

Perpetua 07: The Flames of Burzin Pt 03

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Opening Narration / Recap

Austin: This is the thing that drew you to this town to begin with. Not only did these things burn over night, but they— they seemed to be burning all at once... from fire no one could see.

[Music intro: "[Perpetua](#)" by Jack de Quidt begins playing]

Keith (as **Wordzin dealer**): [muffled announcer voice] Are the players ready?
The word is... "disaster."

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Keith: This is the only house that burned down not as a part of two big groups.

Austin: That is correct.

Keith: And so if someone was trying to burn down this house under the cover of night, there's no better night than the night where everybody else's house was already burning.

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Austin (as **Sheriff Umberto**): Well, we had a bunch of what you might call "circumstantial evidence." For instance, the circumstance that...

Austin: [half-whispering] Looks over his shoulder.

(as **Sheriff Umberto**): [half-whispering] Lady Teribald did not much like Lady M'Shalia and the business that the saloon was taking from the House of Chance. Now, but that's a circumstance. Someone saw someone, uh... folks who work here at the House of Chance near the saloon that night! But that's just a circumstance. And unfortunately we have those same people along with Lady Teribald in the damn jail the night of the other fires. And so, because of that circumstance I threw the other circumstances out.

Janine (as **Brontë**): You're right, that does sound like it came to nothing.

[["Perpetua"](#) by Jack de Quidt continues until track ends]

Catching up at sunset [00:02:38]

Austin: At this point, as you begin to step outside, you hear a sort of call from inside of the House of Chance. It is Lady Teribald herself and she says, um...

Austin (as **Lady Teribald**): The sun has set! Evening prices start in thirty seconds! Get your final afternoon drinks in!

Janine: Moon prices, huh.

Austin: Moon prices, yeah. And as the sun fades all the way, you see some of the workers from Teribald's House of Chance step outside to light the various lanterns. There are kind of paper lanterns here. And as they light them you do see that the— um, they spark with blue light, not unlike the light that you saw outside of town.

And then the same type of light sparks in lanterns in some of the other buildings around you. Um. Wilfer's Wits and Weaponry's, Serah's Surcoats, the First Bank of Burzin actually I think does not have lanterns out, because— or does not have its lanterns on, it has lanterns but they're not on because... They're not lit because they've closed for the day. Um. And then the post office similarly has out those lanterns but does not have them lit. But [cross] all the rest of the buildings kind of in the area do.

Keith: [cross] Hmm... Wonder where these lanterns are coming from...

Austin: They look... well-used, these do not look like brand new lanterns out the package, or you know, so to speak, [**Keith:** Alright.] they don't look like they were just made yesterday. And in fact, like, you know, you can see some of them maybe have, uh, you know, Serah's Surcoats has like a big version of these kind of— it's like a paper lantern with some wooden structure and the paper has a, like, a picture of a surcoat on it, you know this kind of like overcoat, like armor-y— not armor, not like metal armor, but you know, a kind of padded overcoat on it.

Wilfer's Wits and Weaponry has, like, a book with a spear on it and that kind of image is on one of the big paper lanterns et cetera. And those are, like, faded in different ways, suggesting different lengths of use, you know. Um. So these don't seem like they're new, you know, explosive lanterns [chuckling] or something like that.

Keith: No, but if there's someone in town that makes lanterns with blue magic fire, that's suspicious.

Austin: Sure! [cross] I would say—

Keith: [cross] Can I uh... touch the lantern light to see if the flame has the same kind of heat from the...

Austin: It does.

Keith: Okay. It's at least interesting that it's a kind of fire that I don't know about.

Austin: It sure is.

Keith: And that everyone here has them.

Austin: Seemingly!

Sylvia (as **Caoimhe**): We should probably ask somebody about where they get the stuff that makes these lanterns up, huh.

Keith (as **Antistrophe**): Mm-hm.

Austin: Who do you— Yeah, great thought, where are you going?

Keith: Uh. Let me look at the map.

Sylvia: Yeah, I'm trying to decide here. 'Cause, like, can I presume that we all, like, sort of shared the information we got when we grouped back up?

Janine: I'm not sure [**Sylvia:** Or do I—] how much Brontë would volunteer, like, I don't know how much he would think was relevant. [chuckles]

Sylvia: Okay. So I don't know about the beef [cross] between Teribald and M'Shalia.

Janine: [cross] It depends on if you ask, or...

Sylvia: I think— I would [cross] be like...

Keith: [cross] Yeah!

Sylvia (as **Caoimhe**): How was the— the House of Chance?

Janine: [chuckling] Yeah, how was the actual research?

Janine (as **Brontë**): [cross] Uh...

Sylvia (as **Caoimhe**): [cross] [amused] Yeah, did you find *anything* there?
[chuckles] You're not on fire, so I assume the losing and getting, uh, burnt up thing was not true.

Janine (as **Brontë**): No... I did lose a hundred fifty asta, but it's— it happens.
Um. [pause] Uh.

Sylvia (as **Caoimhe**): [quietly] Jeez...

Austin: [laughs]

Janine (as **Brontë**): [cross] Uh, I happened to...

Keith (as **Antistrophe**): [cross] Proper gamester, huh.

Austin: [winces]

Janine (as **Brontë**): It's a new game, you don't learn by not trying.

[pause]

Janine: [laughs quietly]

Keith (as **Antistrophe**): [cross] I disagree.

Janine (as **Brontë**): [cross] I mean, you do, but not as fast. Uh. I actually happened to hone in on the sheriff at a table... And I— I managed to ask him a few questions and...

Janine: I think Brontë phrases it as if it was deliberate, of course, that he ended up talking to the sheriff, that he'd like, psychically found him.

Sylvia: Mm-hm.

Janine: Um. And then he shares, like, there's a beef [sic] and there were— these people were in jail when the other fires happened, so the sheriff decided they weren't... in on it. Um. And...

Sylvia (as **Caoimhe**): Hey, good job!

Janine (as **Brontë**): Of course!

Keith: Um. Do you tell us that, um, oh—no, [with emphasis] we tell—we tell you that we learned that this... place here might have been burned down separately from the other one.

Sylvia: Yeah.

Janine: What place is this?

Keith: The one— [cross] This... the saloon.

Sylvia: [cross] The saloon.

Janine: Yeah, I mean that's consistent with what he heard, right.

Keith: Mm-hm.

Austin: Mm-hm!

Sylvia: So I'm... My, like, leaning is to either talk to someone from House M'Shalia—"mm-shalia" [cross] or "mah-shalia?"

Austin: [cross] "Mm-shalia," "mm-shalia," yeah.

Sylvia: [cross] M'shalia, okay. Or the sheriff to be like... share what we found, [cross] I don't know.

Keith: [cross] Sheriff seems dumb.

Janine: [quiet chuckle]

Sylvia: Sheriff does seem dumb.

Keith: I'll say, my two things were the mining supplies, maybe this fire has something to do with, like, mining equipment.

Sylvia: [cross] Oh that's not a bad call.

Keith: [cross] And then the other thing is Crebb's Potions and Poultices attached to our...

Austin: That's Crebb, that's the guy you know.

Sylvia: That's Crebb.

Keith: Yeah!

Austin: [cross] Yeah.

Sylvia: [cross] That was a— Crebb was attacked, like, as part of this, so like...

Keith: [cross] Hey, that's sure— surely what it seemed like!

Janine: [cross] Yeah!

Austin: [scoffs]

Keith: And— But if we've got some sort of mysterious magic fire, Crebb might know something even if...

Austin: [cross] Mm, mm-hm.

Janine: [cross] But also it might be good to be like, [**Sylvia:** That is...!] what's your connection to M'Shalia and ...

Sylvia: Yeah that actually is... probably worth talking about. [cross] Do you ha—

Janine: [cross] Also I do think, [chuckling] I do think Brontë would also mention, like,

Janine (as **Brontë**): Oh, a beautiful redhead in the Hexcloak uniform just walked into the House of Chance as I was— as I was leaving, do you two know each other?

Janine: That might disc— [chuckling] I don't know if that would discourage or encourage? But I feel like he would definitely volunteer that information.

Sylvia: [pause] Uh. [laughs] I think— [laughs] Caoimhe just does, do you know the— does that thing where she, like, just like, rubs her face with both hands, like she's trying to keep a headache from coming. [laughs]

Austin: [laughs]

Keith: Uh-huh.

Sylvia (as **Caoimhe**): Yeah, I don't wanna— let's avoid the House of Chance for a little bit then.

Janine (as **Brontë**): [as if saying "if you say so"] Hm, alright...!

Sylvia (as **Caoimhe**): [pause] Just trust me.

Austin: Okay! Where to?

Sylvia: [chuckles] Um. We're right by Crebb, [cross] if we want to talk to the— to Crebb about magic stuff, what could be at the Potions and Poultices...

Austin: [cross] Yeah! Mm-hm!

Keith: [cross] Yeah.

Crebb's Potions and Poultices [00:09:06]

Austin: Let's do it! As you come in, Crebb is— has just finished stocking some of the shelves with the poultices and potions that you helped protect from the kind of automated stage car, stage coach. And then does like a "bounce bounce hop!" up onto a tall stool behind the counter, and says:

Austin (as **Crebb**): [somewhat nervous throughout] Ah, I didn't know I'd see you three again today! But, um, great to— great to see you again! You get settled over in the lodge alright?

Sylvia (as **Caoimhe**): Yeah, lovely place you guys have over there.

Austin (as **Crebb**): Ah well, [cross] thank you!

Sylvia (as **Caoimhe**): [cross] Everything doing alright after the fire?

Austin (as **Crebb**): Well thankfully so far it's been okay, um... it's... I like to imagine it's, um, you know, just a... just a blessing from the spring... But... you know, Frank says, just good luck.

Sylvia (as **Caoimhe**): Can never have too much of that, right.

Austin (as **Crebb**): Yeah...

Keith: And where's the spring?

Austin: It's the— right outside. It's the spring water, [cross] the kind of little— almost like a pond, you know.

Keith: [cross] Sure. Oh, this, okay. Yeah. Yeah. [pause] Um.

Keith (as **Antistrophe**): Well, we were looking around and we saw the lanterns all around town...

Austin (as **Crebb**): Oh! Yeah, the paper, the paper lanterns, yeah.

Keith (as **Antistrophe**): Yeah. Do you know where those come from? Do you know what... [cross] kind of magic is used to light those?

Austin (as **Crebb**): [cross] [sighs] Yes. Well there is no magic to use to light them, they're just with, uh, matches or, you know, a striking stone, or whatever you got in hand! [cross] Candles...

Keith (as **Antistrophe**): [cross] Well what's— what's the fuel?

Austin (as **Crebb**): Oh, they... [hesitant] I guess they are magic... I hadn't... They've been here for as long as I've been here, you know.

Sylvia (as **Caoimhe**): [cross] Hmm...

Keith (as **Antistrophe**): [cross] Ah...

Austin (as **Crebb**): Um, we did lose— We did have one break in a windstorm once, I got um— I had it repaired by old, uh... [somewhat melancholic] Oh, well, Jerriander, I guess, who, um... She used to run the saloon. But... with the fires... you know, we unfortunately lost her...

Sylvia (as **Caoimhe**): [sympathetically] Oh no... And that'd be Jerriander M'Shalia?

Austin (as **Crebb**): Yeah! Oh, do you know her?

Sylvia (as **Caoimhe**): No, just trying to keep my facts straight. I knew that the M'Shalia family was related to the saloon, [cross] but otherwise...

Austin (as **Crebb**): [cross] Yeah, yeah...

Austin: Jerriander, J-E-R-R-I-A-N-D-E-R. Jerriander M'Shalia.

Austin (as **Crebb**): Yeah, died in the first fire...

Keith (as **Antistrophe**): And which fire was the first fire?

Austin (as **Crebb**): The saloon.

Keith (as **Antistrophe**): The saloon fire?

Austin (as **Crebb**): Yeah.

[pause]

Keith (as **Antistrophe**): And do you know anything about... the Teribalds and the M'Shalias?

Austin (as **Crebb**): [stammers] The Teribalds and the— well... Sorry, are you...? You don't think... Lady Teribald... [stammers] That all got cleared up!

Sylvia (as **Caoimhe**): [pause] It did?

Austin (as **Crebb**): [hesitant] As far as I know, I knew the sheriff brought in Lady Teribald for questioning and [stammers] it was around then that the second fire hit.

Sylvia (as **Caoimhe**): [cross] Hmm.

Keith (as **Antistrophe**): [cross] Well, it's important to retrace your steps.

Austin (as **Crebb**): Uh, yeah...

Sylvia (as **Caoimhe**): We're coming to this late so we just want to make sure we've got everything [cross] in order.

Austin (as **Crebb**): [cross] I see. I see. Yeah I already talked to the sheriff and told— told him everything—

Austin: Probably wouldn't even say—

Austin (as **Crebb**): I already talked to Umberto and told him everything, um, everything I could. You know, we were asleep the night of the first fire, and um, you know, there was just, um... There wasn't much in terms of sound or anything. It was just... You could kind of hear it I guess, but... by the time we were awake it was already... it was already really going, you know. But there wasn't people screaming or nothing, you know.

[pause]

Sylvia (as **Caoimhe**): Seems kind of odd. You'd think, I mean, someone lost their life in a fire, you'd hear something.

Austin (as **Crebb**): Yeah I... As far as I know she was the only one who— who died in the fire, so...

[pause]

Keith (as **Antistrophe**): Hmm.

Sylvia (as **Caoimhe**): Huh...

[pause]

Keith (as **Antistrophe**): Well thanks Crebb!

Sylvia (as **Caoimhe**): [cross] Yeah, thank you.

Janine (as **Brontë**): [cross] One— one second!

Sylvia: [chuckling] Yeah just one more thing! [**Janine** chuckles]

Janine (as **Brontë**): Did— What was the state of her body? Just— I'm just curious.

Austin (as **Crebb**): Well I— They found it... I'm not... I... [sighs]

Janine (as **Brontë**): Like burned?

Austin (as **Crebb**): I'm not supposed to talk about— Sometimes I help there— She was— Yeah, she was burned, she was burned...

Janine (as **Brontë**): Okay, but like... [pause] Like really burned? [cross] Or like a little burned?

Austin (as **Crebb**): [cross] [sighs] I'm not supposed to talk about— Oh, really burned!

Janine (as **Brontë**): Okay...

Interrogation [00:13:28]

Austin: You have to push here, right.

Janine: [cross] Yeah.

Keith: [cross] Okay.

Austin: [cross] Crebb clearly does know a little something, is not— is not just gonna tell you... Seems mostly like, I don't wanna rehash all this, you know.

Janine: Yeah.

Keith: Mm-hm.

Sylvia: Yeah, it's upsetting.

Austin: [chuckling] Yeah.

Janine: Yeah. Um...

Keith: Uh, real quick, I can't remember what was the answer to the question, is the— was the burned wood the same kind of burn that was on [cross] the, uh, cart?

Austin: [cross] The answer is no. It was burned— different burned.

Keith: [cross] It was different? Okay.

Austin: I'll say, someone can do an interrogation role here. If you'd like to. You could even, I believe, do a group role.

Janine: I think, I will say [**Austin** mumbles] [**Sylvia**: Yup.] like, I think Brontë's line of thought here is like, he is remembering a situation where probably some other rich wine person [**Austin**: Mm-hm.] like, faked their death to get out of some debts.

Austin: Oh fun, yeah sure.

Janine: And did it with a fire, and you just like, got... [cross] just got any old dead body in the fire.

Austin: [cross] Right, you faked the—

Janine: But also there is the possibility of like, well, using the fire to cover up a crime. That is also probably...

Austin: Yup.

Janine: Something that he has heard about happening. Uh...

Austin: Yeah, do you want to do... Do y'all want to do an interrogation role here?

Keith: Sure!

Austin: Uh. [**Sylvia:** Yeah!] Are you doing it as a group? Are you doing it as an individual? I do think this is probably a little harder to get the full detail here.

Janine: [cross] Yeah.

Keith: [cross] Um. So this would be insight, right? I think we all have the exact same insight. [cross] I think we have 8.

Sylvia: [cross] I think... I think literally our stats are the same except you have a high might instead of a high dex... [cross] Keith.

Keith: That's exactly [cross] it. Yeah.

Janine: [cross] [chuckles]

Sylvia: [cross] Yeah.

Austin: [cross] That's very funny. Alright so to do a group check you pick a leader. Um. Which— It sounds like Brontë, 'cause Brontë you were the one who was like “now wait a second” and who has the particular story you just told, a theory.

Sylvia: [cross] Yup.

Janine: [cross] Mm-hm.

Austin: So then everybody else first does the support check, identical to the one the leader performs. Which is just gonna be— You're gonna click on your sheet where it says interrogate, which I believe is inspirat—I'm gonna say “inspiration” [chuckles] —insight/willpower! And then for Sylvi and Keith, your difficulty is 10. If you succeed, then Janine you'll get a +1 for each of their successes on your roll.

Keith: Okay.

