

## **Perpetua 08: The Flames of Burzin Pt 04**

Transcriber: mees\_\_\_\_\_

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### **Opening Narration / Recap**

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

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

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

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**Austin:** 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:** Perfume.

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**Austin:** This is one of the gods who has kind of gone by the wayside. Kalsi. 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. Lady M'Shalia was in fact a priestess of Kalsi, the Lantern's Flame. A god who seems to have been abandoned.

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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...

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

## Introduction [00:02:38]

**Austin:** Welcome to Friends at the Table, an actual play podcast focused on critical worldbuilding, smart characterization, and fun interaction between good friends. I am your host Austin Walker. Joining me today: Sylvi Bullet!

**Sylvia:** Hey! I'm Sylvia, you can find me most places on the internet @sylvibullet and you should check out Media Club Plus at [mediacub.club](https://mediacub.club)! We're in the thick of Hunter x Hunter, I believe we still are when this is coming out, [cross] but.

**Austin:** [cross] I believe so. I'm curious how deep—

**Sylvia:** [cross] Who can say!

**Austin:** [cross] We'll be pretty deep into... the late—

**Sylvia:** [cross] Post-Chimera? Or late Chimera.

**Austin:** [sighs] I guess we will be post-Chimera... It will be post—

**Keith:** [cross] There's not even any— There's no deep post-Chimera.

**Austin:** [cross] That's true.

**Sylvia:** [cross] Yeah, there's just— There's a little bit of post-Chimera, and that's about it.

**Austin:** Which is wild. Do you know how many weeks you have left? Also Keith Carberry...!

**Keith:** Hi! My name is Keith Carberry, you can find me online @keithjcarberry, you can find the Let's Plays that I do at [youtube.com/runbutton](https://youtube.com/runbutton), and you can find me on Media Club Plus also, where I believe there's something like ten or twelve weeks left... [cross] something like that.

**Austin:** [cross] Okay, yeah, then you're done. 'Cause Cartograph took us four weeks [cross] or something.

**Keith:** [cross] [chuckling] Oh, yeah, yeah we're done. [**Austin** chuckles] I can double check it, but not immediately.

**Sylvia:** [cross] Damn!

**Austin:** [cross] Mm! The people in the future will know! The people listening— This will be trivial information.

**Sylvia:** [cross] Post Hunter x Hunter now...!

**Keith:** The people in the future will know. Yeah, this is really work for us.

**Austin:** Mm-hm! [**Sylvia:** Yeah.]

**Keith:** But hey, Runbutton is putting out really great videos recently, so why don't you go watch some Runbutton videos.

**Austin:** There you go.

**Keith:** 'Cause it's good.

**Austin:** Mm-hm! Also joining us: Janine Hawkins!

**Janine:** Hi! I'm Janine Hawkins! I'm sometimes bleatingheart on places. You can go to our Patreon, [friendsatthetable.cash](https://www.patreon.com/friendsatthetable), to every Tuesday read a little update about all the stuff we've gotten up to.

**Austin:** It's true!

Janine: Lots of streaming video games and... podcast stuff goes up there, little easter eggs, fun stuff like that.

**Austin:** Today we are— I guess I should say two things. One: to listen to any of the music found on the show you can go to [notquitereal.bandcamp.com](https://notquitereal.bandcamp.com) and as always you

can support the show at [friendsatthetable.cash](https://friendsatthetable.cash). Today we are continuing our game of Fabula Ultima by Emanuele Galletto. And I believe, our eight pillars— of the eight pillars, the ones that I have chosen to list are: breathe life into the world and characters, play as a hero, play to change and evolve, answer questions and build on the answers, and play to find out what happens.

Last time we played, y'all had defeated a group of mischievous lanterns, who seemed to be part of the spirit of Kalsi, or maybe minions of Kalsi, the Lantern's Flame, a forgotten deity who had previously been taken care of by the departed, the recently departed Jerriander M'Shalia, a member of the town of Burzin. You've been sent here to investigate to see whether the recent invisible wild fires that have wrecked this place were tied to the mysterious Source Rot. And I don't know which way you're feeling about that right now. But you have also uncovered some other clues, in fact you have one, two three, four— you have seven of eight! Clues in your Burzin mystery clock.

**Sylvia:** Yeah!

**Austin:** We don't necessarily have to go over those one by one, but what is your sense of the mystery? I believe we left you off after defeating those lanterns and maybe on your way to confront Lady Lady Teribald at her House of Chance. **[Keith: Mm.]** Before we do that, I'd love to see what y'all think the situation here is.

## Clues and theories [00:06:42]

**Sylvia:** So... [hesitates] My understanding is that... So— I guess the big thing is, we went to... First we started by checking out the burned down saloon **[Austin: Mm-hm.]** and we found out that that fire wasn't magical, **[Austin: Mm-hm.]** as opposed to the other ones. And then after that... The big clue I remember is that Lady M'Shalia— "Em-Shalia?"

**Austin:** I've been saying "Em-Shalia." [cross] Mm-hm.

**Sylvia:** [cross] “Em-Shalia,” okay.

**Austin:** [cross] “Mm-Shalia,” something like that.

**Sylvia:** She had a blow to the head! And... Which kind of leads me to believe that the fire wasn’t actually the cause of death. But I guess we never got full confirmation on that, but, yeah, I don’t know. [cross] I’m— I’m—

**Austin:** [cross] That’s your read, yeah. Mm-hm.

**Sylvia:** [cross] That’s my read on it.

**Keith:** [cross] Yeah. I also believe that the fire was started to cover up the murder,

[**Sylvia:** Yeah.] and we also learned that... that M’Shalia was a practising... a priestess, or something [cross] of this...?

**Sylvia:** [cross] Yeah.

**Janine:** [cross] Mm-hm.

**Keith:** [cross] Sorry, what is the—

**Sylvia:** [cross] Kalsi.

**Austin:** [cross] Kalsi, K-A-L-S-I.

**Keith:** [cross] Of Kalsi, right. It seems to me like maybe these minions are going around and burning the town that abandoned this god in retribution for killing its last priest.

[cross] Is sort of what it seems like to me.

**Sylvia:** [cross] Yeah, ‘cause we found, like— We found, like, drawings of a shrine, didn’t we? [cross] As well?

**Austin:** [cross] Yeah, we found— Yeah, it seems like there’s a shrine here in town, or there was, or is somewhere. And the thing that you kind of found was evidence that M’Shalia, that Jerriander—the elder, now dead M’Shalia, not her descendant Ryn who is taking care of the house—served as a sort of, like, you know, caretaker and occasional

priestess to Kalsi. **[Sylvia: Yeah.] [Keith: Mm-hm.]** The vibe is that this town had been a sort of Kalsi town, [cross] it had been a place where—

**Keith:** [cross] Right, it got absorbed by the House of Benediction.

**Austin:** Mm-hm. That's right, [cross] the House of Benediction.

**Keith:** [cross] Which is... Which is what they were about to burn down.

**Austin:** [cross] When you arrived.

**Sylvia:** [cross] And Kalsi got kind of absorbed into stuff that— We learned that a lot of the stuff that was written in the book I found about Kalsi, those beliefs sort of got absorbed into being about Cinner, [cross] the Soldier of Ash and Fire.

**Austin:** [cross] Yes, yes. Who is of course— That's right, and who is the sort of patron deity of your... your fellow Hexcloak [cross] slash rival, Aisling. Aisling Revanj.

