dorro: Actually, based on the fact that, after we touched the gem and saw what we saw about all four of us, they can't see any of us here.

Aram: Kadar has no power here, this is not Kadar. They can bring their ship here, and because this is the Bluffs...

Michael: But they do have a bigger boat than us [Michael laughs].

Aram: True, just because they can't doesn't mean they won't. As you're watching, you guys can see that they're absolutely offloading prisoners.

Kay: Right. Presumably this is all part of the larger slave trade that's happening.

Aram: Absolutely it is, and do you spot your friend? You sure as hell do. So they are being offloaded onto wagons and as your ship begins to pull up those wagons pull out and go into the town proper.

Michael:

Xion: They're taking away slaves.

Aram: I need perception rolls.

Kay: For everyone?

Aram: Yes, [dice roll] everyone who's on deck.

Michael: 18 plus...

Kay: [dice roll] 11.

Michael: [dice roll] 19.

Aram: You rolled above 10, Kay, I'm really happy.

Stephen: Nat 20.

Aram: Okay! Well, Kay is a little busy thinking about how she's going to spend her time in a warm bath with a comfortable... And the rest of you see two people on board–

Kay: Oh I get to add 3 though, so...

Aram: That's not going to help you, unfortunately, it was a 15, I'm sorry.

Michael: That bath was just too nice.

Aram: So you guys are– about two hundred yards between you and this massive– you guys are on a big ship, that one's bigger and it's made out of ironwood, so it's basically a solid steel wooden ship. As you're passing by there are two people on the edge facing you and they're watching your ship go by and the three of you notice that as they do, necklaces glow [electric sizzle] on their necks. They look down at them and their eyes narrow on your ship as it passes by. By the time you're in port, they're lowering a rowboat, and we're going to stop right there.

[ominous transition music– Oppressive Gloom, Kevin MacLeod]

Aram: All right, that is our first all-play session. We hope you guys have enjoyed it. This is also kinda the end of our setup story, I wrote the first part of this a little bit on rails and I'll fully admit that, I kinda guided where I wanted the players to be and I kinda put them right exactly in the positions I wanted them. Now, next game, it all opens up into a sandbox. They have the information they have, they have the forces against them that are circling, and they need to decide what to do from here on out. If you go to the website godsfall.com, I'll be putting up a chapter one intro that'll show maps and other information from this game so you guys can get a better idea visually of what I'm trying to create here.

Aram: We'd also like to thank iTunes reviewer CB2016 who says, "I'm a DM and I love to listen to a few DnD podcasts for fun and to get interesting ideas for storytelling and mechanics for my players. I listen on the RSSRadio app but I had to come onto iTunes to help these guys out. This is hands-down the best-produced and most well thought-out RP podcast I've ever heard. It's not even to the main story yet–" well, we are now so I hope you're still enjoying it, "–but the backgrounds and characters have already

met my expectations and I'd be anxious for the next episode. The bar has been set really high and I hope you can keep up with my now sky-high expectations." Well I hope we can too and I hope that you enjoyed this episode.

Aram: We also have t-shirts loaded now so if you want to get a t-shirt with the Godsfall logo, or some of the other designs I've come up with, go to godsfall.com and look for the link to our t-shirt site in the right-hand corner. And if you haven't already, check us out on iTunes and write us a review. We love our iTunes reviews, it really helps us get the show out to more people, so thanks again and we'll see you next week.

[exit music– Beyond the Known, Voranski]