Austin: So, go ahead, Antistrophe and Caoimhe. [pause] That is a 7. And that is a 4! You will not [**Sylvia:** Oh.] be getting any bonuses on this roll! [chuckles] [cross] Unfortunately...

Keith: [cross] Um. So, with [**Sylvia** chuckles] a critical success it happens anytime you roll... [**Austin:** Yes.] a ten, [cross] right? The fumble does not work that way.

Sylvia: [cross] The same...

Austin: [cross] It's not a ten, it's not a ten. It's—

Sylvia: It's when you roll [cross] the same number twice.

Keith: [cross] When you roll— sorry, it's—

Austin: [cross] It's double of sixes or more, is what I believe that it is.

Keith: [cross] Doubles of sixes or more. Okay, okay, okay.

Sylvia: [cross] Monopoly rules. [chuckles]

Austin: Yeah, I'm pretty sure that's— I'm pretty sure that that's right, I'll double check it for you, though.

Janine: I got an 11.

Sylvia: [cross] Hey!

Austin: [cross] Hey! There is an 11! Alright!

Austin (as **Crebb**): [sighs uneasily] Listen, I— This town is going through a lot and the last thing we need is more... more... more instability. But, um, yeah, the body was, um... there was some... there was some damage to the skeleton that was... You know, I talked to the sheriff, he asked me "how could you break your skull in a fire?" And I said, "well, you know, it's a multi-floor building, she could have fallen to the first floor from the second floor and cracked her skull trying to get away from the fire." Which is probably what happened!

Janine (as **Brontë**): Yeah, maybe!

Sylvia (as **Caoimhe**): Maybe?

Keith (as **Antistrophe**): Maybe!

Austin: I'm adding a mark.

Sylvia: I'm not gonna say anything to— to panic Crebb right now [**Austin:** Mm-hm.], but I don't believe [cross] that for a fucking second!

Austin: [cross] Neither does Crebb, right.

Sylvia: Yeah.

Austin: There was—

Sylvia: This is a real "I don't want to rock the boat" [cross] situation.

Austin: [cross] This is a real “I don’t want to rock the boat”— And maybe just says this, like:

Austin (as **Crebb**): Listen... My family is here and the whole town is falling apart and it seems like the fires are done, and if more people start leaving there won’t be a town to sell potions and poultices to!

Janine (as **Brontë**): There was a fire literally today...

Austin (as **Crebb**): Well, the one that attacked me! I know!

Janine (as **Brontë**): Yeah!

Keith (as **Antistrophe**): [cross] Right.

Austin (as **Crebb**): [cross] But that was outside of the town! Maybe it’s done!

Janine (as **Brontë**): [incredulously] Mm—

Keith (as **Antistrophe**): [cross] [incredulously] Hmm...

Janine (as **Brontë**): [cross] Why— Why [pause] would that be true.

Keith (as **Antistrophe**): Why.

Austin (as **Crebb**): [sadly] Because I want it to be...

Janine (as **Brontë**): And— That’s fair, [cross] I don’t think it’s right.

Keith (as **Antistrophe**): Maybe someone’s trying— [cross]

Austin: [cross] And I think, slouches.

Keith (as **Antistrophe**): Maybe someone is trying to get rid of witnesses.

Austin (as **Crebb**): I didn’t witness anything!

Keith (as **Antistrophe**): You witnessed a body.

Janine (as **Brontë**): Well don't scare him!

Sylvia (as **Caoimhe**): Listen, we're just going to— I understand your worry here. But I think if we get to the bottom of this it's gonna be better in the long run for everybody in town. And we're just trying to get as much information as we can, not drag you into anything, we're glad you are safe from the fire, but we want to make sure there's not, you know, any chance of more of it happening, 'cause...

Sylvia: I look out the window and... Uh, I guess from here I might be able to see some of the burned down buildings by the post office?

Austin: Mm-hm.

Sylvia: Um.

Sylvia (as **Caoimhe**): [cross] It doesn't look like it's an isolated incident.

Janine: [cross] I mean there's burned down buildings in every direction from this place. [chuckles]

Austin: [cross] Yeah, there really are, yeah. So.

Sylvia: [cross] Yeah.

Sylvia (as **Caoimhe**): If we don't figure, like— [hesitates] I can admire your hopefulness but I wanna make sure that there still is a town of Burzin, [cross] after... after we leave.

Janine (as **Brontë**): [cross] Yeah, you're running out of buildings in here.

[pause]

Austin (as **Crebb**): Jeez... [**Sylvia**: Yeah.]

Austin: Doesn't say "jeez."

Keith: [cross] [laughs]

Janine: [cross] [chuckles]

Austin: [laughing] “Jesus Christ!” Who’s a real person in the world!

Janine: Lord and savior! [cross] Mother Mary!

Austin: [cross] Lord and savior. Uh-uh.

Sylvia: Jesus Christ, uh, is a famous light elf.

Austin: [laughing] That’s right, uh-uh.

Janine: [laughing]

Austin: Um. You know, uh, probably does say something like, you know... Probably doesn’t say “by the Ennead” that sounds so corny, blergh. Ugh, out of my mouth, begone!

Sylvia: [chuckles]

Austin: Just says like,

Austin (as **Crebb**): Urgh... I— I guess...

Janine: You know, people could say “Gritt of the earth.” [cross] That already sounds—that sounds like a...

Austin: [cross] You could say Gritt of the earth. Yeah, Gritt of the earth, that is one of the— [**Janine:** Yeah.] that is the earth Ennead member, yeah, Gritt. Yeah.

Austin (as **Crebb**): Oh, Gritt...

Janine: Ooh, Gritt, yeah, [cross] Gritt’s good.

Sylvia: [cross] [laughs]

Austin: Gritt’s good...

Perpetuan religion lore [00:19:41]

Austin: Yeah, as a reminder there is a hand-out here with a list of the Ennead members. I don't think we've talked too, too much about this, um, but we are, you know, in the part of where the Elevana city states are and so maybe it's worth repeating some of it, or maybe I've said only a little bit of it. **[Sylvia:** Mm-hm.]

But there are kind of... The Ennead is worshipped in much of the world. They are the set of nine gods that, um, make up both the kind of Elvish— the House of Benediction, the kind of Elvish church, the House of Natural Benediction, which is also called the House, or just Benediction. But they're also worshipped across the sea. You would know them, or at least a version of them, from the Holy Protectorate of Placidia, the Way of Fearless Truth, the kind of um. The north-western religion in the western continent.

They kind of both arrived at the same set of gods to worship after the great Perpetuan, kind of, cycle revelation. Um. They kind of like, basically— I don't know if you remember this but there were, in the, uh, the Cartograph games that we played, there was that one place that was like a vision of another world? Like a strange— **[Sylvia:** Yeah.] Those places seemed to support certain other gods that exist. So like, in that place you could find a statue of Gritt the god of the earth, and so like, "Oh that's the god. That's the real god of the earth. Got it."

And so, both the east and the west have a version of that same religion. Though the House of Natural Benediction has an important difference, which is: they don't believe the world is ending. [chuckles] They believe that they clearly have been blessed by the gods. The elves all have magic powers that were given to them by the gods, and so, of course, uh, you are not— the world is not ending. Right. We've talked a lot about, I think, that part of this. This is key to why **[Sylvia:** Yeah.] the Hexcloaks do not believe that the quote unquote source rot is tied to the Perpetuan cycle, you know.

Keith: Right.

Sylvia: And that's my big issue with the Hexcloaks, 'cause I'm like "you guys gotta listen!"

Austin: [cross] That's right.

Keith: [cross] Uh. And it's their big issue with me.

Austin: Yes. Exactly.

Sylvia: Yeah.

Austin: Um. So, yeah. The House of Natural Benediction, um. You know, there's like some other minor differences that are important generally but are not, like, so important we need to pause and I have to read all of my documentation. I just— I'll say, you know, um, it was... They kind of adopted the Ennead about a hundred years ago. Previously it was a collection of a bunch of other, kind of minor faiths that kind of connected, you know, it was like "oh, this is what we know about the world."

And then the other big thing is that members of the House of Natural Benediction, which is most elves, it's sort of like the Hexcloak thing, they're like: "Oh, I— Gritt is my god." You know. You know, Aisling the fire Hexcloak probably sees herself in relation to Cinner the Soldier of Ash and Fire, who is the kind of flame goddess, [**Sylvia:** Yeah.] right. They have like a sort of patron deity. They believe in the whole Ennead, but there is still a sort of like, "that's my patron deity," you know.

Sylvia: Yeah, like I'd know— Zephius, I think is the name of the wind one?

Austin: [cross] Is the wind one.

Sylvia: [cross] Is the one that I'd probably be most familiar with, 'cause I'm from there.

Austin: [cross] Exactly. Zephius: the Old Wind, he is— [**Sylvia:** Yeah.] he is— And again, you could even draw on the power of other ones, you know, but like, that is the one that would have been important to you throughout your life. Yeah.

Sylvia: Yeah.

Austin: Totally.

Sylvia: I went to Sunday school for [chuckling] Zephius.

Austin: That's right, exactly. And we've already talked about how, like, the different [chuckles] cities, the city states all have a specific one that they care about, and they, like, try to have children born under those signs, [cross] et cetera, right.

Sylvia: [cross] Yeah.

Keith: [cross] Yeah.

Austin: [cross] So a lot of— A lot of social weirdness. Um. But yeah!

Goodbyes and inventory management [00:23:31]

Sylvia: [cross] [laughs] God...

Austin: [cross] Uh, where were we with Crebb's interrogation? It seemed um—

Keith: [cross] I think over, right?

Austin: [cross] It's seemed like maybe it was over. Yeah.

Sylvia: [cross] Um. I think it's pretty much over, yeah. I do wanna like, leave— before I leave I just wanna be like,

Sylvia (as **Caoimhe**): Listen, we appreciate the information that you're giving us. Focus on the fact that you were able to get home safe and see your kids again and that this will all be taken care of by the time we leave.

Austin (as **Crebb**): I'm putting my faith in you.

Sylvia (as **Caoimhe**): And I don't take that lightly!

Austin (as **Crebb**): And if you need anything, you let me know, we have potions, and poultices. And [cross] other types of things like that.

Sylvia (as **Caoimhe**): [cross] Yeah, I read the sign.

Austin (as **Crebb**): Elixirs, remedies, tonics...

Austin: And I'll note, actually, this is a place where— any time you're in any town for ten asta you can recharge an inventory point. So if you're low on inventory points from that fight, you could spend some [cross] money to get your inventory points back up.

Sylvia: [cross] [quietly] I don't think I've used that many.

Keith: I'm very low on that.

Austin: Are you?!

Keith: Yeah, I have two.

Austin: Oh damn, yeah, well. You might [cross] wanna spend some— some—

Sylvia: [cross] Oh wait, yeah.

Keith: Yeah, remember I was throwing potions at everyone? [laughs]

Austin: [chuckling] I do remember that! Yeah!

Janine: [laughing]

Austin: You don't say, you don't say.

Sylvia: Much appreciated.

Austin: Yeah. [cross] You know what, I—

Keith: [cross] Um. Yeah, I heard— I heard there was a— there was a team that wasn't throwing potions at everyone and then [chuckling] they maybe didn't do so hot.

Austin: Huh, well, you know. Yeah.

Keith: [cross] Um. [quietly] Woops.

Austin: [cross] They ran into some stuff they— I don't think that I expected them to run into [**Keith:** Right.] In terms of the way that it went. Is what I'll say. But...

Sylvia: [chuckles]

Austin: You know. [**Keith:** Uh.]

Sylvia: [chuckling] Play to find out what happens...

Austin: Play to find out what happens.

Keith: So how— I don't— I think that I have [cross] no money.

Sylvia: [cross] [laughing]

Keith: Where's my— [cross] Where does my money live?

Sylvia: [cross] Is that true?!

Austin: [cross] It lives in your backpack. Yeah.

Sylvia: [cross] Go under, uh, backpack, yeah, [**Keith:** Okay.] and then it should be in the top right there [cross] of the inventory.

Keith: [cross] Oh, I have sixty. So how much is it to recharge a thing?

Austin: Ten.

Keith: Ten? Ooh.

Austin: Ten for one.

Keith: Let's recharge four.

Austin: Okay. There is a real money disparity happening that's so funny to me.

Sylvia: [cross] In terms of parties or characters?

Janine: [cross] That was why I made a point of saying how much money I lost at the casino. [chuckles]

Austin: [laughing] I thought [cross] so! Yeah.

Sylvia: [cross] Yeah.

Keith: Hey, can I borrow twenty, uh, zenit to— or, uh, twenty asta [**Sylvia:** Asta.] to refill all the way so that— ‘cause I’ve been wasting potions on you guys.

Sylvia: [cross] Yeah, I’m fine.

Austin: [cross] [laughing]

Sylvia: I’ll lend you twenty bucks. I’ve got two-fifty, I can go down to two-thirty.

Austin: Yeah, there you go. [cross] Love it. Cool.

Keith: [cross] You?! I didn’t mean you.

Austin: [laughing]

Keith: [cross] I didn’t mean you.

Sylvia: [cross] Yeah I know, but I’m the one who would actually say yes, [cross] let’s be real.

Keith: [cross] Okay.

Austin: [cross] Ohhh, it’s funny. It’s good. Alright, yeah you get your inventory points back up. Um, and— God, did I— Did y’all get a reward for saving Crebb’s life? I’m realizing now.

Keith: [cross] No.

Sylvia: [cross] I don’t think we did.

Austin: I— You know... You should all take fifty asta, actually.

Keith: [cross] Okay.

Sylvia: [cross] Okay, cool.

Austin: [cross] You know, that seems...

Keith: [cross] Thanks Crebb!

Austin: Yeah it seems... You know,

Austin (as **Crebb**): By the way, I meant to, before you leave, um...

Austin: And like, ding! Opens up the cash register, [cross] you know.

Keith: [cross] [amused] The money that we just handed. [laughs]

Austin: Yeah.

Austin (as **Crebb**): By the— Let me just hand this back, plus a little bit extra, you know.

Austin: Uh... Did I really not give you rewards for that fight?

Sylvia: [cross] I don't remember.

Keith: [cross] Well I had twenty— or I had sixty asta, so I...

Austin: Yeah, I'm— just let me check my notes to see if I'd written out rewards to give you, because I feel bad if I didn't. Yeah. What I would say is, go ahead and keep that money you just spent. Everyone should max out their inventory points.

Keith: Okay.

Austin: To whatever it is. And then, uh... I think everyone should take—with three PCs—um... Yeah, everyone should take two hundred asta.

Sylvia: Okay. [**Austin:** Yeah.]

Keith: Wow.

Sylvia: So, the part [cross] where I lent, uh, ...

Austin: [cross] That's erased.

Sylvia: Okay cool.

Austin: Or it happened and then you just— You know, I think Crebb goes:

Austin (as **Crebb**): No no no no, take your money back. [**Keith** chuckles] You—
You all helped me out of a....

Keith: Yeah, when I was— It triggered something when I was trying to collect gas money, for— [laughs]

Austin: [laughs] Yeah, exactly. Yes. Um. And then yeah, gives you the— just the asta here. You know, in a... Maybe gives you... And then gives you something special I think, and says:

Austin (as **Crebb**): You know what, given the way things went, let me also give you, um... Here, two of these.

Austin: And tosses in [**Sylvia** chuckles] two special potions that give you—and maybe write this down, I don't know who's getting them, but they're two potions that give you fire resistance for three rounds. [cross] Fire resistance potions.

Sylvia: [cross] Ooh.

Keith: [cross] Oh, nice.

Austin: Yeah.

Keith (as **Antistrophe**): Well I think that you each should take them.

Sylvia (as **Caoimhe**): Okay, I'll take one.

Austin: Given that you're a walking tank.

Keith: Yes, I'm harder to kill.

Austin: Yeah that's fair. So yeah, write those down, you each get one. Three rounds of fire resistance after you drink it.

Sylvia: Uh, and this just cost— How much IP would this cost to use, [cross] just one, or?

Austin: [cross] It's none, 'cause it's its own [cross] special item basically. Yeah.

Sylvia: [cross] Oh I see. Yeah, okay.

Austin: Yeah. It's not— It doesn't cost IP because it's not a thing you can just— You didn't get the recipe for that, you know what I mean. [cross] They're like a particular item.

Sylvia: [cross] Right, makes sense.

Austin: Yeah, exactly.

Sylvia: Um, sorry, how much resist does this give us?

Austin: It just gives you resistance, which is... [cross] three rounds of resistance. Resistance in this game is half damage.

Sylvia: [cross] Okay. That— Okay, cool. I think it was the three rounds that I was missing.

Austin: [cross] Yeah, no worries, you got it.

Sylvia: [cross] Okay, perfect, got that.

Austin: Cool. Alright. So, Crebb interrogated, some clues garnered.

Janine: [brief chuckle]

Sylvia: [laughs] You said that like a Dark Souls UI, [cross] Crebb interrogated...