**Sylvia:** [cross] [disdainful] Yeah... Mm-hm!

**Austin:** Who is also here investigating the fires. [cross] Uhm!

**Sylvia:** [cross] Yeah.

**Austin:** Any other big stuff here?

**Sylvia:** We all leveled up!

**Austin:** You all leveled up!

**Keith:** [cross] Oh, we did level up! Yeah.

**Austin:** [cross] Also, [urgently] wait, wait.

**Sylvia:** [cross] Yup?

**Austin:** Did I say Janine Hawkins?! Yes, you did, you said [cross] bleatingheart. You said— Okay, okay.

**Janine:** [cross] Yeah! Yes, yeah, yeah, yeah, yeah, yeah.

**Sylvia:** [cross] Yeah!

**Austin:** [cross] Phew, making sure I did not just make the big bad intro...

**Keith:** [cross] [chuckles]

**Janine:** [cross] No no no. I would let you know!

**Sylvia:** [cross] Yeah!

**Austin:** [cross] Okay. Yeah! Okay. Well I knew you would let me know, I just didn't know if you were... letting me— [chuckles]

**Keith:** [cross] Oh there's Austin doing the big bad intro again...!

**Sylvia:** [cross] [laughs]

**Austin:** [cross] I didn't know if you were letting me hang, you know what I mean.

**Janine:** [cross] Ahh.

**Austin:** [cross] Then, like, the deeper I got the more you would let me know, you know.

**Keith:** [cross] [laughing] That would be... That'd be crazy, like, this fucking shithead...

**Sylvia:** [cross] That'd be hilarious.

**Janine:** [cross] That's really fucked up!

**Austin:** [cross] Yeah I know but—

**Janine:** [cross] That would be— That would be mean to Ali, who had nothing to do with this!

**Austin:** [cross] [laughing] Mm-hm, mm-hm.

**Sylvia:** [cross] [laughing]

**Keith:** [cross] Ali spending hours like cutting and pasting [**Janine, Austin, and Sylvia** chuckle] bits of Janine talking from other things, like, [robotic voice] “Hi. My. Name. Is. Janine.”

**Janine, Austin, and Sylvia:** [laughing]

**Sylvia:** Oh my god...

**Austin:** Little bits of like “Mm-hm!” just to make sure it’s clear that Janine was here. Yeah, uh-huh. [**Keith** chuckling] Anything else?

**Sylvia:** I feel like there was something Aisling mentioned right at the end [**Austin:** Mm! Mm-hm.] that she discovered... [cross] Uhm.

**Austin:** [cross] You both discovered...

**Sylvia:** Okay.

**Austin:** An on and off relationship between [**Sylvia:** Right.] Jerriander and Teribald. [cross] What—

**Keith:** [cross] Right, yes. This is— This is the supposed motive for murder.

**Sylvia:** [cross] [quietly] I thought there was something else, though...

**Austin:** What Aisling found is that it seems that Teribald has a new flame. Has a new fling, [cross] a new flame, a new...

**Sylvia:** [cross] Oh, okay.

**Keith:** [cross] Is that a— Is that an intentional or unintentional pun?

**Sylvia:** [cross] Yeah, flame should be—

**Janine:** [cross] Uh-huh...

**Austin:** Uh, a little intentional! [cross] A little intentional. But has—

**Sylvia:** [cross] Okay. Good for you.

**Austin:** I think that's even what Aisling maybe said, but there is a— That there is someone new in Teribald's life seemingly, but it didn't seem like Aisling knew who that was.

**Sylvia:** Okay! I think that covers, like, all the major stuff. [cross] Uhm...

**Keith:** [cross] Yeah.

**Austin:** [cross] Yeah. Also I guess the other thing is that we never really said, we never truly connected the dots, but you knew early on that they were targeted attacks on things, it seemed. [**Sylvia:** Yeah] At this point it seems like it might be fair to say, you've seen them go after— most recently they were gonna go after the mining supplies' [**Keith:** Yeah.] kind of store, and then the House of Benediction. Previously they had burned down a HUGE chunk of the commercial district, the stuff north of the bank and the post office, right, the north west here [**Sylvia:** Mm.] And then a lot of the residential district in the southeast. The place that they haven't gone after seem like they have the kind of blue Kalsi lanterns up, right. [**Keith:** Yeah.] [**Sylvia:** Right.] So it seems like maybe there is a degree of, like, those places are safe. You know, there's— are those wards, are those seen as being... You're not sure about the particulars there. And the other half of thinking about that could be—

**Keith:** And the townspeople seem to also not be aware of what these lanterns are, so this might be an accidental passover situation

**Austin:** That's— That's I think a fair analysis of it, yeah. And the other half of it is that there is a sort of uhm... The stuff that's been hit seems to be like.... important to the town, you know what I mean. So they didn't go after Crebb's Potions and Poultices, which has one of these lanterns, but they went after the Poultrice's wagon, which did not have those lanterns, right. [**Keith:** Right.] So there does seem to be a degree of targeting the parts of the town that are important to making it go, you know. So, yeah!

**Keith:** Don't let Serah's Surcoats hear you say that.

**Austin:** Well Serah Surcoats has one of the lanterns.

**Keith:** [cross] Okay. [chuckles]

**Austin:** [cross] All the remaining commercial area's things have those lanterns up. Which I guess is another point towards "the saloon was not destroyed that way." The saloon run by the person who made those lanterns definitely had those lanterns up, right. [**Keith:** Right, yeah.] So, nevertheless burned down. Alright! Where do you wanna jump back in? You wanna jump back in with y'all getting back to the House of Chance?

**Sylvia:** Yeah, my argument for going to the House of Chance opposed to just going to bed and resting is that Aisling is gonna probably make an arrest while we're asleep? [cross] And I don't know if we've gotten to the actual—

**Keith:** [cross] You don't wanna lose credit.

**Sylvia:** Honestly, I don't wanna have this problem to be solved by, like, kicking doors in and stuff, I want to get to the bottom of why [**Keith:** Yeah.] the lanterns are burning stuff. [**Austin:** Mm-hm.] I wanna solve the actual problem, [**Austin:** Right.] less than just, like, solve the murder, [cross] you know. [**Keith:** Yeah.]

**Austin:** [cross] You don't wanna just get the crime quota, like, higher. You're not— You're good police, in the— [chuckles] in the wider terminology.

**Sylvia:** [cross] I am the one good cop!

**Austin:** [cross] That's right, uh-huh!

**Sylvia:** [cross] Yup!

**Austin:** [cross] Yup! A real thing that exists.

**Sylvia:** [cross] I'm gonna change this thing from the inside. [laughs]

**Austin:** [cross] Ohh good, yes, I can't wait for that to happen. That's definitely—

**Sylvia:** [cross] That's definitely the arc I'm on. Uhm.

**Austin:** Mm-hm! Mm-hm. [chuckles] [cross] Uhm...!

**Janine:** [cross] I have a theory.

**Austin:** Yes!

**Sylvia:** [cross] [curious] Yeah...!

**Janine:** [cross] And I think— I think Brontë would probably volunteer this theory on the way over to the... we're not calling it a casino, we're calling it a House oooof [cross] Chance!

**Sylvia:** [cross] Chance.

**Austin:** [cross] Mm-hm!

**Janine:** Uhm. I had the map too far zoomed in.

**Austin:** Mm-hm!

**Sylvia:** [chuckles]

**Janine:** I think... As we're walking down the street, Brontë volunteers, you know,

Janine (as **Brontë**): You know, the jilted lovers angle is way too predictable... I think it might be... a situation where the priestess has given herself as an avatar of power—very romantic! And she's engaged in this relationship with this god or this being, and is now acting as a sort of extension of them to bring their power back into the world—isn't that lovely? Wouldn't that be lovely? [cross] It's very romantic. It's—

Keith (as **Antistrophe**): [cross] I'm burned. I'm burned on my body.

Janine (as **Brontë**): Yes?

Keith (as **Antistrophe**): So it's not. Lovely. [**Austin** chuckles]

Janine (as **Brontë**): Well, it's— Love can be destructive. But, yes, it's— [cross] I mean it's—

Sylvia (as **Caoimhe**): [cross] Yeah, never been burned before? I mean it's a bit more literal, but...

Janine (as **Brontë**): Ideologically, isn't it... It's so much... There's so much more to it than just... just people who broke up. You know?

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

Sylvia (as **Caoimhe**): [cross] That's something you can relate to, yeah?

Janine (as **Brontë**): I don't really understand that, but I guess, yeah...

Sylvia (as **Caoimhe**): [cross] That's fine.

**Austin**: [cross] So is the decision to go, Sylvi you seem pretty strong on this, Caoimhe seems pretty strong on this, going right now.

**Sylvia**: Yeah. I was just, uh, to recap my status effects, I was just recently enraged. I have shaken that.

**Austin**: [cross] That's true, yes. You have shaken that.

**Sylvia**: [cross] However I am still a little dazed, so.

**Austin**: Okay!

**Sylvia**: But yeah. Yeah, yeah, yeah. I'm walking with purpose! You know.

**Austin**: Yeah, and as you're having this— Brontë is laying out this theory, which is fun. Uh, yeah! Okay! Well then if there's no... no one else wants to do something else, we're gonna pick up here. [**Sylvia**: Yeah.] Teribald's House of Chance. [cross] It's still—

**Keith**: [cross] Oh, the thing that I— I don't know if anybody else has something like this, I think no, but—I realized after that last session that every damage that I took during

that last fight should have been reduced by one, 'cause I have a thing that reduces all incoming damage.

**Austin:** Oh! [cross] That's good to— to take note of.

**Keith:** [cross] Which I think... gives me either 3 or 4 more health than I had. 'Cause I got hit by two... 10s [**Austin:** Uh-huh.] from the explosions and one attack, I think?

**Austin:** Yeah, so you get 3 HP back? [cross] Yeah.

**Keith:** [cross] Yeah.

**Austin:** That sounds right. [cross] What's that come from?

**Sylvia:** [cross] I used a remedy already, so.

**Keith:** [cross] Uh, that comes from Defensive Mastery.

**Austin:** [cross] Oh, Defensive Mastery, sure. Yeah, I think that's probably—

**Keith:** As long as I have a shield or weapon equipped all damage is reduced by skill level.

**Austin:** That's useful...

**Sylvia:** That's good! [**Austin:** Yeah.] That's real good.

**Austin:** Worth noting that that says that is applied before affinities, so if you for instance were also resistant, it could do even more for you.

**Keith:** Cool.

## **The House of Chance [00:16:52]**

**Austin:** Yeah. So. Alright! At— You know, you come back through this way, and at the time you were leaving it was... the lanterns were turning on. By the time you've now

gotten back, after going up and talking to Ryn and fighting the lanterns, and I guess running into the lanterns to begin with at the mining supply shop, things are now completely closed, right, except for the House of Chance in this area. I guess, you know, you could also go check back into the Clean Water Lodge, or you could go back to your bedrooms there, that place is open for you. [chuckles] But Serah's Surcoats, Wilfer's Wits and Weaponry, the bank, the post office, they're all shut down for the night.

Teribald's House of Chance continues to buzz. There are people coming in and out, you can hear— someone's playing some sort of instruments in there, you can hear the sounds of gamblers shouting and yelling. Classic, you know, corner saloon vibes happening there at Teribald's House of Chance. Uhm, who's heading in? Everybody's heading in together this time?

**Keith:** [cross] Yeah.

**Sylvia:** [cross] I mean, yeah.

**Austin:** Alright! Uh, Brontë you've been here before, you know what the vibe is. You see the games of Wordzin being done, you see the... [**Sylvia** laughs] You kind of scan— The sheriff isn't here anymore. You don't see Lady Teribald. But there are a number of people wearing... sort of dealer uniforms or croupier uniforms, you know, that style of like... the person— people working in this place. And there's obviously a bartender and some other folks here. And then MANY people here gambling and partying.

**Janine:** I explain Wordzin.

Sylvia (as **Caoimhe**): Well that's stupid.

**Austin:** [laughs]

Keith (as **Antistrophe**): I think it sounds pretty good.

Janine (as **Brontë**): It was fun! [cross] I enjoyed it.

Sylvia (as **Caoimhe**): [cross] How are you ever— How do you ever win a game? Okay.

Keith (as **Antistrophe**): You just have to intuit the word!

Janine (as **Brontë**): If you're a regular you might learn the different personalities [**Caoimhe**: Yeah.] and... and the mood of the day if you're attuned to the local news. [cross] It's really a game of general knowledge!

Sylvia (as **Caoimhe**): [cross] You just— Yeah, you just gotta sink some cost into it, I get what you're saying.

Janine (as **Brontë**): [cross] That's all gambling isn't.

Keith (as **Antistrophe**): [cross] What about— The local news...?

Sylvia (as **Caoimhe**): Ehh, yea!

**Sylvia**: [laughs] I'm giving Brontë a very, like, "Uh-huh! It is!" [cross] look.

**Janine**: [cross] [laughs]

**Austin**: [cross] [amused] Yeah. Yeah.

**Sylvia**: Uhm. I feel like the person you ask to... Like, you go up to the bartender to be like,

Sylvia (as **Caoimhe**): hey we need to see... We need to see who's in charge, we need to see Lady Teribald.

Austin (as **bartender**): Well I'm in charge right now, Lady Teribald is out for the evening.

Sylvia (as **Caoimhe**): [friendly but impatient undertone] Where could we find her?

Austin (as **bartender**): Uhh, that seems like Lady Teribald's business! I'm paid to handle my business!

Sylvia (as **Caoimhe**): [deep sigh]

Austin (as **bartender**): Like getting you a drink!

**Sylvia**: I don't have like a— This is the thing about the Hexcloaks is I, like, don't have a badge to flash, it's on my back, so it's like—

**Austin**: [cross] Yeah you do have the— Yeah.

**Sylvia**: [cross] [chuckling] Do I have to turn around and be like “listen man!”

**Austin**: [cross] No, I think people recognize— Unless I say otherwise people are going to recognize you're a Hexcloak, [**Sylvia**: Yeah.] you know. This person's job is not to tell you where Lady Teribald is, though. You know?

**Sylvia**: [cross] Yeah, okay.

**Austin**: [cross] So you might need to do more than flash a badge.

**Sylvia**: Yeah! I just wanted to give it a shot.

**Austin**: Yeah.

**Sylvia**: Uhm...

**Austin**: Oh and then, okay yeah, so you do a little flash of it, and I think the bartender is like,

Austin (as **bartender**): We do have specials for those who are serving the Elevana state.

**Austin**: [chuckling] You know?

Austin (as **bartender**): We do have a special rate for folks like you. 10% off of your first drink!

Keith (as **Antistrophe**): Uniform discount...

Austin (as **bartender**): Uh-huh, uniform discount. Cloak discount.

Sylvia (as **Caoimhe**): Yeah, no, I've already got a headache, I don't need anything adding to that. Uhm. Listen. I appreciate the position you're in right now? [cross] Uhm.

Keith (as **Antistrophe**): [cross] Bartender?

Sylvia (as **Caoimhe**): No, the like... [cross] The having to—

Austin (as **bartender**): [cross] Drinkmaker!

Sylvia (as **Caoimhe**): [exhausted sigh]

Austin (as **bartender**): Cocktail... connoisseur...!

**Austin**: [cross] That's not really what it is.

**Keith**: [cross] Artist?

**Austin**: Yeah, uh-huh.

Austin (as **bartender**): [cross] Cocktail artist!

**Janine**: [cross] That long pause I imagine, like, [**Sylvia** chuckles] all three of us just looking at him like...

Janine (as **Brontë**): [cross] [quietly] Drinkmaker...?

**Keith**: [cross] [chuckles]

**Austin**: [cross] [amused] Uh-huh, drinkmaker, yeah. [chuckles]

**Sylvia**: Uhm.

**Austin**: Also I don't think they have cocktails, [chuckling] this is not a cocktail establishment.

**Janine:** [cross] Wait I ordered cocktails here before.

**Keith:** [cross] Didn't we get cocktails? Yeah, we— Yeah, there was—

**Austin:** [cross] Fuck, okay, well... Now it's a cocktail— This guy maybe not as good at them. [laughing] This guy more of a drinkmaker.

**Sylvia:** [laughs] Okay. Let's— Let me talk about my dramatic intent here before I get into the words that Caoimhe's saying, which is I'm trying to basically, like, persuade this guy to help give— like, to at least give something to go on about where she could be.

[**Austin:** Yeah!] And I think the way that I'm going about that is like,

Sylvia (as **Caoimhe**): Listen. I know I wasn't— I'm not the only Hexcloak that's been here today, right? You've probably seen her? [cross] Tall lady, red hair, kind of a bitch, uhm.

Austin (as **bartender**): [cross] [sighs] Yeah— Oh, okay, well.

Sylvia (as **Caoimhe**): Look, we go way back, uhm. It's fine. Uh. She's also looking for your boss, and it's not going to be as good if she finds her versus if I just have a conversation with her, you know what I mean?