Janine: [cross] [chuckles]

Austin: [cross] [gravely] Crebb interrogated...

Keith: [cross] [laughs]

Considering the evidence so far [00:29:12]

Austin: Let me go over these clues one more time, you have five of eight here. Um. And I don't necessarily know what those remaining three are. I mean I know what the situation is, but I don't know more than that. [**Sylvia:** Mm-hm.] One of them was that it was a targeted attack on the stagecoach, on Crebb's stagecoach. Two is: it was the weird blue fire. Three was... uh, the most recent one, which is: it seems like the proprietress of the saloon, Jerriander, was killed before the fire, maybe? Or was killed from head trauma? Four is: had beef with Teribald. You know, Teribald and M'Shalia had beef. And then... What was the sixth one, or the fifth one? What's our fifth one, what am I missing?

Sylvia: [cross] Um...

Keith: [cross] Uh, did you say the fire was different?

Austin: I did.

Keith: Okay.

Sylvia: Was it the paper lanterns... [cross] that it's the same fire?

Austin: [cross] I don't know that that— was that— did that become a clue?

Sylvia: [cross] I don't know if that counted as a clue, I'm just trying to remember stuff that we've learned.

Austin: [cross] Oh it was—

Keith: [cross] It might not count as a clue, because if it was different fire then that fire wouldn't matter...

Austin: [cross] Different fire. Sorry, you were right, that— Sorry, different fire, you were right Keith [**Keith:** Oh, okay.], I thought you meant that the fire at the stagecoach was special blue fire. [**Keith:** Got it.] But no, the fact that the saloon burned down from what seems to be different fire than what— [cross] than that blue fire.

Keith: [cross] Than that blue fire.

Austin: Exactly. So yeah. Those are your pieces of evidence.

Keith: I'm glad that that was the right one, because if it wasn't then it was me... it just feels like "Keith's always fucking bringing up that the fire is different." [laughs]

Austin, Sylvia and Keith: [laughing]

Austin: Um. So yeah, it is now, I'd say, you know, it's proper moon time, now. [chuckles] [cross] The town is—

Sylvia: [cross] Yeah, yeah, yeah. As the sheriff would say.

Janine: [cross] Is that different than just moon time?

Keith: [cross] Improper moon time.

Austin: [cross] That's improper moon time, no. I think it's the same, in fact, if I wanted to say something is proper moon time it's probably not proper moon time yet, [cross] I think proper moon time is probably later.

Janine: [cross] Eastern Standard Moon Time.

Austin: Eastern Standard, yeah— [cross] I think it's later in the night, it would be proper moon time.

Sylvia: [cross] [snorts]

Keith: [cross] Yeah, and improper moon time is its own month.

Austin: [chuckles] That's right. Uh. [chuckles] I hate it when it's improper moon time...

[**Keith** chuckles] Um, yeah! So it is night, uh, are y'all gonna keep doing your investigation? Are you going to wait until the morning? I think at this point the shops, the general shops, have all kind of closed down. Things like the armor and weapons store— Sorry, Wilfer's Wits and Weaponry! The mining supply shop is probably closed for the night. Town hall and jail are open, but like, you know, they're not... [**Keith:** Mm-hm.] They're not popping. People aren't having town hall meetings. The House of Benediction of course the doors are going to be open, there will be some sort of priest there. And then, you know, in general, people are turning in for the night at this point.

Sylvia: I, like, wanna talk to someone from House M'Shalia [**Austin:** Mm-hm!] [**Keith:** Yeah.], but I also, like... Would it be the time to do that...

Austin: You know that there's a person there, you know. It's not midnight, but it's dark.

Sylvia: [cross] Okay.

Keith: [cross] Yeah, right. Things close early in... Burzy land.

Sylvia: [cross] Burzin.

Austin: [cross] In Burzin. Yeah, uh-huh. And I will say that, you know, you get the vibe just from talking, having talked to people and in general, like, things normally were louder and more rowdy into moon time here in Burzin before the fires. [**Sylvia:** Hm.] But there's just so many fewer people, so many people had to leave, that things are just a little quieter.

Keith: Um, and just to, like, remind myself. The thing that was interesting about this town is that there weren't fires happening around here.

Austin: They seem to have come from nowhere, yeah. This is not a place that has dealt with a history of fires.

Keith: Right. But there were [sic] a history of fires around this place, and then all of a sudden...

Austin: Um, you know, there were, up in the hills and stuff, for sure, you know.

Keith: Right.

Austin: But not, uh. And again, Parisolia is north by a couple days, you know, travel. Which is not that far in this world. [**Keith:** Mm-hm.] And that's a place where there is a whole second sun, [chuckles] for some reason just above Parisolia. And, yeah. So, there's a lot of heat up there, but not a lot of fire.

Keith: Right.

Sylvia: Mm-hm! Mm-hm!

Austin: So. Really the big thing was: wow, invisible fires, weird.

Keith: Mm-hm.

Sylvia: Yeah.

Crossing the town [00:33:30]

Austin: So yeah, you want to go to House M'Shalia?

Sylvia: I feel like that's [cross] the logical move, right?

Keith: [cross] Yeah, I think so, yeah.

Austin: Alright. Um, you walk through— There's kind of two routes, I guess. There's one past the residential district and to the south of the town hall and jail, and there's one from the, like, you can go all the way up and around. I think the difference is, it's a flatter walk if you go all the way up and around, whereas the kind of— there's a big staircase I think maybe, that goes, like, up the hill at the very end of the center. If you go, like, through the kind of center of town, to get up to the hill you have to take a big staircase to the estates. Otherwise you can go all the way up to the mining supplies and around and then walk the hill, the incline of the hill. Does that make sense?

Sylvia: [cross] Yeah.

Austin: [cross] I'll draw some stairs in.

Sylvia: I wonder— It might be worth doing the longer walk, just to, like, get a view [cross] of the town, but...

Austin: [cross] Sure! Yeah.

Sylvia: You know...

Austin: Yeah. As you walk through the town, again you start to get the vibe that I've mentioned, which is like, it's just eerily quiet now. Even inside of the residential district that remains, people are, you know, locking up early. You see somebody who is like... One person is taking a bucket of water and, like, splashing it on their house in some sort of... [hesitant] preparatory defensive hope, I don't know. And then, yeah, you make your way up towards the— past the big burned down commercial district, the rest of what the commercial district once was. And I think especially for you, Caoimhe and Antistrophe, who were in the burned down saloon, you can see like: Oh yeah this is— this place either burned hotter or longer or deeper in some strange way. This place is like [with emphasis] gone, in a different way than the way the saloon was.

Keith: Mm-hm.

Austin: Um, but yeah! You're able to go up, over towards the House of Benediction. [hesitates] Can somebody, maybe all of you actually, give me a... just a check to notice

something. What's our— What's our check— It's probably [cross] insight/insight. Let me double check it.

Keith: [cross] Insight? Study?

Austin: Yeah, it might be study, that makes sense to me. Everybody just give me a study check to see if you notice something. [pause] That's a 9. [pause] That's a 6.

Sylvia: [disappointed chuckle] That's a 6.

Austin: And that's a 9! Um!

Sylvia: [cross] Nice. [chuckles quietly]

Austin: [cross] You all... You all briefly hear the sound of laughter. But by the time, like, you can't figure out where it came from.

Keith: Okay. I'm gonna use a Fabula point.

Austin: Okay!

Keith: Because I got a 9, oh wait no. Sorry, I looked at Sylvia's roll, which was a 1 and I was like— briefly I was like "oh I rolled a 1."

Austin: You could [cross] definitely succeed. [**Keith:** Like...]

Sylvia: [cross] Nah, I've rolled two ones. [sad chuckle]

Austin: You rolled a 1 and [cross] a 5!

Keith: [cross] You rolled a 1 and a 5.

Sylvia: No, I rolled [cross] a 1 earlier.

Austin: [cross] Oh you mean so far today, yes. Yes.

Keith: [cross] Oh, oh, you mean today. But I rolled a 4 and a 5.

Sylvia: [cross] On my interrogate.

Austin: Yeah, yeah.

Keith: Like, if I had rolled an 8 and a 1 [cross] that would have... but no, that never happened.

Austin: [cross] Right. Totally.

Sylvia: [cross] Yeah.

Austin: You could spend for your— one of your bonds. And that would push a 9 to a 10.

Keith: Uh. Okay... [cross] Um.

Austin: [cross] I'll remind you all, it's good to spend Fabula points.

Sylvia: [cross] Uh, I'm also fine to spend a point to— 'cause I have more points than you. Oh!

Keith: [cross] Sorry I was just clicking to see—

Austin: [cross] What's your— Oh to see...

Sylvia: [cross] Oh, okay.

Keith: I should have a second— Oh, no, we have a circle bond. Right. [cross] It's one bond each.

Sylvia: [cross] Yeah, we have only one each.

Austin: [cross] Yes that's correct. Yup.

Sylvia: Um... 'Cause I got a 1 and a 5, I'm down to try and reroll that 1.

Austin: Totally up to you!

Keith: Um. Yeah I don't think that my bond lends itself to getting extra...

Sylvia: Okay, I'll do that. I'm gonna spend a Fabula point.

[pause]

Austin: Okay!

Sylvia: So, I declared it and then [cross] let me roll one D8.

Austin: [cross] You can just roll— reroll one insight, you're looking for a 5 or above.

Austin: Hey that's a 6!

Keith: [cross] Nice!

Sylvia: [cross] 6, baby!

Austin: Um! You see, uh...! You see where it's coming from. As a wooden and paper lantern hovers behind the mining supply building. It's a giggling, like, lantern.

Sylvia: [cross] Ohh...

Janine: [cross] That's a Pokemon!

Keith: [cross] Giggling lantern...

Sylvia: [cross] Town's haunted.

Austin: [cross] Uh-huh!

Keith: [cross] That is a— That is a Pokemon. [chuckles]

Austin: It is a Pokemon, what Pokemon is that?

Janine: Lampent! Or, [cross] uh..

Keith: [cross] Uh... Lanturn, no, not— Lanturn's the fish.

Sylvia: Lanturn's the fish, [cross] I think Janine was right.

Austin: [cross] Oh yeah, Lampent, Lampent. [**Keith:** Yeah.] Yeah. So it's not this— So those both have a kind of like wrought iron metal thing going on, [**Keith:** Yeah.] this is like wood and paper, you know. [typing] Wooden lantern... Um, uh... Really just paper, yeah, like a paper— wooden paper lantern, you know. Uh, boxy. [**Keith:** Mm-hm.] Maybe it does have a little bit of the— like a... not a diamond shape, but you know what I mean. Like it comes— It goes like— It's... not fluted, what is the word for this. Where it, like, kind of goes out and then up [cross] and then in again.

Keith: [cross] Flared.

Janine: [cross] Flared?

Austin: [cross] Flared, thank you. Why did I say fluted...[cross] Uh. Yeah.

Keith: [cross] Fluted is sort of like [cross] that, but it's not fully right.

Janine: [cross] Yeah, it's not fully wrong.

Austin: Okay, well, good. I'm glad it's not fully wrong. [chuckling] Um. [typing] Let's do this... Great. And then... And then, yeah! So it dips behind the northern end of the, uh, the mining supply. Like right up here. And it's laughing to itself.

Sylvia: Yeah I'm gonna follow that, I think!

Austin: Okay! Um, you see it, um... beginning to... I think what you actually see is that it begins to disappear, it begins to fade into invisibility. What do you do?

Sylvia: Uh... What—

Austin: Like it's becoming intangible.

Sylvia: Yeah... [hesitates] I'm torn between trying to run over and grab it, and making a sound to get [cross] its attention.

Austin: [cross] Mm, interesting.

Sylvia: Um... And both— neither seem like good ideas but those are the ideas I've had... 'Cause, if it's starting to disappear, and we've been dealing with invisible fires! I'm just saying! [**Austin:** Mm-hm!]

Keith: Hmm.

Janine: Hmm. Yeah.

Sylvia: Yeah, I might just try and catch this thing.

Austin: I love that.

Sylvia: Uh, what would this be, Austin?

Austin: I think this is probably a dex plus something? Let's see, [cross] dex plus...

Keith: [cross] Maybe dex plus dex! Or maybe... ints...

Austin: [cross] It might be dex plus dex.

Sylvia: [cross] I would love that!

Austin: It could be dex plus might also, for like— You're trying to tackle it, you know what I mean, you're trying to grab it and bring it to the ground. I think [**Sylvia:** Yeah...] that's probably right, its—

Keith: Okay... [puffs]

Austin: It's kind of a fully physical thing, you know.

Keith: [guiltily] Did I do this?

Sylvia: Well, no, 'cause the roll is going to be the same, [cross] it's going to be a 10 or a 6 either way.

Keith: [cross] No, well, if it's dex...

Austin: [cross] No, 'cause—

Sylvia: [cross] Oh?

Keith: [cross] Oh, sorry, yes, your dex— Sorry, I was thinking 8 per dex for you.

Sylvia: [cross] Yeah, my dex is 9.

Austin: [cross] Yeah, and also I think, let's just let— Let's let [**Keith:** Yeah.] Caoimhe follow up on the, you know, what's happening here.

Sylvia: [cross] Yeah. Okay!

Austin: So, yeah, dex plus might.

[pause]

Austin: Uh, no bonuses to that.

Austin: [cross] Ho-ho, lantern grab is a miss!

Sylvia: [cross] Yeah, I thieved it. I rolled two threes.

Austin: Two threes... Not a fumble, not a— not a fumble. Uh.

Sylvia: [sad voice] "I rolled the same number twice, isn't that a—" [**Austin** chuckles] No, I'm kidding.

Austin: No, yeah, I believe that that is going to— that a 6 is going to miss. Yes, a 6 misses. And the lantern has vanished...

Sylvia (as **Caoimhe**): Fffuuuuck...

Sylvia: Is there any sign of fire starting?

Austin: You could give me study?

Sylvia: [stubbornly] Okay! I will! [hums]

Austin: Difficulty is 10.

Sylvia: [quietly] Where is... [cross] There we go.

Austin: So this is insight/insight. [cross] Oh, that is an 8.

Sylvia: [cross] 8, goddamnit! What did I roll here.

Austin: You rolled a 6 and a 2.

Sylvia: I'm gonna reroll that 2.

Austin: [cross] Right, spend a Fabula point, everybody take an experience point [cross] 'cause that's our third Fabula point.

Keith: [cross] Hey! Yeah, that's the third one!

Sylvia: Uh... [quietly] Let me just... bump that... I'm down to zero Fabula points now.

Austin: Trying to get a... Oof! Not enough!

Sylvia: [cross] That's... Yeah, I got one better...

Keith: [cross] No...

Austin: [cross] That brings it up to 9 but you don't have any Fabula points [cross] left to do any sort of bond stuff...

Sylvia: [cross] [groans defeatedly] Oh I'm done...

Austin: Uh, [chuckles] you know, as far as you can tell, the lantern was scared away, disappeared. Uh, you know you could— we could turn it into a group check. Y'all could try to help Caoimhe on this role. [**Keith:** Sure!] 'Cause now you're only one away, so you only need either, [cross] uh, Brontë—

Janine: [cross] I feel like I would, like, trip over myself to— [chuckles] in order to... in order to help.

Austin: [cross] [chuckling] Yeah, of course. Yeah. So just give me...

Janine: [cross] Like, of just like, oh, you know,

Janine (as **Brontë**): Let me give her this triumph...

Austin: [cross] Go ahead and give me—

Keith: [cross] This is a study right?

Austin: This is a study, yeah, insight/insight. Looking for at least one of you to get over a 10. [cross] That's a 6.

Keith: [cross] Jesus christ.

Austin: That's a 3-3.

Sylvia: Oh boy...

Keith: The bad rolls today...

Austin: Not great. And that's an 8!

Keith: [cross] Oh my god!

Sylvia: [groans defeatedly]

Austin: You've scared the lantern away...

Sylvia (as **Caoimhe**): I scared it away! It's fine! It's fine. [**Austin:** Yeah...]

Keith (as **Antistrophe**): It's fine.

Sylvia (as **Caoimhe**): [cross] [sarcastically] Job well done.

Janine: [cross] Why was— why was that study versus, like, a dex, like a grabbing at it, again, thing?

Austin: [cross] 'Cause that wasn't—

Sylvia: [cross] The study was to find if there— I was doing— The study was for— To see if there were signs of fire or something.

Janine: [cross] Oh, okay, okay.

Austin: [cross] Yeah.

Janine: [cross] Right, okay.

Keith: Or if it was invisible there in some way, I guess.

Austin: Yup.

Sylvia: Yeah. [sighs]

Austin: Uh. Yeah! You've lost sight of it.

Sylvia (as **Caoimhe**): [sighs] Damn! [**Austin:** Mm-hm!]

[pause]

Austin: And uh— And yeah, you've lost sight of it. Doesn't seem— You're smelling, you're sniffing, it doesn't seem like there's any fire happening here at the mining supply.

[pause]

Keith: Uhhh.

Janine (as **Brontë**): Better luck next time!

Austin: Better luck next time!

[pause]

Sylvia (as **Caoimhe**): [disgruntled noise]

Sylvia: [chuckles]

Keith (as **Antistrophe**): We've gotta come back to this.

Austin: I mean.

Keith (as **Antistrophe**): The mining supply place.

Austin: Yeah, sure.

[pause]

Sylvia (as **Caoimhe**): [stammers] Yeah, I'm keeping an eye on this place.

Austin: Mm-hm! And you're going to continue on to House M'Shalia, up the hill?

Keith: [cross] Yeah.

Sylvia: [cross] Yeah, I mean...

Austin: [cross] Alright! Uh. You head up that way, you get through past House Burzin, which is... I think maybe you see the... the... Someone looking down at you from the second floor window. Maybe gives you a little wave? You know. Isn't trying to be creepy, just like, "oh visitors, interesting." You know?

Sylvia: Mm-hm.

Austin: And then you walk past these two abandoned estates... You get the vibe that some local townsfolds have moved in there... [chuckles] You get that vibe because you can see the curtains moving, you know. So they're not abandoned in the sense that no one lives there, they're abandoned in the sense that the people living there are trying their best not to get caught living there. Um.

Sylvia: Okay.

House M'Shalia [00:44:31]

Austin: And then eventually you get to House M'Shalia, which is probably the... The second of the nicest of the estates up here. But it is in some... It's in just, like, not

disrepair in a way where it's, like, not been taken well care of, but in a state where it's clear the things that went wrong just had been adding up for years, you know. "Oh, [Sylvia: Mm-hm.] this one part of the front porch, you know, needs to get some wood replaced. Oh, the— you know, the windows get stuck. Oh, some of the paint has peeled away," but you can see that other parts had been repainted recently, so it's not like it's... It's just a lot of work, is what the vibe is. Um. And yeah, there is a front porch at the front door, and a little bell that you can ring, or you could knock. Whichever.

Sylvia (as **Caoimhe**): [hesitates] Is there... I'm gonna knock...!

Austin: Okay. Yeah.

Janine (**Brontë**): After you!

Sylvia: I love doing a little [as if knocking on a door] "bup-bupu-bup-bup," you know.

Austin (as **voice behind the door**): [as if from far away] One minute! Just a— Just a sec!

Sylvia (as **Caoimhe**): Mm-hm!

Austin (as **voice behind the door**): Uh, who is it!

Austin: [chuckles] [amused] They say from the other side of the door realizing that they don't know who's knocking.

Sylvia: Uhh, damn, how do we answer this one.

Keith: Yeah what are we?

Sylvia (as **Caoimhe**): I've come here from the Hexcloaks to investigate the fires?

Austin (as **voice behind the door**): The Hexcloaks? Oh, [relieved sigh] okay.

Austin: Opens the door, um.

Austin (as **person in the doorway**): Hey, how are you doing. Um. I'm Ryn. Uh.

Austin: That's R-Y-N.

Sylvia: Mm-hm.

Austin (as **Ryn**): [a little awkward throughout] Nice to— Nice to meet you. The fires? Um. Yeah it seems like it's been bad! Um, I don't really know anything. Uh, I kind of just got here this week. So... Uh, but please, come on in. You're all Hexcloaks? [hesitates]

Sylvia (as **Caoimhe**): They're my, uh... assistants.

Austin (as **Ryn**): Yeah I was going to say, I've never seen... human [cross] Hexcloaks, so.

Janine (as **Brontë**): I'm a gentleman companion. [cross] More than an assistant, but.

Austin (as **Ryn**): [cross] Oh! You two are companions. Okay, that's great.

Sylvia (as **Caoimhe**): [cross] [with disapproval] That... Hmm.

Austin (as **Ryn**): Come right in.

Sylvia (as **Caoimhe**): [sighs]

Austin (as **Ryn**): Tea? Water?

Sylvia: [laughs]

Sylvia (as **Caoimhe**): I'm okay. [cross] Thank you.

Austin: [cross] This is a... kind of, uh, mouse-ish twenty-something. Big round glasses. Um. Dark hair, in kind of a, you know, classic anime bowl-cut look? [**Keith:** Mm-hm.] You know? [**Sylvia:** Mm-hm.]

Keith: Now mouse-ish is different than mousy because, um, they have actual [cross] mouse features.

Austin: [cross] [amused] They have actual mouse features. No, yeah you're— Mousy is right. Mousy is what I meant. Yeah. And they, uh, they— Again— Sits you down on some old furniture, this is... You get the impression pretty quickly that this is someone who moved into their aunt's house to fix it up and take care of some affairs. [**Sylvia:** Yeah.] Um. Uh. The two of you who saw the picture of who now you know is Jerriander M'Shalia, the runner— the proprietress of the saloon, can see some shared features, in terms of eyes and facial structure and stuff like that.

And I— You know, you're pros at this, you get the situation pretty quickly. [**Keith:** Mm-hm.] And I think that Ryn also is just, like, [amused] doing the thing that a nervous person— some types of nervous people do, which is like, just starts narrating openly. [chuckles] Um, it's like,

Austin (as **Ryn**): [quickly] Uh, yeah I just moved here, um. My aunt died and I guess I got the house in the will, and I don't really have anything else going on so I figured I'd come here, I didn't know about the fires at the time, I didn't really know about anything. Sugar? In the tea? Did you say tea? [cross] Iced tea? Warm tea?

Keith (as **Antistrophe**): Uh, I said tea.

Austin (as **Ryn**): Okay, um. Ice?

Keith (as **Antistrophe**): No. [confused] Ice?

Austin (as **Ryn**): No ice... Okay, uh... [huffs nervously] Let me just make a— I already put the— [nervously] I put the ice in, let me—

Keith (as **Antistrophe**): [cross] That's— No, that's fine.

Janine (as **Brontë**): [cross] I'll have some with ice!

Austin (as **Ryn**): [cross] Okay, here you go.

Keith (as **Antistrophe**): Okay! Well, then I'll have some with no ice. [whispers]
They have ice...!

Austin (as **Ryn**): [hesitant] Yeah...

Sylvia (as **Caoimhe**): Is that weird?

Keith (as **Antistrophe**): [whispers] Most places don't have ice!

Austin (as **Ryn**): Well, I...

Sylvia (as **Caoimhe**): [cross] I don't know if that's true!

Keith (as **Antistrophe**): [cross] Hmm.

Austin (as **Ryn**): Well, you know, we— [hesitates] My aunt was really kind of, I guess, well to do, which sounds kind of rude. But you know it's not the life I grew up in, but yeah. Has one of the magical ice makers, I guess. Um. Uh. Anyway, here you go, some tea. Uhm. So moved in, been trying to fix the place up. Um. Hoping to sell it but I guess it seems like... I... I don't know it, doesn't really seem like... [cross] many people can—

Keith (as **Antistrophe**): [cross] It's not a buyers market.

Austin (as **Ryn**): Yeah... I guess you could say that. Um. Anyway, Hexcloak! Wow! I didn't know that something like this would rate, you know. Just... How can I help you?

Sylvia (as **Caoimhe**): [hesitates] You weren't— Were you very close with your aunt at all? Or just sort of... You said this was kind of a surprise that you got this left to you, yeah? [cross] Or did I mishear?

Austin (as **Ryn**): [cross] No, that's right, I um... I was just kind of um... I of course knew her, but she was kind of like the weird aunt, you know what I mean? Um, my family... [hesitates] My mom, obviously, my mom's sister... They loved each other and all that, but, like, you know I think I only ever came to visit two or three

times in my whole life? I didn't really know I made an impression on her... But I guess I did... And um... Here I am, trying to make something of the place.
[self-consciously] I mean it's a nice place! It's a great place, I'm not trying to insult the place, if any of you are in the market...! Um, I would happily... talk to you... about... an offer!

Sylvia: [chuckles]

Sylvia (as **Caoimhe**): Yeah, not... Not within my pay grade right now.

Austin (as **Ryn**): [sighs] Well that's a shame.

Keith (as **Antistrophe**): Hm.

Janine (as **Brontë**): [disinterested] I already have a place, so.

Keith (as **Antistrophe**): How's the location?

Austin (as **Ryn**): Great view, I— well... I mean... You can kind of— Once they clean everything up it'll be a great view... Um.

Antistrophe and **Caoimhe**: Mm-hm.

Austin (as **Ryn**): Great view in the other direction though! You can kind of look out on the plains, [cross] it's really pretty, you can see...

Keith (as **Antistrophe**): [cross] Yeah! That's half!

Austin (as **Ryn**): [cross] Exactly!

Keith (as **Antistrophe**): Most places usually have only one good view, anyway.

Austin (as **Ryn**): That's— That's a great way to say— I'm gonna put that in my— In my brain and I'll say that one next time.

Keith (as **Antistrophe**): As many good views as most places.

Austin (as **Ryn**): [chuckles] That's right.

Keith: [laughs]

Austin (as **Ryn**): The normal amount of good views.

Sylvia: [chuckles] Real marketing genius.

Austin (as **Ryn**): Um, so... So... [**Sylvia**: Uhm.] Can I help you with anything?

Keith (as **Antistrophe**): Are you the only M'Shalia in the town?

Austin (as **Ryn**): Uh, that's right. Yeah, I guess my family used to have a bunch of people here generations ago, or whatever, but it's just been my aunt for as long as I've been alive at least.

Sylvia (as **Caoimhe**): Hmm... Do you know why your family left?

Austin (as **Ryn**): Uhm. I think they just wanted to get to a bigger town, you know. Um, I... I grew up over in Cenn, which is, like, such a different vibe, you know.

Sylvia (as **Caoimhe**): Mm-hm, mm-hm... When was the last time you got a chance to talk to your aunt, either through, like, a letter, or... anything else like that?

Austin (as **Ryn**): Uhm. Well you know, we sent holiday cards... But that's not really talking... [hesitates] I haven't, you know, I spent— Um, I spent a season out here when I was sixteen, which is like ten years ago, a decade ago.

Sylvia (as **Caoimhe**): Mm-hm.

Austin (as **Ryn**): Uhm. But that was kind of the last time we had any real one-on-one time, you know?

Sylvia (as **Caoimhe**): Yeah, yeah... And she... [hesitates] She didn't mention anything about... conflict in the town, did she?

Austin (as **Ryn**): [confused] Conf— What's this about?

Sylvia (as **Caoimhe**): I'm— We're just— The saloon burned down, [cross] as I'm sure you're aware.

Austin (as **Ryn**): [cross] Yeah, yeah...

Sylvia (as **Caoimhe**): And we just wanna make sure there's, you know, no foul play involved.

Austin (as **Ryn**): Oh! I— I had no idea that was even... a possibility... [cross] As far as I know everyone—

Keith (as **Antistrophe**): You've never heard of arson?

Austin (as **Ryn**): Well, yeah, but normally isn't it to, like, make money [cross] or something?

Sylvia: [cross] [chuckles quietly] Just arson around!

Sylvia (as **Caoimhe**): It's— You know there is a variety of reasons.

Austin (as **Ryn**): As far as I know, everyone loved my aunt. She ran that saloon for decades...

Sylvia (as **Caoimhe**): Mm-hm.

Austin (as **Ryn**): I never met any enemies if she had any enemies... And as far as I could tell... You know... Again I was a kid, I was kind of off having... You know, doing kids' stuff.

Sylvia (as **Caoimhe**): Yeah, of course, of course.

Sylvia: Uhm. [pause] [sighs] Sorry I'm just trying to think of the next question. Um.

[pause]

Keith (as **Antistrophe**): You don't have to tell them that.

Sylvia: No, [cross] that's— That's me out of character saying that.

Keith: [cross] [laughing loudly]

Austin: [cross] [laughs]

Janine: [cross] [chuckles]

Sylvia: That's me out of character saying that, Keith. Yeah, yeah, yeah.

Austin: [chuckles]

Sylvia: That was Sylvia. Uhm.

[pause]

Sylvia (as **Caoimhe**): Would you at all mind if we just took a quick look around the place? Or if you have any of your aunt's things laying around [cross] it'd be good—

Austin (as **Ryn**): [cross] [sighs] Oh god, I have so many of my aunt's things laying around, um...

Keith (as **Antistrophe**): Probably like a whole houseful...

Austin (as **Ryn**): Yeah... Yeah, that's— That's right. Yeah. Um.

Keith (as **Antistrophe**): Do you hear laughing?

[pause]

Austin (as **Ryn**): [confused] Just now...?

Keith (as **Antistrophe**): [cross] No, in general.

Sylvia (as **Caoimhe**): [cross] In general.

Keith (as **Antistrophe**): In the house, around the house?

Austin (as **Ryn**): [confused] From... people?

Keith (as **Antistrophe**): From... something you didn't see? Or maybe from around a corner?

Austin (as **Ryn**): [cross] You know I— No, I haven't, but I'll be on the listen out... [pause] Uhm. Most of her things are in the bedroom, which is upstairs. The guest bedroom, I moved them, 'cause I'm—

Austin: Actually probably not, probably they're staying in the guest room.

Austin (as **Ryn**): They're up in her bedroom, the master bedroom. There's also an attic that you can get to from the hallway upstairs. It's a pretty big attic. But— [Sylvia: Hmm.] So there's a bunch of stuff up there, I haven't even gotten there. Um, books, and dresses and... old furniture and all sorts of stuff.

[pause]

Sylvia (as **Caoimhe**): Alright. Thank you! We might have a few more questions before we go, but I think— Actually, do you two have anything you wanna ask before we go look at this stuff, or...

Keith (as **Antistrophe**): Uh, yeah, have you been holding my tea?

Austin: [swiftly stifled laughter]

Austin (as **Ryn**): [stammers] Sorry, here, you can have your—

Sylvia: [cross] [snorts]

Janine: [cross] [laughs]

Keith: [chuckles]

Austin (as **Ryn**): Do you want me to cool it down for— It's been a—

Keith (as **Antistrophe**): No!

Austin (as **Ryn**): [cross] [quietly] Okay.

Janine: [cross] [giggling] That is the opposite of...

Keith: [laughs]

Austin: [laughs]

Austin (as **Ryn**): It's hot in my hands! So I wanted to know!

Keith and **Janine**: [laughs]

Austin: Alright, gives you your tea. And yeah, gives you the run of the place here. The Hexcloak uniform really goes a long way here, you know.

Sylvia: Yeah! I love... I love to be, uh, [cross] [amused] an arm of the state.

Austin: [cross] Uh-huh!

Sylvia: [cross] [laughs]

Janine: [cross] Uh.

Sylvia: [laughing] Things we always say on *Friends at the Table*! [**Austin**: Uh-huh!]

Looking for clues [00:55:19]

Janine: I want to immediately go for the jewelry box.

Austin: [snorts] Okay! Uh, [**Sylvia** chuckles] yeah, there is a jewelry box. There's probably a couple, there's probably a big one that has, like, multiple drawers [cross] and that has like a nice—

Janine: [cross] Do you want me to tell you what I'm looking for specifically?

Austin: Tell me what you're looking for. Yeah.

Janine: Okay, um. [cross] I'm not looking— I'm not going to rob—

Keith: [cross] Valuable jewelry.

Janine: [cross] [laughs] No! Obviously, I have my own jewelry and it's nice!

Austin: [cross] You're robbing the dead lady! Of course. Uh-huh.

Sylvia: Shots fired...

Janine: [laughs] What I'm looking for is anything, like... You know, like braided hair pendants, or like, those... those broaches that were like the painted eye of your, like, beloved or whatever. [cross] Or like little portraits and stuff.

Austin: [cross] Oh, interesting.

Sylvia: [cross] Hmm.

Janine: Like in a world without photography the ways in which people [Austin: Right.] have— display some sort of attachment to a person is usually, you know, little [Austin: Mm-hm!] painted tokens [Sylvia: Mm-hm!] and things like that, or...

Austin: Yeah, that's fun. [cross] Give me a—

Sylvia: [cross] Cool.

Janine: [cross] Also jewelry box often a good place to hide your love notes. Just saying.

Austin: Sure, yeah, of course, give me a study!

Janine: [sarcastically] My favorite one that I'm very good at...

Austin: [chuckles] Mm-hm! [chuckles]

Janine: Uh...

Sylvia: We're all nailing it today.

Keith: [cross] Yes. We've rolled about a hundred eights and below on study today.

Austin: [cross] This— This— Yeah, I think this is probably actually not as hard, this initial thing. So— It's an open-ended one, but it starts at 7, you'll get more if you get 7, 10, 13, et cetera.

Janine: Oh-kay...

[pause]

Keith: [guffaws]

Austin: [cross] Well that's a— that's a— that's a 3...

Sylvia: [chuckles]

Keith: It almost couldn't be lower.

Austin: If it was it would be a fumble.

Janine: Yeah...

Keith: Yup.

Janine: Uh. I could spend— I have a point left I could spend, though, right?

Austin: Yeah, do it! Yeah, I think so! [cross] You reroll that 1 up...