**Austin:** Give me an interrogate check! Difficulty 10.

**Sylvia:** It is gonna suck by the way 'cause my insight's a 6 right now.

**Austin:** [cross] Oooh...

**Sylvia:** [cross] But... Yeah.

**Keith:** [cross] Oh yeah you're dazed.

**Austin:** [cross] You are dazed.

**Sylvia:** [cross] I'm dazed. This is why I made the joke about the headache. [chuckles]

**Keith:** [cross] Yeah.

**Austin:** [cross] Okay, yeah. [pause] That's an 8!

**Sylvia:** [cross] Yeah, I'm talking about it.

**Austin:** [cross] It's a 1 and a 7, you could spend a Fabula point!

**Sylvia:** [excited] Ooh! I am going to spend my one [cross] Fabula point actually!

**Austin:** [cross] There you go.

**Sylvia:** [cross] 'Cause if that's just a 1 that I've gotta reroll, maybe it'll...

**Austin:** [cross] There's a good chance. Yeah. So what trait are you calling on?

**Sylvia:** This feels like a... [cross] Let's see...

**Austin:** [cross] Let's go over— Let's go over your identity, theme, and origin one more time, just so we say them all.

**Sylvia:** Yeah, my identity is Disgruntled Hexcloak [**Austin:** Sure.], which might be the thing I'm calling on here. [**Austin:** Mm-hm.] My theme is doubt, [cross] um—

**Austin:** [cross] Is that doubt about yourself? Is it doubt about the situation, [cross] doubt about the Hexcloaks?

**Sylvia:** [cross] That is doubt about the... the Hexcloaks and the Elevana League at large, [Austin: Right. Right.] 'Cause this is tied into my Repentant Enforcer.

**Austin:** Right, yes, okay.

**Sylvia:** [reading] Your quirk— You may acquire this quirk only if your character's theme is doubt or guilt, [**Austin:** Right.] and your theme cannot be changed in any way as long as you have this quirk. [**Austin:** Mm-hm.] Uhm. So... And then my origin is Billough, which is the sort of Wind Elf city, uhm.

**Austin:** Yeah!

**Sylvia:** So I think this would be... I'm happy to just say identity here, because I'm trying to undermine [amused] another Hexcloak's investigation.

**Austin:** You are!

**Sylvia:** Uhm.

**Austin:** And, like, openly! You didn't just—

**Sylvia:** [cross] Openly!

**Austin:** [cross] That's not just your motive, that's what— that's your tactic.

**Sylvia:** That is literally my tactic, [**Austin:** Yeah.] is, like... Listen... I'm doing good cop bad cop but the bad cop is outside. [chuckles]

**Austin:** Yeah, yeah, yeah!

**Sylvia:** I got a 1 again...!!

**Austin:** Oh my god...

**Keith:** Oof...

**Sylvia:** [cross] [from far away] Bro!

**Austin:** [cross] Brutal...

**Keith:** [cross] Oof...

**Austin:** Brutal, brutal, brutal. Uhm. Uh... We've been letting people try to help after the fact, [cross] so does anyone...

**Keith:** [cross] It's true.

**Austin:** You can see... that Caoimhe is... [cross] Maybe not flailing here—

**Sylvia:** [cross] Flailing? [laughs]

**Austin:** But doubling down... [cross] on the—

**Janine:** [cross] Yes.

**Austin:** Okay, Brontë. What do you do.

**Janine:** Yeah! [cross] Uh...!

**Austin:** [cross] Oh this actually— one second, sorry, sorry, this is— You're actually both going to need to help and succeed, because this is an 8. You'll both need to succeed at helping [**Keith:** Yeah...] in order to push an 8 to a 10.

**Keith:** And... does helping cost a Fabula point?

**Austin:** No, helping is free, helping is— It's a group check, is really—

**Keith:** [cross] Okay. Helping is free, okay.

**Austin:** We'd be retroactively turning this into a group check, but the way it works is that Caoimhe's leading and that both of you would need to succeed on your chances [cross] in order to give a bonus of 1. So, yeah.

**Keith:** [cross] Give a +1. Got it.

**Austin:** But go ahead, Brontë. Sorry for stepping into your thing.

**Janine:** Uhm. Sorry, can I get a recap of specifically what we are rolling for... [**Austin:** You—] Just, like, I want the exact— the words of, like, how we are convincing.

**Austin:** Uh, what Caoimhe's argument was, was "if you don't give us the information, [**Janine:** Right, yes.] the much more dangerous Hexcloak is gonna go after... is gonna go after her."

**Janine:** [chuckles] Okay. Okay. I needed to... I needed to think of the thing to do in the moment.

**Austin:** Yes.

## Persuasion tactics [00:24:10]

**Janine:** Uhm. [winces] Hmmm. Okay, I'm— I have— Mm. I have an idea... Please let me know if it's too far. Uhm. [chuckles]

**Sylvia:** [cross] I'm so excited.

**Janine:** [cross] I think I'm— I'm walking some careful lines with this character. Uh. I think Brontë, like, looks at the bartender and... sort of picks up the edge of Caoimhe's cloak. Um. **[Sylvia: chuckles]** And, like, sort of, like... As if... As if, like, revealing the quality of the fabric and, like, demonstrating it, like,

Janine (as **Brontë**): You don't wanna mess with these people. Uh.

**Sylvia and Keith:** [cross] [laugh]

Janine (as **Brontë**): [cross] It's probably best to... It's probably best to take advantage when one is presenting themselves on your side...! [cross] And on the side of your employer.

**Austin:** [cross] [laughs]

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

Keith (as **Antistrophe**): [cross] People with this quality of a cloak... are to be trusted.

Janine (as **Brontë**): [cross] They don't mess around. This is not— This is not inauthentic.

**Austin:** [laughs] Uhh, alright give me your—

**Sylvia:** [cross] [amused] You're one step away from going "you know what that is? That's girlfriend material." [laughs]

**Austin and Janine:** [laugh]

**Sylvia:** [laughs]

**Austin:** [laughs] Give me, uhm, an interrogate, which again we're rolling that with... I wanna say it's something in willpower, right?

**Sylvia:** [cross] On the conflict—

**Janine:** [cross] Insight and wilp.

**Austin:** [cross] Yeah, [**Sylvia:** Yeah.] yeah. Insight and willpower, yeah.

**Sylvia:** Ins/wilp.

**Austin:** Ins/wilp! You're looking for a 10. [cross] That's a 6.

**Janine:** [cross] Eh, 6.

**Sylvia:** [cross] [from further away] Okay, well.

**Janine:** [cross] It's fair.

**Austin:** [cross] Which means, Antistrophe, you do not even need to try here.

**Keith:** [cross] Oh, okay.

**Austin:** [cross] Because there's no crawling up from an 8 [**Janine** chuckles] at this point.

**Keith:** Damn. Even on a critical success?

**Austin:** I guess on a critical...? Oh no, you can't critically succeed on uh, [cross] on help, on support rolls for a group check, unfortunately.

**Sylvia:** [cross] Help, yeah.

**Keith:** [cross] Okay.

**Janine:** [cross] Hmm.

**Keith:** [cross] 'Cause you can't critically fail on it either.

**Austin:** That's right, exactly. Or you can... Oh no, you're right, there's no critical success or fumble on a success— on a group check, I believe is what [cross] we've now determined.

**Sylvia:** [cross] We've both rolled ones on our insight...

**Austin:** It's brutal.

**Austin:** I mean, again, Brontë, [cross] you could Fabula that if you wanted to try to continue down this road, but...

**Sylvia:** [cross] [inaudible] ... Yeah.

**Austin:** You need way more than— [**Janine:** Uhm.] You would need that to become—that 1 to become a 5 or above. And it— right now it's a 1.

**Keith:** [cross] Hey, that's a coin toss.

**Austin:** It is a coin toss.

**Janine:** I'll do it.

**Austin:** Alright, let's do it! And what— Uh, what part of your theme are you pulling on here? [chuckles] I think I know but— [cross] Uh sorry, [**Janine:** Uhh.] not theme, which one of your traits?

**Janine:** My— My bond with Caoimhe? I think.

**Austin:** Uh, your— that bond is... [cross] Would only— Oh.

**Janine:** [cross] Affection. Does that not work?

**Austin:** Yeah that's— I guess that's— Sorry. When you reroll to... When you reroll to... Uh. Sorry, when you spend a Fabula point in order to reroll your drawing on your identity, theme or origin, those traits, [cross] not your bonds.

**Janine:** [cross] Oh, okay. Okay, okay.

**Austin:** Uhm, however, I am now realizing... Could you... Have we decided whether a person can spend—I think we did decide that you could spend your Fabula point with Caoimhe to give a flat +1, ‘cause that’s one thing that— You can spend a Fabula point to rely on a... [cross] on a bond to give a flat +1.

**Keith:** [cross] We did decide that. Yeah. I looked it up and it just says “character” or player.

**Austin:** It just says “character,” yeah. It doesn’t say the roller has to do it originally.

[**Keith:** Yeah.] Uhm. So you could just spend your Fabula point to give Caoimhe a +1 [amused] via your affection bond.

**Keith:** That is a much better deal [cross] than to try to roll again.

**Austin:** [cross] But then, Keith, YOU have to roll again.

**Keith:** Right.

**Austin:** Right. So. [cross] So yes—

**Keith:** [cross] But that’s true regardless.

**Janine:** [cross] Yeah I’ll do that, yeah.

**Austin:** Yeah okay. Yeah, that is true regardless. Alright, so then simply driven by your affection [chuckles], you’re able to turn what was a pretty bad argument [**Sylvia** laughs] into a slightly better argument.

**Sylvia:** [cross] [quietly] It was a really bad argument [chuckles].

**Austin:** [cross] And now, Antistrophe, [**Keith:** Okay.] you can now try to help.

**Sylvia:** [cackles]

**Keith:** So, I'm— I'm calling on Eccentric Career Pathfinder, I was a nerd mage [**Austin** and **Janine** laugh] and now I'm a tough guy [**Austin:** Mm! Mm-hm!] and so I'm going to look tough and mean [**Austin:** Ohh!] and if the tough and mean crew [**Austin:** I see!] is the nicer crew, [**Austin:** Yeah!] then you better give them what they want because the actual mean crew [cross] will be even worse.

**Austin:** [cross] Bad cop worse cop!

**Keith:** [cross] Yes, bad cop worse cop.

**Sylvia:** [cross] Bad cop worse cop, yeah.

**Janine:** [cross] Hmmm, interesting.

**Austin:** Yeah, yeah. [chuckles]

[pause]

**Sylvia:** [cross] The [stammers] more realistic—

**Keith:** [cross] 3.

**Keith** and **Austin:** [break out in laughter]

**Sylvia:** [cross] Wow...!

**Janine:** [cross] [chuckling] Ohh.

**Sylvia:** [[cross] from further away] Wow!!!

**Keith:** I'm new at this!! I'm new at it...! [cross] I dropped the shields. I dropped—

**Sylvia:** [cross] We should have gone to bed! We should have gone to bed.

**Keith:** [laughing] I dropped one of the shields and it, [**Austin:** Clank!!] like, chips off of the corner of the bar. It's— [cross] [seriously] I'm gonna pay for that...

**Sylvia:** [cross] It lands on my toe.

**Austin:** [cross] Yeah, he goes uh,

Austin (as **bartender**): You want me to open a tab... for that.

**Keith:** [laughs]

**Austin:** [cross] Ohh.

**Sylvia:** [cross] Jesus...

Austin (as **bartender**): Uh. I appreciate the... [cross] grandeur...

**Keith:** [cross] I mean I could do the same thing, right, I could throw a Fabula point on this the same way Janine did.

**Austin:** But you don't have a bond with... [cross] uh, with Caoimhe.

**Keith:** Right [cross] I have a bond with—

**Janine:** [cross] Yeah.

**Sylvia:** [cross] Yeah, I have a— Yeah.

**Keith:** [cross] I have a— I have a negative bond [**Austin** and **Janine** chuckle] with Brontë, [chuckles] [cross] which is not helpful.

**Austin:** [cross] Right. Exactly. Unfortunately, yeah. I'll remind you, if you— If you rest you get to write new bonds, so [**Keith:** Yeah.] an important potential element here. Um. Anyway! Uh, yeah. He goes,

Austin (as **bartender**): Listen, I appreciate the grandeur you bring to trying to talk to me about this, you have a whole routine down, uhm. Which is... interesting. Sometimes we hire folks like you to get on the stage and do a little show, [cross] uhm.

Keith (as **Antistrophe**): [cross] This was improvised.

**Sylvia:** [cross] I'm glaring at this guy... [chuckles]

Austin (as **bartender**): [cross] We don't hire improvisers.

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

Austin (as **bartender**): Scripted. Material. Only!

**Sylvia:** This is a no "but" [cross] situation. [**Austin** chuckles]

Janine (as **Brontë**): [cross] I'm a classically trained dancer.

Austin (as **bartender**): [interested] Hm! We do have a... We do have a... an opening tonight, we had someone cancel that came down with the stomach flu, now if you could put up a little [cross] show for everybody...

Janine (as **Brontë**): [cross] Can I meet the boss?

Austin (as **bartender**): Well! We'll see how you do!

**Sylvia:** [exasperated] Oh my goddd...!!

**Janine:** [chuckles]

Austin (as **bartender**): 'Cause you know, at a certain point if you're bringing in enough money, of course you could see the boss.

Janine (as **Brontë**): Hm-mm.

**Sylvia:** [laughs]

**Austin:** Side-quest added. [chuckles]

Janine (as **Brontë**): I'll— I'll take you up on that. [**Sylvia:** Yeah.]

Austin (as **bartender**): Alright!

## A performance [00:29:48]

**Austin:** What is the— What is— I think— I think he says,

Austin (as **bartender**): We'll give you fifteen minutes to get ready, we can move some things around for you and, uh, you know, we'll take you over to the room in the back where everybody warms up and once you're ready come right on!

**Austin:** Uh.

**Sylvia:** I'm going to order a whiskey on the rocks now. [**Janine** and **Austin** chuckle] [chuckling] After how that went. How bad that went.

**Austin:** Uh yeah, yeah.

Austin (as **bartender**): You take that out— out of your friend's dancin' earnings.

**Janine:** [laughs]

**Sylvia:** Don't even reply, just sort of grumble and [chuckling] walk away. [**Janine** laughs]

**Austin:** What, um— [cross] What's—

**Janine:** [cross] Brontë looks pleased.

**Austin:** Yeah. What is— What is your dancing situation? So we've talked a little bit—

[**Sylvia:** [amused] Oh my god.] You have a level in dancer, you've been trained.

[**Janine:** Yes.] This is a classically trained dancer, presumably.

**Janine:** Well, sure, [chuckles] yeah.

**Austin:** I need to know everything. About [chuckling] what's about to happen.

**Sylvia:** [cross] [chuckling] Yeah. Same here!

**Austin:** [cross] And I need— Do we just wanna jump to you coming out on stage, where do you want to come in on this, Janine?

**Janine:** So. I will say that in terms of— in terms of the dance, I imagine... I linked... Last time we recorded I linked that... [cross] what was his name, I should find his name.

**Sylvia:** [cross] [gasps] The... archer guy. The...

**Austin:** [cross] The archer guy from youtube.

**Sylvia:** [cross] Uhm.

**Janine:** [cross] Blumineck. [chuckling] On Youtube.

**Sylvia:** [cross] Sure. [chuckles]

**Austin:** [cross] Uh-huh.

**Sylvia:** [cross] [chuckling] I thought this is his username.

**Janine:** [cross] Uh, an archer who also does pole dancing. Um.

**Austin:** It's true.

**Janine:** Mostly because what he does is he, like, leaps on a pole and then fires an arrow like a little trick shot thing. [**Austin:** Yeah.] Um. And I said— When I talk about Brontë having a degree of competence, it's this. Because he's very good at the thing he does, but that thing he does is [chuckling] also very specific. Uhm.