Janine: [cross] Okay. Uh... Yeah... What trait am I invoking. I feel like—

Austin: [cross] Great question.

Janine: [cross] I feel like I'm invoking scintillation, [amused] I'm kind of looking for gossip here. [laughs]

Austin: You are kind of looking for gossip here.

Sylvia: [cross] Yeah...

Janine: [chuckling] Just kind of being a little nosy... nosy asshole...

Austin: Mm-hm.

Keith: Um. Huh.

Sylvia: [cross] Hm?

Keith: [cross] Oh, sorry. I was... totally in another part of— I was looking at my character sheet.

Janine: [cross] Also wait, can I reroll both?

Sylvia: [cross] Okay.

Janine: It says... one or both, right?

Austin: [cross] Uh, I'll check.

Keith: [cross] Yeah, totally!

Austin: I believe— [cross] I believe—

Keith: [cross] Yeah we've only been rerolling one 'cause it's been better mathematically.

Austin: [cross] You're right. It's been safer, yeah, but I believe so.

Sylvia: [cross] Yeah.

Janine: [cross] Yeah, and I— In this case it's not, so...

Austin: I'll double check, let me double check.

Janine: It says one or both dice.

Austin: Oh, if it says it then yeah, go for it.

Janine: Yeah.

Austin: Mm-hm!

Keith: I think I didn't have the right—

Janine: [unimpressed] That's a 6...

Austin: That's a 6.

Sylvia: [cross] You doubled it!

Austin: [cross] At least you could double it...

Keith: [cross] You did double it, that's not bad.

Janine: [cross] Eh... It's a bigger number...

Austin: Again someone else could help, you could try to invoke a bond— You're out of points now, huh.

Sylvia: I'm out of [cross] points, so...

Keith: [cross] Uh, oh, I have a point.

Austin: Oh, you could— Sorry yeah. You could— What I was going to say was you could... you could get someone to help you here, since you're only one off. But I am wondering, can you invoke a... Can someone else just invoke a bond for you...

Keith: Well I would happily spend that, uh... That uh... "Brontë is difficult to work with" [Austin chuckles] because I am watching him dig through a jewelry box. And just a— Which is— Obviously it's helpful, but I don't know what the help is, so maybe going over there to be like:

Keith (as **Antistrophe**): What are you even doing, this isn't—

Sylvia: [cross] What are you doing, I thought you were rich? [Keith: Yeah.]

Janine: [laughs]

Austin: [chuckles] Yeah, I think it does work! It says “a player can...” Let’s see... Uh, [searching noise] yeah, it doesn’t say you can’t... So... I’m gonna say, yeah, you can spend— You can cross-spend Fabula points for bonds, I think that that’s fun and we should do it. If ever there was a season to do it, this is the one to do it, I think, **[Keith:** Yeah.] so.

Keith: Alright, so I’m going down to zero.

Austin: Mm-hm!

Keith: And then, is this me rolling or [cross] does uh...

Austin: [cross] It’s not— This is just a +1. This just gives it.

Keith: [cross] Oh, this is a +1. Oh, okay.

Austin: [cross] Yeah, with bonds it’s just boom.

Keith: [cross] Oh right, it’s 6 to 7.

Austin: Yeah, 6 to 7, so that becomes a success. What happens here, how do you find this secret compartment inside of the, uh... inside of the jewelry box containing the love letters?

Sylvia: [curious] Hmm!

Austin: Is this like a— you bump into it? Like, how do the two of you combine in such a way to find this thing?

Keith: Uh. What if I found a jewelry box that was, like, slightly less ornate. **[Austin:** Mm-hm.] And that... Brontë had been checking all the nicest looking boxes, and I found, like, a cheap box that doesn’t immediately read as a jewelry box. **[Austin:** Mm!] But would to me!

Austin: Right.

Sylvia: Indiana Jones and the Holy Grail.

Keith: [cross] Indiana Jones and the Holy Grail!

Austin: [cross] Right, exactly, Indiana Jones and the Holy Grail. Yeah! [cross] Go for it.

Keith: [cross] Of course, like I'm always saying, Janine is Sean Connery.

Austin: [chuckling] Mm-hm...

Janine: Mm-hm! [cross] That's the character I always play.

Austin: [cross] Uh, yeah! You— You— [**Sylvia:** Yeah!] Yeah. And so it goes. There is in fact a false bottom in one of these boxes and a collection of letters between... Jerriander and Lady Teribald.

Janine: [cross] Of course.

Sylvia: [cross] [gasps]

Janine: [eagerly] I smell them. What do they smell like.

Sylvia: [amused] Yup!

Austin: [pauses] Perfume.

Sylvia: [laughs]

Janine: Hm, okay.

Sylvia: [laughing] I thought you meant you smelled [**Keith** laughs] the [cross] two of them.

Austin: [cross] I also thought that.

Keith: [cross] [laughing] I also thought that!

Austin: [cross] I also— like, woah!

Janine: [cross] No...

Keith: [cross] [laughing]

Sylvia: [cross] [chuckling]

Austin: [cross] Brontë...! "I smell..."

Keith: [cross] [continues laughing]

Sylvia: [cross] Oh, my nose!

Janine: [cross] I'm not that one dog knight, from whatever the f— Was that Escaflowne, there's like one guy who was a dog man...?

Austin: That sounds like Escaflowne. [cross] I don't remember that guy but I believe it.

Sylvia: [cross] Maybe... 'Cause there's—

Austin: [cross] There's animal people.

Sylvia: [cross] There's that wonderful cat girl.

Austin: [cross] Yeah, of course. Yeah... Yeah... So what you find is old love letters between the two of them. A history of break-up and— break-ups and reconnections, [cross] um, uh...

Sylvia: [cross] Oh...

Janine: [cross] I knew it.

Keith: [cross] Wow.

Austin: A professional rivalry that turned into flirtation that turned [cross] into love.

Keith: [cross] [gasps] It's You've Got Mail...

Austin: Yeah, it's— [chuckles] but between two bars basically. Between the saloon and the House of Chance.

Sylvia: [chuckles] You've got— [cross] You've got Wordzin.

Austin: [cross] [laughs] You've got Wordzin.

Keith: [cross] You've got words— [laughs]

Austin: [cross] You've got Wordzin! Um. You don't play Wordzin but you've got Wordzin. And, uh. **[Sylvia: Yeah.]** And yeah. But what I will say is, the... It seems like the final letter... seems to indicate a... split of a longer period. It's not necessarily clear, you know, it's not dated— Or maybe it is dated, and it's dated like five years ago. Um. And based on looking at [amused] their history they're about on cycle to come back around and mend the bridges again. **[Keith: Mm-hm.]** But it seems like maybe that didn't exactly happen. Hard to say.

Sylvia: [pauses] I mean... You know... One of them's dead, so I don't think so...

Janine: [cross] [somberly] Yeah...

Austin: [cross] [cheerfully] Yeah!

Janine: It was Escaflowne by the way, his name is Jajuka.

Austin: [cross] Shout outs to Jajuka.

Sylvia: [cross] Hmm.

Austin: Alright, [cross] so you've got another little thing here.

Sylvia: [cross] [quietly] I have to finish my rewatch of that.

Austin: I'll mark it, another little clue.

Keith: Jajuka the dog man of Escaflowne is a great... sentence.

Austin: Oh yeah, this guy's great. I love it. Oh, I forgot about this guy, this guy's great.

Sylvia: [cross] I think it's— Yeah.

Janine: Yeah.

Austin: It's the other duel— It's, like, the... Duke or whatever, that briefly takes the... princess as like a— not a hostage, but like, into his protection. [**Janine:** Mm-hm.] And then he has to duel, [**Sylvia:** Hmm.] um, what's his face, Dilan— not Dilandau, what's the fucking... What's the fancy guy?

Janine: Folken?

Sylvia: Oh! Allen?

Austin: Allen! [cross] The fancy human, the fancy good guy, Allen, yeah. They duel—

Janine: [cross] Okay. Okay.

Sylvia: [cross] Yeah, Allen Schezar.

Austin: [cross] Allen Schezar, yeah, of course.

Janine: Yeah.

Keith: I like that this guy's snout could be however long they need it to be.

Sylvia: [cross] Yeah, it rules.

Janine: [cross] Yeah.

Austin: [cross] Damn right.

Keith: [cross] In—

Sylvia: Escaflowne rules!

Austin: [cross] Yeah, in some pictures it's just a nose!

Keith: [cross] It's— Right, and then in other pictures he has like a foot long snout.
[chuckles]

Austin: [amused] Yeah, uh-huh. Alright! Uh. So that's one big thing. What are you up to while this is— while Antistrophe and Brontë are looking at the jewelry boxes, Caoimhe?

Sylvia: My instinct was to see if there is any... [stammers] You know me, I love looking for [cross] magic stuff.

Austin: [cross] You do!

Sylvia: Um. Mostly because [chuckling] I get [cross] a +2.

Austin: [cross] Yeah. Yup.

Sylvia: [laughs] But no, like, I was curious to see if there was any sort, like... While they're doing that, I don't think I've clued into the sort of lovers quarrel angle of things and I'm like, [cross] oh maybe, maybe there's some sort of—

Keith: [cross] [urgent whisper] Hey! We didn't use that magic thing when we were looking for the disappearing lantern!

Sylvia: [cross] Fuck.

Austin: [cross] Uh, how close were you?

[pause]

Sylvia: Uhhh, [cross] what do you mean, how close were we—

Austin: [cross] I think you were at a 6. For the roll. 'Cause you're only at +2, right?

Keith: [cross] Yeah.

Sylvia: [cross] Yeah, no, for the study it might have helped.

Keith: [cross] It was eight, it was eight out of ten.

Austin: [cross] Oh it might have helped for the study! It would have helped for the study, it would have helped for the study.

Sylvia: [cross] Yeah.

Austin: Uh, I will— I will... I will not burn anything down. I will say you succeeded—

Sylvia: [cross] Thank you. Okay.

Austin: [cross] and it seemed to have gotten away, genuinely. So, phew! Good catch.

[pause]

Sylvia: [cross] Thank you! [chuckles]

Keith: [cross] Mm-hm. Nice. Yeah.

Sylvia: But yeah, I think Caoimhe's thinking is, like... There— Not to go full residual Nen here, but, like, there are cases of people casting spells [**Austin:** Yeah!] or having some sort of [**Austin:** A hundred percent!] enchantment activate if something goes wrong [**Keith:** Yeah.] or if something happens [**Austin:** Sure.] to them.

Keith: [cross] Yeah. I mean, doesn't your— doesn't the item even say residue, like, in it?

Austin: It does!

Sylvia: Uh, yeah. [**Keith:** Okay.] Residual magic energy. [**Keith** and **Austin:** Yeah.]

Austin: So where are you looking for this?

Sylvia: Um. I have this really funny idea of her basically, like, sweeping the room with this, like, reagent thing in its case. [cross] Like it's, like...

Keith: [cross] Oh like a, um...

Sylvia: [cross] [amused] Like it's a UV light almost.

Austin: [cross] [amused] Yeah.

Keith: [cross] Oh, I'm thinking of— God, I can't remember what's the catholic thing where they have the incense in the little thing—

Austin: [cross] A censer?

Sylvia: [cross] A censer.

Keith: [cross] A censer, right, a censer.

Austin: Yeah, yeah. Uh. Are you doing this in the master bedroom, are you doing this in another room, the attic?

Sylvia: I think I'm doing it in the master bedroom [**Austin:** Okay.] because that's where her belongings were... [**Austin:** Yeah. Totally.] And if it, like, pulls me in a direction out of the room or anything [**Austin:** Totally.] I'd follow that, but...

Austin: Alright! Give me a study!

Sylvia: Alright! [quietly] Study... [cross] +2...

Austin: [cross] Make sure you've got your +2. [scoffs] Oh my god. [chuckling]

Sylvia: I... finally got [cross] a good roll.

Austin: [cross] You got a 17!

Keith: [cross] Wow.

Austin: [cross] Oh yeah.

Keith: [cross] 7 plus 8 plus 2.

Sylvia: [cross] I know everything magical in this house!

Austin: Mm-hm!

Caoimhe follows a trail [01:05:04]

Austin: You... You see a... You know, you're sweeping this thing and it starts to glow a little bit. And it actually, like, reacts with, like, a light... dusting of sort of glowing blue ash, or like, um, like tiny particulates [sic] that are over [**Sylvia:** Mm-hm.] some of her clothes in the closet. And you also find a trail that—with a 17 especially—leads you to the attic... You bring down the ladder to the attic, [**Sylvia:** Absolutely.] you see the attic is covered in— the stairs, up to the ladder— the ladder up to the attic similarly has this sort of, like... They're not visible to the naked eye at all, it's not like there's a soot that then glows blue. It's like, it's as if you're revealing invisible soot, is what it's like you're revealing. [**Sylvia:** Yeah.] And then once you see it you can kind of swipe it away...

You climb up to the attic and it's filled with just stuff. There's books, again, there is, like, an old, you know, trunk filled with... you know, all sorts of things, old plates, you know, a candle, like a little candelabra, all sorts of shit... There's a bunch of clothes up here, there's a, you know, a bunch of, um... you know, old stuff from the saloon that's not—you know there's probably like a whole set of furniture that was switched out from the saloon at some point. I mean like the remains of it, [**Sylvia:** Mm-hm.] you know. Like, oh this is like a handful of chairs from the saloon, used to use a different type of chair. She managed to give away most of those chairs, or they were in such bad shape that they were destroyed, but then she brought a few of them home... There is a, you know, let's say you maybe independently end up finding a sketch of her and Teribald next to each other, like, seated next to each other. Smiles, so you know at least that they had some sort of relationship.

But what you— What you end up— The single biggest collection of it is on a... in a trunk that seems like it's made from the same type of wood as some of those lanterns. In fact, you probably find a couple of those lanterns, like, disassembled up here, also. Or they need to be repaired. But then next to them is a wooden trunk, made of the same wood, it's kind of a dark... like cherry— dark cherry brown wood. It's polished nicely. And

inside of that trunk are... what you can only call, like, religious garments? Robes? White robes with symbols on them that you don't immediately know? Um. [cross] Yeah.

Sylvia: [cross] Huh...! So not related to the Ennead, then.

Austin: Not related to the Ennead, nothing that you— nothing that jumps out at you immediat— Um! You know, with a 17, [**Sylvia** chuckles] I think maybe you've seen... You've seen... some of— You've maybe seen the symbol that's on here once, maybe... The symbol is—let me see if I have a clear note on this... You know, the symbol is sort of a... kind of iconographic version of the paper lantern. Um, you know? Made in a few— a few kind of brushstroke type strokes, on the back of a white robe.

And then there's also, like, in that trunk there are... There are faded... like, papers? Faded scrolls. There are some sketches of, like, a shrine in there, that look like, you know, kind of amateur drawings of a little shrine... There is a— what looks at first to you to be the Benedictional, which is— The Benedictional is like a— is the bible of the Benediction, the main Elven church. But it doesn't have the same— First of all, it's like faded and broken and, like, old. And, like, inside it does not have any of the hymns or the... any of the stuff that you recognize from the most popular religion in the Elvish citystates. But it has a similar type of lay-out, a similar type of, like, organisational structure. Like: alright, first are the stories and in the middle are the hymns and at the end is the closing prayer, or whatever, you know.

Sylvia: Yeah.

Austin: So she was clearly tied to some sort of religious faith.

Sylvia: [intrigued] Huh... Can I, like, flip through this book and see what the contents are like?

Austin: A hundred percent, you can give me another study to learn more details here. This does not give you a +2, [**Sylvia:** Okay.] you know it's infused with some sort of magical history. [**Sylvia:** Yeah.] Now you've got to kind of, like, try to piece together what's here from this book that has not necessarily been, uh... This is not a new— This

is an old, old, old book. It's been used, seemingly flipped through a billion times, you know. [**Sylvia** holds her breath]

Sylvia: Ey, I rolled [cross] an 11!

Austin: [cross] There's your 11...

Keith: Finally some good rolls!

Austin: Finally some good rolls. This is seemingly... a book tied to the... a deity named "Kalsi"—"Kahlsi"? You're not sure—Lantern's Flame. It is... This is one of the sorts of religions that faded away after the Ennead was discovered. You know, many of the Ennead gods were also worshipped before people learned about the Perpetuan cycle, you know, a thousand years ago. But it was... Here the Perpetuan cycle was only learned about a hundred years ago, right. And so in the last hundred years there has been a sort of modernization campaign, and this is one of the gods who has kind of gone by the wayside. Kalsi. It's a whole collection of prayers and hymns and myths.

And you actually do recognize some of these. Some of these are stories that you were taught were tied to Cinner, the Soldier of Flame and Ash. [**Sylvia:** Hm!] In fact, some of the songs, are... They're not the right songs, but they're, like, close, you know. There are elements of this that you've seen that have sort of been, like, syncretically absorbed into the Benediction.