**Sylvia:** [laughs]

**Janine:** And probably has, like, a lot of very specific training behind it, right. So I imagine with Brontë, like, there is a degree of, like, being nobility, learning court dances and things like that. But maybe also having a sort of foundation in... Uhm. I don't wanna say— I don't wanna be like, "there's ballet here," but like, you know, sort of an acrobatic kind of dance? [cross] Uhm.

**Austin:** [cross] We're in JRPG world. Uhm. Which is to say... There's lots of opportunities to make shit up completely [**Janine:** Yes.], there's also the occasion where it's okay to say something like "ballet exists" without it feeling we've missed a world

building opportunity. Unless! You have a really fun idea for what a particular type of dance is, [cross] in which case I'd rather lean in that direction.

**Janine:** [cross] Well. I think... I think the thing is that, like, we have a very specific idea of what ballet is [cross] now.

**Austin:** [cross] I see. Yes. Totally.

**Janine:** [cross] And when I say, like, he learned ballet I mean ballet in the, like... What ballet looked like in, like, 1780 [cross] or whatever, you know.

**Austin:** [cross] Right. Sure, sure.

**Janine:** Like pre-tutus, kind of— [cross] kind of ballet.

**Austin:** [cross] Mm.

**Keith:** Mm.

**Sylvia:** One-ones...

**Janine:** Part of this is— [cross] is coming from—

**Austin:** [cross] Shut the fuck up.

**Keith:** [cross] [laughs]

**Janine:** [cross] Austin, we watched a thing yesterday that had... King Louis doing...

**Austin:** [cross] Oh yes, we sure did.

**Janine:** [cross] Doing a little bit of his ballet that he did do. [**Austin:** Yeah.] He did actually perform in ballets in real life.

**Sylvia:** Hm!

**Janine:** Uh. So that sort of comes to mind as well, like I bet that's the kind of— [cross] You know, he's—

**Austin:** That whole performance of King Louis gives a little Brontë unfortunately.

**Janine:** Yes. I would say he's not that garish? Uhm. [cross] But that's—

**Austin:** [cross] I'm sorry, I meant, as like a person, I didn't even mean just that show. But, you know, yeah.

**Janine:** [cross] Yes. Yeah, yeah, yeah.

**Austin:** [cross] That— That, yeah— You know what I mean, the actor's performance.

**Janine:** [cross] Totally. Very much, very much.

**Austin:** [cross] Yeah, uh-huh. [chuckles]

**Janine:** But I have a question. [**Austin:** Yeah, sure.] Before I begin my dance. Which is: Is there anyone in this casino who is shaken?

**Austin:** Uhh, probably! [**Sylvia** chuckles] Or do you mean... Do you mean, uh... In the party— You mean literally any NPCs.

**Janine:** [cross] Yes.

**Austin:** [cross] Almost certainly! There's enough—

**Janine:** [cross] I mean NPCs, any people who are going to be witnessing this dance.

[**Austin:** Yes.] Because the dance that I do...

**Austin:** Uh-huh...

**Janine:** Is called Nightmare Dance.

**Austin:** Oh my god.

**Sylvia:** [cackles]

[**Sylvia** continues laughing from further and further away]

**Janine:** It is... an instantaneous dance, but what, you know [cross] [mumbles] whatever, when there's— that's gameplay stuff.

**Keith:** [cross] An instantaneous dance?!

**Janine:** [cross] That's just casting, that's— It doesn't have a casting—

**Keith:** [cross] So you're gonna go up and do one— strike one pose.

**Austin:** Uh-huh.

**Keith:** [amused] Okay.

**Janine:** I'm choosing to interpret dance as kind of a flexible thing here, [**Austin:** Yes.] because I think it— If it becomes, like, you go up there and you do one specific move then it becomes kind of laughable. [cross] Uhm.

**Austin:** [cross] Yeah, I don't think that's the case, yeah.

**Keith:** Yeah.

**Janine:** [cross] Uh. Anyway.

**Austin:** [cross] What I do think is, it means— To me the fact that you have one thing here does suggest that you have kind of perfected one mode, you know what I mean, you have one sub-style that you're really confident in, [**Janine:** Yeah, I think it's—] that you could actually deploy in battle and have an effect. [**Janine:** Yeah, I would—] So you could of course hit some other moves, but yeah.

**Janine:** I would describe it as, like, uhm. You know, when you have— knowing how to dance versus having a choreographed routine in your back pocket that [cross] you know affects people usually. Uhm.

**Austin:** [cross] Yes. Yes. That makes perfect sense.

**Janine:** Where, you know. So it's a thing where, like, I know when I do these moves to this music generally like it, or people generally— **[Austin:** Mm-hm.] People— I wouldn't say "like it" but find it affecting, **[cross]** right. Because I'm specifically choosing—

**Austin:** **[cross]** **[chuckles]** Oh they don't like your Nightmare Dance?!

**Janine:** Because I'm specifically choosing to invoke Nightmare Dance and not just be like, "uh he goes up there and dances."

**Austin:** Yeah. **[cross]** Mm-hm.

**Janine:** **[cross]** Uhm. Right, like, I think that's a different situation.

**Austin:** **[cross]** Can you— Did you say what happens regarding people who are **[cross]** shaken when they see it?

**Janine:** **[cross]** No I didn't.

**Austin:** Okay.

**Janine:** Um. So, Nightmare Dance, **[reading]** choose another creature that is able to see you, if that creature is already "shaken" they immediately suffer "weak."

**Austin:** **[chuckles]** Damn, you make 'em weak **[Janine:** Which—] with your moves!

**Janine:** Yes exactly, I think that's funny, that's why— That's specifically why **[Sylvia:** Yeah.] I'm like, oh it would be really funny to do Nightmare Dance instead of just, like, rolling captivate, for instance. **[Austin:** Yeah. Yeah, yeah.] Because, there is that added effect of like... Being weak in a combat sense versus being weak when you see a really beautiful dance at the casino... **[Austin:** Mm-hm!] Um. Is interesting! **[Sylvia** chuckles quietly]

**Austin:** It is!

**Janine:** It's simply interesting. **[chuckles]**

**Austin:** Uhm and I believe... So what I will say is, uh, I'll give you a choice here, 'cause you didn't want to just roll captivate. I think you can either choose to roll captivate or spend the 10 MP to use Nightmare Dance, which is what it costs to use I believe.

[**Janine:** Yeah.] Dance says "spend 10 MP to perform a dance." So, that doesn't require a roll! [**Janine:** Yes.] As far as I can see, this doesn't require an action but it can only be done before or after an action and only once per turn, that's in combat. So yeah. You can totally do that for the cost of 10 MP [cross] without having to do a roll.

**Janine:** [cross] I have exactly 10 MP.

**Austin:** [cross] Look at that—

**Keith:** [cross] Total, or just left over from previous fights?

**Janine:** Right, left over. I need to— I need to nap really bad. [cross] I need to sleep?

**Austin:** [cross] Y'all have not— Yeah y'all are pushing it a little bit. [**Keith:** Yeah.] I get it, but...

**Sylvia:** We'll go to bed after this.

**Keith:** Uh I have 6, um...

**Sylvia:** IP?

**Keith:** Yeah, IP. So I can give some potions out, if we need.

**Janine:** [cross]

**Austin:** [cross] Uh, tell me about your Nightmare Dance, I need to know what the— What happens. What's the music that you've asked to play along with you. You know, you kind of meet the band and they go,

Austin (as **band members**): So, what do you— What do you, you know, what do you want us to play?

**Austin:** And so you're gonna [cross] come out—

**Sylvia:** [cross] You guys know Sweet Child O' Mine?

**Keith:** You guys know The Deep Note?

**Austin:** [cross] [chuckles]

**Janine:** [cross] [laughs]

**Janine:** Um. So I will say in combat this looks different. In combat I imagine the dances being a lot of, like, theatrical flourishes with the bow and arrow kind of thing, [**Austin:** Sure. Sure.] [**Sylvia:** Mm.] not just breaking out in a dance. He's not [chuckling] that kind of combat dancer. [chuckles] [**Austin:** Sure.] Um. But in this context, I think it is... [pause] Oh, I need... [pause] Okay so I think— I think it is a thing of, like, he asks for... Um. Some, like, kind of relatively upbeat but not too upbeat? Like... Like, not tragic music. [**Austin:** Uh-huh?] Um. But something— But also not, like, saloon music.

**Austin:** Sure. Yeah. [cross] Yeah.

**Janine:** [cross] So think of it as like, uh... [amused] I'm having a hard time thinking of, like, examples 'cause I'm thinking in a classical space and I don't have a lot of names I can pull out of my head.

**Austin:** Yeah.

**Sylvia:** Mm-hm.

**Janine:** You know, like, the Four Seasons type, like... [**Austin:** Sure.] Kind of. [**Austin:** Yeah.] But, you know, [cross] a little bit smaller scale.

**Austin:** [cross] Bits and— Yeah, and then, like, occasionally are we getting, like, a sort of stab, like an orchestral stab where you then hit a pose on that... on that... big—

**Janine:** I'm not vogueing...

**Austin:** Well you don't have to be voguing to hit a pose. You know, [cross] lots of people hit poses.

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

**Janine:** Yeah I— I don't know, I—

**Austin:** Okay.

**Janine:** Um. The other thing is that I imagine that... Uh... I think Brontë probably takes off his, like, leather chestpiece but mostly keeps to his normal outfit, which is already pretty fancy.

**Austin:** Yeah!

**Janine:** And then he requests, uh... [pause] [chuckles]

**Austin:** [cross] Mm-hm?

**Janine:** [cross] [amused] Like two silver batons?

**Sylvia:** [chuckles]

**Janine:** [chuckles]

**Austin:** Okay...!

**Janine:** [cross] That's— That's the thing I think connects this—

**Austin:** [cross] [amused] I really thought you were gonna say "Lady Caoimhe to come up on stage" and so I'm much happier with [cross] the batons.

**Janine:** [cross] No no no no no no.

**Sylvia:** [cross] I— [laughs]

**Janine:** [cross] No no no. Um, that's the thing—

**Sylvia:** [cross] I'm glad we both went there, Austin.

**Austin:** [cross] Good. Yeah.

**Janine:** That's the thing that I think connects this to— connects this to, like, how he dances with arrows and stuff, right. [**Austin:** Mm-hm.] Is... Is there is a degree of, like, not full on baton spinning, [**Austin:** Mm-hm.] but, like, you know, using the sort of silver wands as, like... To draw focus. Uhm. To, you know, twirl, do nice things with. [pause] Little bit flashy, [cross] little bit razzle-dazzle.

**Austin:** [cross] Yeah! Yeah. [pause] Uh, yeah, well you spent the MP! There's not a roll here. Everyone claps and cheers. I'm gonna roll... I'm gonna roll to see how much money you make here. I'm gonna roll a big number. [cross] I'm gonna roll a—

**Janine:** [cross] Remember, someone is weak! [chuckles] [cross] I don't know who...!

**Austin:** [cross] Oh I think a number of people have been made weak!

**Janine:** Okay.

**Austin:** By your dance. [cross] In the crowd.

**Janine:** [cross] [chuckling] Fantastic.

**Austin:** Uh-huh! Um. Let's roll— Let's roll a big number because it's a die, and so it could end up anywhere in here. This is how much asta gets given to you at the end of the day. Thrown onto the stage, et cetera. And I'm gonna say the bar is gonna take a quarter of whatever this is. [cross] You know.

**Janine:** [cross] Okay. Yeah.

**Austin:** Whew!

**Janine and Keith:** Wow.

**Austin:** [cross] 711 asta.

**Janine:** [cross] Wow!!

**Keith:** Wow.

**Austin:** [cross] Uh-huh!

**Sylvia:** [cross] Wow!

**Janine:** [cross] Out of a thousand! [chuckling] That's pretty... That's not bad.

**Austin:** [cross] That's pretty good.

**Keith:** [cross] That's not bad.

**Austin:** [cross] That's pretty bad. It's pretty good, rather. They're gonna take one— 178 is what they're going to take from that 7 11. Uh, so [cross] you're left with—

**Keith:** [cross] Damn, I wanted to take actually a Sierra Mist.

**Sylvia:** [laughs]

**Janine and Keith:** [laugh]

**Austin:** [cross] You're gonna end up—

**Sylvia:** [cross] Thank you, I was trying to think of a joke.

**Austin:** [cross] Uh-huh. [laughs]

**Sylvia:** I'm glad somebody did.

**Austin:** Uh you're gonna get 533 in dance money from this full house. You've crushed it. And, you know, consider that also your kind of sidequest reward. And the bartender's like,

Austin (as **bartender**) [clapping] Pretty— Pretty damn good! I didn't expect all that!

Janine (as **Brontë**): I did say classically trained...!

Austin (as **bartender**): Well, uh.

**Austin:** And then gives you the quarter of the asta in a little... little envelope. Um. It's like a leather envelope. And says,

Austin (as **bartender**): You know what. You go ahead, you bring this right up to Lady Caoimhe upstairs yourself.

**Sylvia:** You mean Teribald?

**Austin:** Why did I say Lady Caoimhe, fuck. Yeah, Lady— [chuckles]

**Janine:** [laughs]

**Austin:** I keep saying "Lady Caoimhe" in my head because I feel like Brontë has said it [Sylvia: Yeah.] and so.

Austin (as **bartender**): Lady Teribald [cross] upstairs herself.

**Janine:** [cross] So he was impressed by the cloak...

**Austin:** [laughs]

**Sylvia:** Trying to wingman for him.

**Austin:** [chuckling] That's right. Yeah.

Austin (as **bartender**): You go ahead and bring it to Lady Teribald herself. Take the stairs up, second door on the left.

Janine (as **Brontë**): Marvelous, thank you.

[pause]

Sylvia (as **Caoimhe**): [appreciative] W— Well done...!

Janine (as **Brontë**): You're gonna have to take the lead from here, I'm wiped.

Sylvia (as **Caoimhe**): Yeah. Yeah, no prob.

**Keith:** While we're here, do we need to do any potions?

**Sylvia:** I would love a tonic. Just to get this "dazed" off me.

**Keith:** Uh, okay. So. Austin, because we're out of combat and because my potions have, like... permanent effects, I can just give the, like, automatic "I can always choose to heal X," right? I don't have to— I guess I could roll 'cause I could maybe accidentally roll the thing that lets me heal everybody.

**Austin:** Sorry, so you're thinking about doing a— the special thing, the...

**Keith:** Tinkerer move, yeah, [cross] gadgets.

**Austin:** [cross] Which costs what again? It costs...

**Keith:** Three... I think that it cos— Oh. Okay, it is kind of a confusing roll. [**Austin:** Uh-huh.] I don't really [cross] remember exactly how it works, 'cause...

**Austin:** [cross] [typing] I'll look it up real quick.

**Sylvia:** I will say, if this costs 3 IP, a tonic usually just costs 2.

**Austin:** Yeah that's the thing. 'Cause tonic give only— A tonic gives one... it recovers— A creature— Hm! One creature recovers from a single status effect. There we go.

[**Sylvia** and **Keith:** Yeah.] Thinking too quick for my own mouth. So those only cost 2, so if that's what you're looking for, it's probably best to just spend the 2 rather than use the Tinkerer's random roll thing, [**Keith:** Yeah.] unless you can guarantee [cross] that you—

**Keith:** [cross] I can't guarantee anything, but I could accidentally get something that works for me and every ally present.

**Austin:** But does everybody else even have a thing to clear.

**Sylvia:** Yeah that's what I was about to say.

**Keith:** Uh, yeah. So I guess we could do 2 for the tonic. [**Austin:** Mm-hm.] I can— Yeah. And then I'm left— I have 4 left over.

**Austin:** Totally. And at that point you could roll to get, for instance... heal a bunch of HP for people or get MP back for people or something like that, is what you're [cross] looking for, right.