So it seems clear to you—and I'll give you this note at this point—that, uh... that the Lady M'Shalia was in fact a priestess of the House of Benediction— Oh, sorry, not the House of Benediction, a priestess of Kalsi, the Lantern's Flame. A god who seems to have been abandoned. [**Sylvia:** Hmm.] You see no other sign of this in the town, you were not taught about this, et cetera.

Keith: [cross] Except for the lanterns everywhere!

Sylvia: [cross] Okay. Can I keep—

Austin: Except for the lanterns everywhere.

Sylvia: Can I hang on to this? Um.

Austin: Absolutely, this is called— [**Sylvia:** Cool.] Let me give you a name for this actual book, one second.

Sylvia: Regardless of its relevance to the case it's the type of thing [cross] that Caoimhe is interested in, you know.

Austin: [cross] Oh yeah. Absolutely. So this is actually, um... I don't have a name for this, I have a name for a slightly bigger version of it. Uh. You know, I would say write this down as, like, the Book of "Kahlsi". K-A-L-S-I. Or "Kalsi." So yeah, you can go ahead and take it.

Sylvia: [cross] Cool. I'm just uh, yeah, writing this down. Okay! I'm also going to—mostly so I have something to talk to, like, to... as a gotcha for Lady Teribald if she tries to get out of it—the sketch of the two of them together. [**Austin:** Sure.] You know. [**Austin:** Mm-hm.] I'm— I'm in my Ace Attorney bag right now! [cross] I mean, I'm gonna hit X to present!

Austin: [cross] Oh, yeah. [laughs] Uh-huh.

Sylvia: Um, yeah! Okay. I gotta go tell the gang about this! The crew.

Austin: Go ahead and do it! What do you say?

Sylvia: Yeah!

Sylvia (as **Caoimhe**): So I think I've figured out where the lanterns— Something related to the lanterns, I don't know if it's where they're coming from or... what, but... Neither of you have heard of the god Kalsi, have you?

Keith: Uhhh, probably not.

Austin: Probably not. Antistrophe you could try to give me a recall if that's a thing you're interested in doing. Um. Brontë, like, absolutely not. [cross] It's a local god from a continent you weren't—

Sylvia: [cross] [laughs]

Janine: [cross] Yeah, I was going to make a joke, yeah.

Austin: Oh, yeah, go for it.

Keith: [cross] Uh— I'll do a recall.

Janine: [cross] [hesitates] I was just going to say, like:

Janine (as **Brontë**): I know a goddess named Kelsey...?

Austin: Oh my god... [laughs]

Sylvia (as **Caoimhe**): [exasperated] I don't need a... [**Austin** continues laughing]
[stammers] Good for you. Okay.

Keith: Oh, did I—[cross] Oh, okay, okay.

Austin: [cross] I don't see it. Oh.

Keith: [cross] Oooh! 14!

Austin: [cross] Hey, look at that, 14! Hell yeah.

Sylvia: [cross] Woah!

Austin: Um. Yeah, and I give this to you to roll, because, like, your whole thing, Keith, is you used to be a mage, a magic— You used to be a mage and, like, a great scholar, right?

Keith: Yeah. Yeah.

Austin: And you're older, how old are you?

Keith: Uhm... Um. Mid thirties.

Austin: [quietly] Oh you're not that old, I thought you were old for some reason. [**Keith:** No.] Why did I think you're old? Okay. Um. Damn.

Keith: [chuckles]

Austin: Young— [cross] Young scholar.

Keith: [cross] I feel like I'm older than these two?

Austin: That's probably true.

Keith: [cross] I guess I don't know how old—

Sylvia: [cross] Yeah, probably.

Keith: Brontë could be any age, I guess. [cross] But feels young.

Austin: [cross] Feels young.

Janine (as **Brontë**): [cross] [vainly] Thank you, that's so kind of you to say.

Austin: [laughs] Um.

Keith: Any age includes old.

Austin: [cross] Yeah, uh. You—

Janine: [cross] Sometimes it's helpful to be old.

Austin: Yeah, you know this as one of the— Kalsi was one of the many gods who was folded into the House of Natural Benediction. In fact, historically the House of Natural Benediction was a loose network of spirits and gods and other entities, a collection of kind of folkloric beliefs that were tied together by national culture. But they were all meant to be like, oh these are emanations of the natural world. And then when the... [chuckling] the gang of our characters, when the Richard Kinds came back [**Sylvia** laughs] with uh... a big... uh...

Sylvia: [cross] The Richards Kind.

Austin: [cross] When the Richards Kind, yeah sorry.

Keith: [cross] [laughs] [gravely] They do this for all of Richardkind.

Austin: [cross] [chuckles] Right. When they came back—

Sylvia: [cross] [laughs]

Janine: [cross] My father says I can't marry anyone unless they're Richard Kind.

Keith and Austin: [cross] [laughing]

Sylvia: [cross] [laughing] Oh my god.

Austin: Uh, when they came back with their evidence of the Perpetuan cycle and then, you know, also with knowledge about the religions over there and stuff, the way that the House of Natural Benediction and really even the Hexcloaks and the kind of citystates reacted, was like, well we're not giving up— We're not gonna believe that the world is ending, but we will realize that those nine gods are the important gods and that those nine gods have blessed us such and so we should return the favor by collapsing in all of the— And obviously, again, those are gods that were already being worshipped among the other gods.

So there was sort of a power play that happened, where those priests—especially the more politically minded ones—decided, oh, we can kind of become the— It's not just that like, oh, this is, you know... Oh, this is Parisolia the town of the sun-scorched mine, Parisolia has always been blessed by the goddess of fire and ash, right. And really zeroed in on those being the true gods. And bit by bit these other gods have kind of faded. In some cases you have places where they are continued, the worship of them continues, as kind of lesser deities or demigods or, you know, housespirits, spirits of the woods of a particular forest or whatever. But largely they faded from reality. [**Keith:** Mm-hm.]

And I will say, there are not many instances of, like, oh, the watergod stopped being worshiped and so the watergod flooded the town. Like, that does not seem to have happened other places. So that seems like maybe there's something else also happening here? But you're not sure what.

Planning the next step [01:17:48]

Keith (as **Antistrophe**): It's interesting.

Austin: Mm-hm!

Sylvia (as **Caoimhe**): [sighs] Yeah... I feel like we've got to talk to Lady Teribald now, right?

Keith (as **Antistrophe**): I think also that we should talk to the House of Benediction.

Sylvia (as **Caoimhe**): Oh, yeah! Also a good idea. Which do you want to hit up first?

Keith (as **Antistrophe**): It's late.

Sylvia (as **Caoimhe**): Yeah! So they're both open.

Austin: [cross] They are both open, they are both open. There is— There is—

Sylvia: [cross] Right? Is the House of Benediction...?

Keith: [cross] I was gonna say that, yeah, the church might be better at night. [**Austin**: Mm.] Because it's less of an intrusion?

Austin: I will say the House of Chance is still operating, right. It's still... [cross] It's still popping there.

Sylvia: [cross] Yeah. Yeah.

Keith: Oh, right, it's the House of Chance, not, like... her house.

Austin: Not her house, correct, [cross] yeah.

Sylvia: [cross] Yeah.

Keith: Okay.

Austin: Yeah. [pause] [cross] Well.

Keith (as **Antistrophe**): [cross] Flip a coin. [**Austin** chuckles quietly]

Sylvia (as **Caoimhe**): Okay. Uh, heads or tails for which one?

Keith (as **Antistrophe**): Heads for chance.

Sylvia (as **Caoimhe**): Okay. Uh... I got tails.

Keith (as **Antistrophe**): Alright!

Austin: House of Benediction!

Keith: Gambling loses!

Austin: Gambling loses.

To the House of Benediction [01:18:37]

Austin: As you approach the House of Benediction, you see it again. In fact, you see three of them. The lanterns that you saw before are in the process of trying to burn down the House of Benediction... They are not, uh— You know they are trying to burn it down because you can already smell some of the wood burning, but again you cannot see it. Which is very weird. And scary.

Keith: Uh-oh.

Austin: [cross] Uh, what do you do?

Keith (as **Antistrophe**): [cross] Ohh, are they... taking revenge on the town for just killing the priest?

Sylvia (as **Caoimhe**): I wouldn't be shocked if that's the case...!

Sylvia: Shit, I should have checked to see if there was anything mentioned about these little guys in the book.

Austin: Uh, you— [cross] Yeah, mm-hm.

Keith: [cross] [excited] What— I— I feel like— Oh, sorry, I won't stop Austin from saying whatever it is he's about to say.

Austin: I think that you... You could roll study to check the book at any point here, you know. And I'll say that with the book, the book will give you a plus— You could roll with... a +1 [**Sylvia:** Okay!] on learning about Kalsi with the book. It not only lets you do it but it also gives you a bonus to it.

Sylvia: 'Cause ideally... [**Austin:** Mm-hm.] being able to communicate with these lanterns [**Austin:** Yup.]—and, uh—would be easier [cross] than having to fight them.

Austin: [cross] It sure would!

Sylvia: So, can I do that? I'm gonna [cross] do that real quick.

Austin: [cross] Yeah do it! Study, +1.

Sylvia: +1...

Austin: Hey! [cross] That's a 13!

Sylvia: [cross] 13.

Keith: [cross] Nice.

Austin: Amazing. [cross] Yeah, um.

Sylvia: My luck came back when it mattered.

Austin: [cross] [chuckling] It sure did.

Keith: [cross] Yeah.

Austin: You learn a couple things about them. Yeah, they... They will respond to anyone who kind of does the right prayer, right. In general, I would say that the thing that's in the book that's maybe... There are, kind of... The way that's it's set up is that there are prayers for getting more light from the lantern, and prayers for, not dimming the lantern, but, like, a lantern wright putting the lanterns in the river and sending them on or putting them into the air and lifting them away.

Those are, like, the two kind of genres of prayer: we need more light or we're sending light out into the world. [**Sylvia:** Yeah.] And there are both large and small versions of those. The large versions are, like, townwide ritual dances, you know. Everybody gets together and does the dance in order to say goodbye to the winter and send the lanterns out into the world because the winter is ending and now the summer is coming and there will be more natural light. And then when the sun starts dimming and it's late fall, early winter you do the "hey we need lantern light" dance festival, right.

And there are also small versions of that, little prayers you can say at your lantern, or when you wake up or when you go to bed. [amused] I'm not reinventing Slumbous here necessarily! [chuckles] [**Keith** laughs] You know, this is a more all-encompassing lantern deity. But that seems to be the sort of— those are the two categories of Kalsi prayer here. And so, [**Sylvia:** Okay.] with those you can kind of do a sort of introduction and do a sort of— There's like basic phrases that are things like, you know, uh... "I light this lantern so I can see," you know, things like that. [**Sylvia:** Yeah.] There's a whole collection of phrases like that, that are little, tiny, like, micro-prayers almost.

Sylvia: [quietly] I just wanna double check... Um... [with a dramatic flourish] Would this fall under... the Ritualism discipline. [chuckle]

Austin: Uh! Great question.

Sylvia: ‘Cause as an Elementalist that’s a free benefit [cross] that... uhm.

Austin: Oh yeah, totally then. I think that that— Yeah, Ritualism is a particular, quote, [reading quickly] “contrary to most other magical disciplines, Ritualism features no spells, it can only be used in ritual form. It’s a catchall term for rituals performed to manipulate, sense, bind, or unleash magical energy present within a location, item, mechanism, or relic. From a certain point of view, Magitech [amused] could be considered a combination of Ritualism and technology.” Yes.

Sylvia: Okay, cool. [cross] I would like—

Austin: [cross] ‘Cause this is not a thing that, like, you need to have elemental power to do. You know. Uh. [Sylvia: No.] Jerriander was not an Elementalist mage, but probably did know Ritualism.

[pause]

Sylvia: Yeah, okay! Um. [clears throat] I’ve gotta spring into action trying to either dispel or, like, sate whatever is happening with these... these lanterns here. ‘Cause, like, otherwise we’re gonna have another invisible fire [cross] on our hands.

Austin: [cross] Uh-huh!

Sylvia: [cross] Uhm.

Keith: [cross] Which is bad!

Austin: Oh yeah. [cross] Yeah.

Sylvia: [cross] Which is very bad! That is... much harder to put out than a visible fire.

Austin: Yeah!

Sylvia: Uhm.

Austin: So are you trying to communicate with them in a talky sense or are you trying to use magic to control them?

Sylvia: I... I think it is probably more the former than the latter [**Austin:** Okay.] 'Cause I don't think that my initial gut instinct would be to just straight up, like, "I am going to take control [**Austin:** Command them, yeah.] of these spirits of a forgotten god [**Austin:** Yeah.] I think it's more like, I'm going to try and reach out to see why they're doing this [cross] and, to like, how to appease them.

Austin: [cross] That makes sense, [quietly] okay. Yeah, that makes perfect sense to me. Uhm.

Sylvia: Cool.

Austin: Then... Yes. Let's try— I believe this will probably be insight and willpower. What are you saying? Are you just reading one of the things that I kind of suggested?

Sylvia: I think I'm— I think I, yeah, I think I'm reading a prayer. Or like... Like... Yeah! That's the one thing that makes the most sense to me, is, like, flipping through the book as frantically as I can until I find something that would help me with this.

Austin: Sounds good! Yeah. [**Sylvia:** Uhm.] Give me a... insight/willpower. Difficulty here... What is your goal? Your goal is to get them to... to do what?

Sylvia: To... I'm trying to draw their attention [cross] away more than anything. Uhm.

Austin: [cross] Okay. Well then that's— Yeah, drawing their attention away I think is actually 7.

Sylvia: [cross] Okay, cool.

Austin: [cross] And then— And then more if you manage to get, like, a 10 or a 13. We can talk about what else you can do with those.

Sylvia: Cool. And... this is a— Do I get a— Did you mention, did I get a +1 [cross] with this?

Austin: [cross] You get a +1, yeah.

Sylvia: Okay, cool. [sighing] It's a 7.

Austin: Well that's— That's fine, 'cause that draws their attention to you. [**Sylvia:** Yeah.] Unfortunately, it does draw their attention to you. Um.

Sylvia: [cross] Yeah!

Austin: [cross] Three of these magic lanterns begin hovering towards the three of you, out on the territory right to the— outside of the House of Benediction. And they are laughing and giggling and tossing, like, a flame between them. [amused] They're, like, juggling flames between them. And I think that they're going to attack you. You've gained their attention, but you are not a priest of Kalsi. You did not deliver those words with authority. You know? But you do have their attention. So! [**Sylvia:** Yeah...] Combat time.

Sylvia: But I stopped [cross] the fire!

Austin: [cross] You did stop the fire, it's true. Uh. Alright!

Combat [01:25:26]

[Music interlude: "[Strange Fire \(Burzin Combat Begins\)](#)" by Jack de Quidt]

Austin: [reading] "Determine which characters will actively take part in the conflict." The three of you, presumably. [**Keith:** Mm-hm.] And then these three lanterns! "The goal of each participant." Um. They wanna burn you good.

Sylvia: That seems [cross] right.

Keith: [cross] Mm-hm.

Austin: But you have drawn their attention [cross] away from the rest of the town.

Sylvia: [cross] That makes sense.

Austin: They are not— This is not like the first fight where they're trying to burn something else. You've garnered their attention. And then the three of you do "an initiative group check to determine which side acts first. The difficulty level for this check equals the highest initiative among their adversaries." The initiative on these lanterns is... only 8! So, one of you be the lead and the other two of you be the support on a group initiative check. Which I believe is a... Actually there is just a button for initiative. So. Uhm. Does anyone get a bonus to initiative here?

Keith: [cross] No, I get an extremely negative.

Sylvia: [cross] I don't think so.

Janine: [cross] I can opt into being the first to do stuff, but I... [**Austin:** Yeah.] We still have— We're still at what we were at from after that other fight, right? [cross] Or should we be...

Austin: [cross] I believe so, yeah.

Janine: Okay.

Austin: Y'all did not choose to rest and recover or do...

Sylvia: Did we not?!

Austin: I— Remember we— I was like "are you gonna wait til tomorrow to do the investigation" and y'all just jumped into it, so...

Sylvia: [cross] Okay...

Austin: [cross] You could have potioned up to heal up, certainly, if that's a thing you want to do. [cross] You certainly have—

Sylvia: [cross] I have 40 HP, which is why I ask. 'Cause I feel— I'm at full, but—

Austin: [cross] Oh, well you should— Okay. Yeah, I don't believe you did.

Sylvia: [cross] Like, I didn't touch my sheet.

Austin: Yeah. [cross] Maybe I'm wrong.

Sylvia: [cross] Okay.

Keith: [cross] I think I was [laughing] at full health at the end of that.

Austin: [cross] Yeah, y'all did not— Brontë got beat up pretty bad, [**Janine:** Mm-hm.] but the rest of y'all less so. [**Sylvia** and **Keith:** Yeah.] So...

Sylvia: Okay. Yeah I might've— I might've got a potion from... from Antistrophe [cross] and that might be...

Austin: [cross] I think that that's probably true.

Keith: [cross] [stammers] I did give— Everyone got at least one potion in the last one, [**Sylvia:** Yeah.] maybe at least two. [**Austin:** Mm-hm.]

Austin: [cross] That makes sense.

Keith: [cross] Um. Two of us do have that fire immunity, [cross] or that fire resistance.

Austin: [cross] Potions. Yup! Fire resistance, yeah.

Sylvia: [cross] Resistance, yeah. Uh. I'm fine to take the lead here, 'cause I was doing the ritual and, like... I kind of am the one responsible [cross] for getting their attention. [chuckles]

Austin: [cross] Yeah! That makes sense. So then, Brontë and Antistrophe, go ahead and give me your initiative rolls. Alright!

Janine: [cross] I got a 10.

Sylvia: [cross] Do I also...?

Austin: [cross] And then, yup! So the 10 gives you a +1 on this, Caoimhe. Antistrophe got a 7, not enough to give a bonus.

Sylvia: Hell yeah.

Janine: [noise of disgust]

Sylvia: [bursts out laughing]

Austin: You cannot— Thankfully, you rolled two ones. [**Sylvia** continues laughing] +1 is 3. They will be going first, but importantly you cannot fumble an initiative roll, I believe.

Keith: That's good.

Sylvia: [cross] That's good!

Janine: [cross] Yeah, that's nice.

Austin: [cross] Uh, I'm pretty sure that's true, let me just double check it... [searching noise]

Sylvia: [small voice] Sorry guys...!

Austin: [reading] "No matter the modifiers a fumble check is always a failure, not through of the characters' incompetence but because of some unfortunate twist," it's not 'cause you fucked up. [continues reading] "When you roll a fumble, whoever controls your opposition gets an opportunity, see next page." Okay, so it's THE same set of opportunities here that you all get. Uhm. I think you are going to take the... Caoimhe, you are going to take... dazed? As what happens is you charge in and the little ball of light that they've been passing, or the little ball of flame that they've been passing around, like, explodes into a bright flash of light and it dazes you.

Sylvia: [quivering] Oh no... [cross] They flashbanged me!

Austin: [cross] They flashbanged— You got flashbang— Blanged— Bluh! [cross] Flash-banged!

Keith: [cross] Flashbanged.

Sylvia: Yeah!

Austin: And then we go into initiative! They're gonna go first. There's three of them. As a reminder, we go one— We go back and forth between the set of us, there's not like... none of 'em has an individual initiative roll. And I think the first one is just going to try to follow up. And hit you as directly as it can [cross] by... sending a blast of flame at you.

Sylvia: [cross] Makes sense.

Austin: Oh actually— This actually— It's two people, so it's going to try to hit you and uh... Antistrophe. Uhh, that's a 15...

Sylvia: Ow...

Keith: Wow... My first time getting hit.

Austin: Your first time getting hit for 13 fire damage!

Sylvia: [cross] Ow...!

Austin: [cross] Big roll. An 8 and a 7. Almost critted!

Keith: Now... [stammers] Do we have— The potions that they both have, [cross] that happens, like, in the combat obviously.

Sylvia: [cross] I haven't taken it yet. Yeah.

Austin: [cross] You sure— Yup. Uh! I would say you could have taken those beforehand, but you— Eh... Mm... Mm! Let me see actually, what counts as a free action in the middle of the thing. I think you probably would have said you took it beforehand if you would have taken it beforehand, right.

Keith: Mm-hm. [**Sylvia:** Yeah...] That's what I was hoping for when I reminded us of it.

Sylvia: Well...

Austin: Hmm.

Sylvia: I was distracted.

Austin: That's— Yeah. I— Yeah, you could... I would say this is a... I think you could take— Normally taking a potion, taking an inventory, it is an action, so you'd have to spend an action on an inventory. Even though you're not spending an inventory point, you're using a consumable item, that is a type of action you take [**Sylvia:** Mm-hm.] with your turn. So, it's up to y'all, it's your turn now. Collectively, you can decide who goes first.

Keith: Um, the dazed thing didn't happen?

Austin: It did. It did happen. [cross] Just to Caoimhe, just to Caoimhe.

Sylvia: [cross] [sighing] Yeah...

Keith: [cross] Oh it did also happen. Okay.

[pause]

Sylvia: [cross] Which—

Austin: [cross] Oh, it's a button you should hit. Uh, it's uh, the purple question mark, Caoimhe.

Janine: [cross] [chuckles]

Keith: [cross] Huh?

Sylvia: I see... [**Austin:** Yeah.] Okay. [fearfully] "Temporarily reduces your insight die size [cross] by 1..."

Austin: [cross] Uh-huh!

Janine: [cross] [compassionately] Hmm...

Sylvia: [cross] Fuck...

Keith: Um. I'm happy to go and attack.

Janine: I would like to drink a potion.

Austin: You wanna do that right away and then that way if they attack you next you will be [cross] resistant?

Janine: [cross] The fire resistance? Yeah, that would be great.

Austin: [cross] Oh yeah. That— So let's— You go ahead and do that.

Sylvia: [cross] Yeah that makes sense for you.

Austin: And I think there might be, if you edit your sheet there might be a button to give yourself fire resistance? Or you don't even have to edit it, maybe. Uh, let's see. Yeah, maybe you do. It's been a minute since I've looked at character sheets and not NPC sheets, you know.

Keith: Yeah.

Austin: Uhm.

Janine: It's not an [cross] affinity, right? There's affinity, but...

Sylvia: [cross] Yeah I think you do have the...

Keith: It's half damage so it's [cross] pretty easy to do mentally.

Austin: [cross] It is. It's "damage affinities." Yeah, if you go into "damage affinities" you can click on where it says fire and make it "resistance."

Keith: Okay.

Austin: Uh. And then it's them again. They are going to, again, swing at... uh... the same two! Caoimhe and, uh, and... Actually no, I think they are going to swing on Brontë and [cross] Antistrophe.

Janine: [cross] Wait, did— Did Antistrophe get— What was Antistrophe's move there?

Austin: You took a potion. [cross] This was your action. Right.

Janine: [cross] Oh! Okay, sorry I thought we were all going. Okay.

Austin: No, no, [cross] it's they go, then you go, we bounce back and forth. Yeah.

Sylvia: [cross] No, we alternate.

Janine: [cross] Right. Yes, okay. Yeah, yeah.

Keith: [cross] Yeah, we were just deciding who was first.

Austin: [cross] Yeah, yeah.

Janine: [cross] Okay.

Austin: So they are in fact going to try to swing at Brontë and Antistrophe again.
Uhm...!

Keith: [cross] [menacingly] Good luck...

Austin: [cross] [mumbling] Number two... Well they hit you last time!

Keith: They did, but there's only two things you can roll that hits me. [**Janine** chuckles]

Austin: That time they didn't hit either of you, [cross] I think.

Sylvia: [cross] [sigh of relief]

Keith: [cross] Yeah. Yeah, that's— That was pretty safe.

Austin: [cross] I think— That's a 3— Does not hit.

Janine: Yeah. That's good.

Sylvia: Oh, they rolled the same as my initiative!

Janine: Cute.

Austin: [amused] Uh-huh.

Janine: [chuckles]

Austin: Back to... y'all!

[pause]

Keith: Uh... I can attack?

Austin: Sure!

Keith: I want to attack [cross] the one that was— [cross] that attacked— that hit me.

Sylvia: [cross] Yeah go for it.

Austin: Okay. That's [Keith: Alright.] Kalsi's Lantern 1.

Keith: Kalsi's Lantern 1.

Austin: Mm-hm!

Keith: I'm going to use my Dual Shieldbearer attack.

Austin: [blowing sound] That is... 15 physical damage? Is that correct?

Keith: Yeah.

Austin: Uh, what's this look like?

Keith: Um! Hold the shields out in front [Austin: Mm-hm.] to, like, block my approach [Austin: Yup!] And then just, like, a slam. Like a sort of diagonal slam coming in from the sides.

Austin: Uh, you fuckin— This thing— You’ve cleaned its proverbial clock [**Keith** chuckles], these things are vulnerable to physical damage. They’re paper lanterns. [cross] So you’ve done 30 damage to it.

Keith: [cross] Wow, nice! Okay!

Sylvia: [cross] Woah!

Austin: [cross] It is in crisis. It goes, like... [chuckles] Like— Makes, like, the cartoonish “seeing stars” sound and tries to float away, but in fact cannot! [cross] By the way—

Sylvia: [cross] Made the same sound I did when I got blasted. [**Keith** chuckles]

Austin: [chuckles] Exactly. By the way, they are hovering but they are not flying. These are... They’re like— they hover around at about the height a person stands. [**Keith:** Okay.] They are not— [cross] They don’t have the flying ability. [**Keith:** Right.]

Sylvia: [cross] They’re, like, at eye-level...?

Keith: ‘Cause otherwise I couldn’t have done this.

Austin: That is correct, exactly. Yeah.

Keith: Right.

Austin: Which means, if they want to go somewhere high, they have to climb stairs, [amused] they have to, like, hover above the stairs, you know. [cross] Mm-hm. It’s very cute.

Sylvia: [cross] Oh, I love that.

Austin: Alright, back to them! Number three, again, is gonna try to swing on, I think, back to that first set. ‘Cause they have, like, a “target two” attack, that’s why they’re able to do this. [**Sylvia** and **Keith:** Mm-hm.] They’re going to target Caoimhe and... Actually they rotate all the way through, Caoimhe and Brontë this time.

Sylvia: Oh, great. Fuck!!

Austin: Whew!

Sylvia: [chuckles] I'm in crisis...!

Austin: Ohh, buddy!

Sylvia: I'm— I'm— Oh god, how much HP does that leave me with?

Keith: Did you take your— Did you take your potion?

Sylvia: [cross] No I haven't had a chance yet!

Austin: [cross] She hasn't had a chance to go yet.

Sylvia: I'm at 13 HP.

Austin: Okay...! Uh.

Sylvia: And now I gotta decide which potion I'm taking. [chuckles]

Austin: Yeah, now remember— Oh they're gonna go first! Fuck! [cross] Because they won initiative.

Keith: [cross] Oh, okay. I can throw my potion at you, as long as you don't get hit again.

Sylvia: That's a big... [cross] That's a big if... Uhm.

Keith: [cross] It might be better for you to just die. [chuckles]

Austin: [snorts]

Sylvia: That's crazy. [cross] That's crazy!

Austin: [cross] Wild thing to say!

Janine: [cross] Wow...

Keith: [cross] So that I can keep distracting them [chuckles] and then we can heal you later.

Austin: [cross] Wild thing to say.

Sylvia: I thought— [sarcastically] Oh, is Aisling here?!

Keith and Austin: [laugh]

Austin: You know?! Uh, yeah, hm!

Sylvia: Uhm... Oh boy, what do I do here... Uh.

Austin: And—sorry—Brontë, did you take your 7 damage?

Janine: Yup! I did.

Austin: Nice. Amazing. 'Cause it's halved. What are you doing, Caoimhe?

Sylvia: I think I am gonna take my [cross] fire resist potion here.

Austin: [cross] Okay, that sounds good.

Sylvia: 'Cause, like...

Janine: [cross] Better late than never...!

Austin: [cross] I mean you could use the math, right? You could do some quick maths here, right, which is, uhm. The most that they could— I guess they could crit, so who knows. I'll shut the fuck up. [chuckles]

Sylvia: Yeah...

Keith: Well, besides critting...

Sylvia: [cross] But it's a— But they're—

Austin: [cross] They could do 50, is the highest they could do, otherwise.

Sylvia: [cross] Yeah, and if I have that I can at least live through the next hit.

Keith: This is a great conversation to have right before they crit.

Austin: Um. We're back around at the top, and I think this is the first time this has happened, they go first, so they get to go again. The one that you [chuckles] put 30 points of damage onto is yet again going to try to blast you and, uh... Mm, you and... You and Caoimhe, yeah. [cross] But that's a 4, it's a miss!

Sylvia: [cross] Ha!!

Keith: Nice.

Austin: Back to y'all. [cross] Mm-hm!

Sylvia: [cross] Finally! [chuckles]

Keith: Uhm. Do we have any... thing pressing? Or should I try and kill this one.

Sylvia: I think you can go for it, 'cause I feel okay now that I have the fire resistance.

[**Keith:** Okay.] Uhm. Ooh.

Keith: But I missed.

Austin: Was that a 9?

Keith: Yeah.

Austin: A 9 hits!

Keith: Nice!! Oh great.

Austin: And you do 11 physical damage which is 22 physical damage which easily knocks this thing out. However, when reduced to 0 HP Kalsi's lantern explodes [cross] in a wave of fire and rage.

Sylvia: [cross] Goddamnit!

Austin: When this happens the creature that hurt it, or that killed it takes 10 damage and the "enraged" status.

Keith: Okay, so [cross] that— And that's not a roll, it just does the damage.

Austin: [cross] Take 10 damage plus “enraged.” It's not a— It just does it, yeah.

Keith: [cross] Okay.

Austin: Mm-hm.

Keith: And “enraged” is the red guy, it looks like?

Austin: It is the red guy. Which lowers both [cross] your dex and insight.

Keith: [cross] Dexterity and insight... Wow.

Austin: [cross] Correct.

Keith: Good thing I'm hittin'.

Austin: Yeah.

Sylvia: [chuckles]

Austin: There we go, burn out. So it— You— You punch it with one of your shields again, and it, like, shakes in place and it goes “whirrrrBOOM” and it blows up, blows your hair back, you know, really...

Keith: Now would the absolute nature of this damage apply if it was getting hit with ranged attacks?

Austin: Yeah. Absolutely. [**Keith:** Okay.] Yeah. Uh. Fucking JRPGs man. [**Keith:** Yeah.] You know. [**Keith:** Right.] It's a wave of fire and anger. It's magical. [cross] You know.

Keith: [cross] Okay, got it.

Austin: [cross] You hit something that was—

Keith: [cross] So wait, my thought process was: I can hit it and then Janine can finish it off, but that wouldn't work.

Austin: [cross] Could kill it, yeah. That's fun, you know. [**Keith:** Yeah.] I think as written that ability doesn't work that way. I will tell you, as written, the— It was— The one— The thing that I'm modifying was originally everyone on the scene takes damage. [**Sylvia:** Oh!] And so I was like, oh that's a little much for this fight, [**Keith:** Mm-hm.] and scaled it down. But, you know. Uh, so, [**Keith:** Sure.] I think it's like a directed blast, you know.

Sylvia: Um. My question about this is: would [cross] our resistance apply to...

Austin: [cross] It would— It's fire damage. Yeah.

Sylvia: Okay. Cool.

Austin: Sorry, yeah, I guess it does not— I did not write exactly fire damage, [cross] but yes, correct.

Sylvia: [cross] Yeah, it just says damage, so I wanted to make sure.

Austin: It is fire damage, yeah. Um, alright! So that one's out of the game. Uh...! Which means it goes back to them, but there's only, uh... There's only two of them left! They are going to target Caoimhe and... Antistrophe!

Keith: Okay.

Austin: That's a 10 to hit.

Keith: Not even close.

Sylvia: Uhh. No, they missed!!

Austin: [cross] Hell yeah.

Keith: [cross] Wow.

Sylvia: This is normal— Wait, is this magic [cross] defense, or?

Austin: [cross] This is physical, this is— They're just [cross] tossing fireballs around.

Sylvia: [cross] Yeahh!!

Austin: [cross] This is not, like, magic attacks, yeah.

Sylvia: Yeah, [cross] they missed by one.

Austin: [cross] Boom, alright! Look at that. Dodge— Dodge out of the way there, they are blasting— You know, I think that the way this looks is, [**Sylvia** chuckles] they're like paper lanterns like I said before, but they can kind of, like, if you think of them as, like, made of K'Nex almost? You know how, like, K'Nex toys can kind of, like, bend [**Keith** and **Sylvia:** Yeah.] and open in weird ways. Or like one of those... Uhm. I talk about these a lot on games for some reason. One of those little balls that kind of, like, opens big and then gets back down low, you know what I'm talking about? The, like, made of K'Nex style things?

Keith: Yeah, yeah, yeah.

Janine: [cross] [affirmatively] Hmm.

Sylvia: [cross] Oh, I think I do know what you mean, yeah, yeah, yeah.

Austin: [cross] [typing noise] Oh I wonder what those are actually called.

Janine: [cross] Expandaball...

Austin: [cross] Uh, uh, but like, those exp— An Expandaball, exactly. Almost like that, a little bit. Or like, just like a bunch of sticks that have been bolted in fun ways together, or wood bolted in— And they're, like, opening and moving and turning. And so when they do this, like, blast they are, like, almost, like, aiming their head down at you and then, like, blasting it from the top of these lanterns, their lantern head... And they're kind of, like, giggling and laughing as they do this... Unfortunately they miss, but that doesn't stop them from laughin'. Still having a good time setting things on fire, you know? Normal— Normal lantern behavior.

Sylvia: [cross] I hate these guys.

Austin: [cross] Uh, you're back up!

Janine: I would love to... to bow. [**Sylvia:** Um.] To shoot with bow?

Austin: Time to bow.

Janine: Uhm.

Keith: [cross] Time to bow.

Janine: [cross] Specifically I would like to shoot with bow, pay 10 Mind Points to double-shot with bow.

Austin: Double-shot with [cross] bow...

Sylvia: [cross] Oooh...

Austin: [cross] Spend 10— Spend— Yeah.

Janine: [cross] With this multi— multi-ball happening.

Austin: [chuckles] You're gonna multi-ball bow.

Sylvia: Multi-bow!

Janine: Take away 10 MP and then I will just hit my bow button, right? Longbow button?

Austin: Go ahead and hit your bow button, yeah! [pause] Oof! That's a— That's— That's a lot of damage [cross] you just did.

Sylvia and Keith: [cross] Wow!

Austin: You did— You rolled a 14 to hit, which is great, 10 plus 3 plus 1. [**Janine:** Mm-hm.] And then you did 18 physical damage, which doubles because they are weak to physical damage, so that is... what is that, 36 physical damage?

Keith: Mm-hm.

Sylvia: [cross] That's 36, yeah.

Austin: [cross] Oof! They are alive, but barely. Both of them are in crisis, both of them— Tell me what this looks like, Janine.

Janine: Uhm. [pause] [amused] This, I think is... Uh... [chuckles] I wanna— This is— This is silly. Uhm. I feel like— I feel like I have been living too much in made-up Brontë memories today, but it's still funny to me, [**Sylvia** chuckles] to think of, like, there's maybe, like, a party game... [cross] that they play back home.

Austin: [cross] Uh-huh. [chuckles]

Janine: Where it's, like... [**Austin:** Yeah.] You know, where you are sh— I mean, I don't wanna be on the nose and be like, "oh you're shooting paper lanterns," but, like, that could be a party game! [cross] Uhm.

Austin: [cross] Yeah, it totally could!

Janine: It seems extremely party game-like... But it could be, you know, floating targets or you're— and you're... shooting at stuff, and it, like... because he trained as an archer he... sort of gets to show off at parties when this game comes up... And so, I think for him it is just very much like, two arrows in the bow, like... doing some bullshit trickshot stuff that makes no sense. [**Austin:** Mm-hm...] [**Austin** chuckles] Uhm. And just like... getting the arrow through both of these lanterns and, like, you know. A memory of doing that at a party and, like, everyone cheering and, like, getting a drink out of it, [**Austin:** Yeah...!] and... [chuckles]

Austin: Incredible. And yes, the two of them get hit pretty bad here, they're both damn near... damn near toast at this point. Uhm. Both of them have under— They're both very low. Uhm, [cross] the third one.

Janine: [cross] I was hoping I would kill them because it would have been cool to—

Austin: [ross] Oh, you're so close too, if you would—

Janine: [cross] It would have been a cool moment.

Sylvia: [cross] Yeah...

Austin: [ross] You know, I think it's fair to say at this point they have 40 HP, so you just did almost all of their HP.

Sylvia: [cross] Wow...

Austin: [cross] Uhm, they are doing this sort of floating back up [chuckles] and, you know, and, like, trying to find their way. But I think... I think number two is going to try to flee with its next action, but it's not there yet. Number three is going to try to hit... Caoimhe and Brontë.

[pause]

Austin: It does not!

Janine: [cross] Nice try buddy!

Austin: [cross] Other than their initial rolls, they have a 2 and a 1...

Sylvia: [cross] Wow.

Keith: [cross] Wow, it's Austin's turn to roll like shit.

Austin: Terrible rolls over here...! We're back at the top and Kalsi's lantern number two is fleeing. Is giving up on this [**Sylvia:** Wait did I...?], you've— you've scared it away, Kalsi's Lantern number three is sticking around.

Sylvia: Did I get my t— move that turn?

Austin: [cross] Oh, did you not?

Sylvia: [cross] I don't think I did...

Austin: [cross] Oh yeah! You're right, they didn't— I'm so sorry, you go! Yeah! My bad.

Sylvia: Yeah. Uhm.

Keith: And we should absolutely try to kill this thing so that we can get the Blitz bonus, because I think we can get multiple XP points from this one.

Austin: [cross] You're... You're on... You're on—

Sylvia: [cross] I'd do it...!

Austin: If you would have killed both of them you would have gotten some wild amount of XP here.

Janine: I was real— [sighs] I was, like, [**Sylvia:** Uhm.] sitting here like, ah is there, like, a +1 or some— [cross] Anything I could barter with.

Austin: [cross] Like a bonus damage? Yeah. Is there not?

Janine: I don't think so, no. [chuckles] I really wanted to use that as the moment where Efta and Zolfta would come in to have damage...

Austin: [amused] Ohhh.

Janine: Because you get the image of the thing exploding [**Austin:** Right. Yeah.] and then they dive in and [chuckling] lay on the ground.

Austin: Ohh that's very fun...

Sylvia: [cross] [laughs]

Janine: [sighs in frustration and amusement] Well...

Keith: [cross] If— If we can take the one that's running—

Sylvia: [cross] Jumping on the grenade?

Keith: Uh Sylvi, if you can take this one out that's running away...

Sylvia: I'm gonna try and swing on it, yeah. With my Flamberge. But I am [cross] down a die on my insight.

Austin: [cross] You don't have a way of doing, yeah, you don't have a way of doing AOE damage, right, or hitting two of them at once?

Keith: [cross] Oh wait!

Sylvia: [cross] Not... with a spell I do, but it's— That's insight... Uhm. Oh no that is dex/insight!

Austin: [cross] You can give it a shot!

Keith: [cross] Sorry I was wrong, Blitz counts if they run away, so I guess it doesn't matter.

Austin: [cross] Yeah, it does, it does. Yeah, yeah, yeah.

Keith: [cross] Okay.

Austin: [cross] What matters is whether or not you—

Keith: [cross] I thought that we had to kill them.

Austin: No, no no no. [chuckles] No. Yeah, if they surrender or get away, run away, that's also still fine. But the difference here will be, if you get the— if you win the fight this round, in this roll, you'll get one more XP, which adds up a lot in this system. [cross] So.

Keith: [cross] Yeah. 'Cause, [cross] is this round two?

Sylvia: [cross] I think... I think if I'm remembering right, the way Spellblade works I can only target one...

Austin: [cross] Well you can cast a spell regular style, right.

Sylvia: [cross] Yeah, I could—

Keith: [cross] Yeah. Yeah, we don't have to worry about the one running away anymore.

Sylvia: [cross] Yes, but... Okay. Then I'm just gonna swing on the— [stammers] [cross] If...

Austin: [cross] Sorry, sorry, I'm just— I'm trying to say the thing, I mean be as clear as possible, just so that— Don't want to misunderstand.

Sylvia: Yes please.

Austin: If you manage to beat both of them right now, you'll end up getting a bonus... 4... XP, if it goes [**Sylvia:** Okay.] to the next round you get a bonus 3 XP. So if you do the Ventis as a regular spell—that's the one that can target multiple things [**Sylvia:** Yes.]—and you manage to get the hit, you will almost cert— You will definitely—they have less than 15 HP, [**Sylvia:** But—] so you will definitely...

Sylvia: My hesitance with that is I'm rolling a 6 and [cross] 8.

Austin: [cross] Totally! I get it!

Keith: [cross] Uh.

Sylvia: And I don't— [stammers] I wanna have my good roll [cross] in there. I wanna [cross] have a 10 for the—

Austin: [cross] Totally. Totally.

Keith: [cross] You've got your Fabula point...!

Sylvia: [hesitates] Yea— Yeah... I'm— Guys, I'm just gonna swing on the one [cross] that's running away.

Austin: [cross] That's fine, yup!

Keith: [cross] [quietly] Okay.

Austin: And that's a—

Sylvia: [cross] 14.

Austin: [cross] And that's a hit. [**Sylvia:** Yeah.] Take your 5 fire damage from—which, obviously it's been cut in half from 10—and give yourself “enraged,” [chuckles] [cross] as you slash through it and it explodes.

Sylvia: [cross] [pained chuckle] Fucked up...

[pause]

Austin: And... You get, uh... And the last one at the beginning of the next round flees, having now seen its buddy cut in half especially. [chuckles] Uhm. They— When they land on the ground they both light up in that blue flame. You know. They are resistant to fire... But they are still made of wood! [cross] Wood and paper.

Janine: [cross] And paper! Yeah.

Keith: [cross] Mm.

Austin: And so, they burn up! Just fine. Once it hits.

Sylvia: Yeah. I think just also in character, if Caoimhe saw that one was going to run away, I don't think [cross] she would swing on it? Uhm.

Austin: [cross] That's fair. Uh, well, take... 3 XP!

[Music interlude: “[Extinguished! \(Burzin Combat Ends\)](#)” by Jack de Quidt]

Someone arrives late to the scene [01:47:26]

Keith: I leveled up!

Austin: Yeah, you get— 10 is a level! Everybody leveled up here.

Janine: Yaaay.

Austin: And that's— Did y'all already— You didn't even take your, uh, the ones that you were gonna get from the Fabula points, right? [cross] So.

Sylvia: [cross] No.

Austin: Alright! You've managed to save this and I do think, you know, uhm. Coming up the stairs to the south is Aisling, who arrives just in time for the one to kind of flutter away out of the town. I think it probably just goes east on this ridge, away from the town.

[**Sylvia:** Hmm.] Uhm. And she looks over at you and says:

Austin (as **Aisling**): [scoffs] You let one get away.

Sylvia (as **Caoimhe**): And you weren't even here!

Austin (as **Aisling**): I was busy cracking this case wide open!

Janine (as **Brontë**): You were drinking!

Sylvia (as **Caoimhe**): I'm sure you were...

Austin (as **Aisling**): And interviewing suspects...!

Sylvia: I'm enraged [cross] right now, so...! I'm like...

Austin: [cross] [amused] You are enraged right now, this is true!

Sylvia (as **Caoimhe**): [tired] I don't wanna deal with you, or this. Just tell us what you found out, we'll help figure out what's going down here.

Austin (as **Aisling**): I believe... That Lady Teribald... killed... the proprietess... of the saloon.

Janine (as **Brontë**): ... And?

Sylvia (as **Caoimhe**): And?

Keith (as **Antistrophe**): [from further away] And?!

Austin (as **Aisling**): Burned down the saloon...!

Janine (as **Brontë**): Yes...

Sylvia (as **Caoimhe**): Yeah, we figured— Yeah.

Austin (as **Aisling**): Why didn't you come to me with this if you knew it already?!

Janine (as **Brontë**): [cross] We were fighting lanterns...! [scoffs]

Sylvia (as **Caoimhe**): [cross] 'Cause we were on the way over. God you're annoying!

Austin (as **Aisling**): [wounded, stern] I can't believe you've been hiding evidence from me... [sighs] What else did [cross] you learn.

Sylvia (as **Caoimhe**): [cross] How did you get out of the Academy?

Sylvia and **Austin**: [chuckle]

Austin (as **Aisling**): What else did you learn.

Sylvia: I— I'm not going to mention [cross] the Kalsi thing here.

Austin: [cross] Hmm, interesting.

Sylvia: I will tell her about Teribald and, uhm, [cross] Jerriander? Was that her name?

Austin: [cross] Jerriander, yeah.

Sylvia (as **Caoimhe**): Yeah, Lady Teribald and Jerriander M'Shalia seems [sic] to be in a relationship of some kind that went sour. We were going to go talk to Teribald about this... When we ran into..! The creatures [cross] you just saw!

Austin (as **Aisling**): [cross] Mmh! Evil fire spirits... [cross] Huh.

Sylvia (as **Caoimhe**): [cross] Yup.

Austin (as **Aisling**): I wonder if they're connected at all to Teribald's new flame...

Sylvia (as **Caoimhe**): Oh?

Austin: Raising an eyebrow.

Austin (as **Aisling**): [sarcastically] Oh! Is there something you don't know! I thought you knew everything!

Sylvia: I'm about to just, like, push past her and walk to the House of Chance.
[chuckles]

Keith: [cross] Uh, worth the...

Sylvia: [cross] Unless someone else does something here.

Keith: Aren't we going to Benediction? Or are we changing course, because—

Sylvia: Oh we were going to the Benediction, [**Keith**: Okay.] but now I'm— I'm angry, so.

Austin: Yeah, now— [amused] Now you have "enraged," yeah.

Sylvia: Yeah, I'm playing the status [cross] element, you know!

Austin: [cross] Yeah, appreciate it!

Sylvia: I'm also a little dazed, so [cross] maybe I forgot about that.

Austin: [cross] Ohh god, I think you could take a... Is there an inventory item you could spend some inventory points on to clear that up?

Sylvia: Yeah, I can spend an inventory— I can spend... I'm chugging some tonics, is what's happening.

Austin: [cross] [laughing] Okay.

Sylvia: [cross] Yeah I can spend...

Keith: [cross] Wait, you're also almost dead! What do you have, like, 7 HP left?

Sylvia: Yeah, I'm fucked up! [cross] I've got 8 HP.

Austin: [cross] Y'all could rest! Y'all could take it all— just take a night, you know?

Sylvia: Yeah...

Keith: Hmm...

Sylvia: That's probably the right move, huh.

Austin: It might be! I'm just saying!

Sylvia: I am gonna... do that just to get, uhm... this "dazed" off me.

Austin: Wait, wait, wait, but make a decision first, [**Sylvia:** Oh?] because I think if you rest it clears, [**Sylvia:** Okay!] you know. I think if you— I'll double check, 'cause we've not been in a town in this season yet. [cross] Uhm, I'm trying to—

Sylvia: [cross] That's a good point.

Keith: [cross] I'm happy to rest.

Austin: I'm trying to help y'all out here. Uhm. [reading quietly] "You can make a new bond..." [louder and quickly] "The effects of rest: resting inside of settlements. While in a village, town, or city characters must have access to one of the following in order to rest: a room inside an inn," which you do have.

Keith: Check.

Austin: Actually, [**Sylvia:** Hmm.] what you have is "hospitality from someone friendly, usually in exchange for help or money," you've given them help, you now have the hospitality so you can rest... When you rest, you... "recover all of your hitpoints and mindpoints and recover from all status effects."

And...! [reading] “There’s a chance for calmer, more intimate roleplaying, this is known as a Resting Scene. During this type of scene players can spend some of their roleplaying conversations— spend some time roleplaying conversations and describing what their characters do while sitting near the campfire or relaxing around town. At the end of each Resting Scene, you can do one of the following: Create a new bond towards someone or something, add a new emotion to an existing bond, [**Sylvia**: Hmm!] or erase an emotion from an existing bond and replace it with a different one.”

Sylvia: Alright. I do think it’s— we should rest, but I’m also worried about Aisling acting on the information... before [cross] the night is over. ‘Cause I’m [cross] paranoid like that.

Austin: [cross] Uh-huh! Sure!

Janine: No, I think that’s correct, I think you’re correct like that.

Keith: Hmm. [**Sylvia**: Yeah.] I also think that that’s correct. Austin did say “I’m trying to help you.” But that could be a lie...

Austin: [snorts]

Sylvia: [chuckles]

[pause]

Austin: [stammers] [mock offended] I— [cross] You know folks... This is what I deal with. This is what they do to me.

Keith and **Sylvia**: [laugh]

Sylvia: [laughing] Wow! Uhm.

Keith: [amused] Well I think now that we’ve said that, we can rest safely.

Sylvia: [chuckling] You’ve just gotta make sure to shame your GM, folks. [Austin: Mm-hm!]

Austin: I— listen! Listen...! You're not wrong! But there's a— There are things that I'll do and there's things that I won't do, you know what I mean. [**Sylvia:** Yeah.] Nothing is gonna burn down tonight, you've scared away/beaten the lanterns. Right. [**Keith:** Right.] Aisling is a character, who has goals, [**Sylvia:** Yeah, exactly.] something might happen, you're not wrong about that.

Sylvia: [worried] Oohh... [cross] I'm just worried about if—

Austin: [cross] And so yeah, you have to make a bet here, which is like, do you wanna stay active even, continuing burning through resources, just trying to, like, keep your head on a pivot? Or do you wanna— Like, what do you wanna do? You know?

Sylvia: I think... Uhm... If I'm playing the character, I think Caoimhe wants to get to the bottom of this right now. [**Austin:** Right, yup!] And I'm fine to use a couple... [cross] Uhm...

Austin: [cross] Sounds good. Some tonics.

Sylvia: Yeah. [cross] Yeah.

Austin: [cross] Burn through those tonics, burn through those inventory points.

Sylvia: Though I think what I'm gonna actually do is use the tonic on the "enraged" [**Austin** chuckles] and keep "dazed" [**Austin:** Okay.] 'cause it's... it's better for me. [**Austin:** Yeah.]

Austin: You've calmed down by the time you get to the House of Chance.

[Music outro: "[Perpetua](#)" by Jack de Quidt plays]