**Keith:** [cross] Yeah, I could do the other 3 for the... a mindpoint elixir for Brontë.

**Austin:** Oh, I can see. Or, yeah, right. Or you can just straight up just give... I see what you're saying. Yeah.

**Keith:** [cross] Okay.

**Janine:** [cross] I would take health or MP at this point, my health is only two points above my... my "uh-oh."

**Sylvia:** [cross] Oh my god!

**Austin:** [cross] Your crisis, your crisis, yeah. [**Janine:** Yeah.] Your "uh-oh." [chuckles]

**Janine:** Like I said, I'm wiped. [chuckles]

**Austin:** Mm-hm!

**Janine:** [cross] [chuckling] I need a nap.

**Keith:** [cross] Let's see. Yeah, I think it's— I think it's probably best for you to just pick either mindpoints or hitpoints, and you could just have that. [cross] 50 of either.

**Janine:** [cross] Me? Oh, okay. Uhh. I— You know, I'll go with hitpoints. [chuckles]

**Keith:** 'Kay. Alright I'm down to 1 IP.

**Austin:** Alright! [cross] Uh.

**Janine:** [cross] Or do— Wait, when does IP restore?

**Austin:** You buy IP. For 10 a point. Uh, from the... From the... In this town from Crebb's Potions and Poultices.

**Keith:** Yeah.

**Janine:** Oh. Okay I'll take an elixir right now then.

**Austin:** [cross] Yeah, sure. Why not.

**Janine:** [cross] Actually, wait, are we going to rest right after this?

**Austin:** That's what I'm— That's what I've been trying to, like— [cross] **Janine:** Fuck.]

What's the play, like that's the sort of... the...

**Keith:** [cross] We're sort of hedging, that's why...

**Austin:** Yeah, exactly, yeah. 'Cause... I guess the other half, though, is, it's dirt cheap to buy IP when you're in a town like this, you know, so.

**Janine:** Yeah... Yeah... [cross] Okay, I'm just—

**Keith:** [cross] It's fine, you can get me back for the IP.

**Janine:** Well I was gonna— I was gonna— I can, yes, absolutely. I was gonna elixir also. [cross] Just 'cause.

**Austin:** [cross] Okay. Go for it. Boom.

**Janine:** [chuckling] 'Cause, yes, I do have a lot of money now.

**Austin:** Yeah, yeah, totally.

**Sylvia:** Sorry for making everybody stay up late... [chuckles]

**Austin:** I love it! This is like—

Keith (as **Antistrophe**): [cross] It's okay, I'm a night owl.

**Austin:** [cross] I do— I actually love the sort of press your luck element that we've been playing with in this adventure, [cross] it's really fun.

**Keith:** [cross] We are in the House of Chance!

**Austin:** [cross] We are in the House of Chance...!

**Sylvia:** [cross] Yeah, yeah. Keith beat me to it, I was about to say it.

## Upstairs [00:44:36]

**Austin:** And back to the House of Chance, you climb the wooden stairs to the kind of overlooking— You know, it's a classic, like, there's a long running balcony that looks down onto the House of Chance from the second floor. And then the rooms are kind of built into the kind of side, they're like sideways in the kind of like the— the back of house, above the back of house of the place. [**Sylvia:** Mm-hm.]

And you can see that there's one that has, like, a double door, that's very clearly the office and quarters of Lady Teribald. Um. And there is a... an assistant out front, in front of the door. Who says... Uh... She's like, kind of, uh... This is our— We're back to mousy versus, what did I say before, mouse-ish?

**Keith:** Uh, yeah. Mouse-ish I think. [**Sylvia:** Hmm.]

**Austin:** I think this is... mouse-ish, as in, has mouse ears.

**Keith:** Has mouse features, yeah.

**Austin:** Has mouse features. Uhm. And she says, like,

Austin (as **assistant**): Oh! Uh, I'm sorry. The— Lady Teribald is currently busy!

Keith (as **Antistrophe**): [cross] Uh, we were s—

Janine (as **Brontë**): [cross] The bartender suggested that I come up here to, uh...

**Janine:** And then he, like, jingles the coin pouch.

**Austin:** Yeah, um.

Sylvia (as **Caoimhe**): Yeah, you've got a new star.

**Austin:** She says,

Austin (as **assistant**): I'll be right back with you!

**Austin:** And then steps two steps in front of you, looks over the sides of the balcony banister, and goes

Austin (as **assistant**): [shouting] Hey Sal you let these assholes up here?!!!

**Janine:** [chuckles]

**Sylvia:** [cross] [laughs]

**Austin:** [cross] And he just gives a big thumbs up and she comes back to you and goes

Austin (as **assistant**): [calmly] Right this way.

**Austin:** And opens the door for you, revealing a large front office. There's a back— There's like a door behind— There's a desk, there's red carpet, there's art on the walls, there's a big window that faces the kind of, from— if you look at the map, west, you know, out of the side, towards the open plains of the west. And then again there's another door that goes into what you imagine is a bedroom or something. And Lady Teribald is not behind the desk. Uhm. Uh. And she goes

Austin (as **assistant**): Oh! Um!

**Austin:** The assistant goes

Austin (as **assistant**): Oh, um! That's strange, she went in just... a little while ago... Maybe she's in her personal quarters, give me just one second, you can wait here in the office, take a seat.

**Austin:** [cross] And she knocks.

**Janine:** [cross] Is there a window in here?

**Austin:** There is, the window is facing west towards the kind of like, where the sunset would be, is out west towards the plains.

**Janine:** I wanna look out the window.

**Austin:** Give me... [cross] [sighs] a...

**Janine:** [cross] [chuckles]

**Sylvia:** Ooh...

**Austin:** There's an interesting check here... [**Janine:** Uh-huh?] In fact, I don't think it's a check at all.

**Janine:** Oh...

**Austin:** [cross] As you walk towards—

**Sylvia:** [cross] [chuckles] Don't have the interesting stat on the sheet...!

**Austin:** Yeah. As you walk towards the window... You see a reflection in the mirror, you see a figure in the mirror. It's a beautiful woman, with silver hair covering one of her eyes, kind of wavy silver hair. The most perfect elven features you have ever seen and a single, bright blue eye glowing. But it's still a reflection, so you can't quite— You know, there's elements that are missing and you see your own reflection, like, next to hers in it? And then as you get to the mirror that reflection seems to, like, fade away. And then out to the west is just... it's plains, it's open fields, and then the kind of low mountains further out to the west.

**Janine:** Hmm...

**Austin:** Knock knock knock knock knock!

Austin (as **assistant**): [whisper shouting] Lady Teribald you have visitors!! Lady Teribald!! [quieter] [stammers] One second, I'll be right with you again.

**Austin:** And then like, uses— Like, stumbles for a key and then opens the key and, like, pokes her head into the... Lady Teribald's bedroom, and goes

Austin (as **assistant**): [whispers] Where is she?

**Austin:** And opens the door all the way and you can see there's another window in the bedroom and that window is open. And leads to an outdoor, like, stairwell. like a classic, you know... [cross] wild west fire escape. Yeah.

**Janine:** [cross] Hmm.

**Sylvia:** [cross] Like a fire escape situation?

**Austin:** Yeah, a wooden, you know, back balcony, second stairwell.

Austin (as **assistant**): [exasperated sigh] I don't know what has gotten into her lately. It's been very annoying...!

Sylvia (as **Caoimhe**): Tell me about it... [cross] Uh—

Austin (as **assistant**): [cross] Well! First of all, [cross] she started seeing someone new.

Sylvia (as **Caoimhe**): [cross] No, not literally, I don't care.

Janine (as **Brontë**): [cross] No, yes literally! Yeah, shh!

Keith (as **Antistrophe**): Oh yeah wait actually this is good, yeah.

Sylvia (as **Caoimhe**): [cross] Wait, okay. [sighs]

Austin (as **assistant**): No, no, it's fine you don't wanna hear my details! [cross] You don't— I shouldn't be gossiping anyway. I shouldn't be gossiping.

Keith (as **Antistrophe**): [cross] I— no I love your details.

Janine (as **Brontë**): [cross] [compassionate] No..!

Sylvia (as **Caoimhe**): I've been overruled, so go right ahead...

**Sylvia**: [laughs]

Janine (as **Brontë**): It's not— It's not gossip. Listen, you are up here all day, you have to listen to everyone else. Someone should listen to you!

Austin (as **assistant**): [cross] Someone should—

Keith (as **Antistrophe**): [cross] That idiot Sal is sending weirdos up here...

Sylvia (as **Caoimhe**): What was your word for it? [cross] Assholes?

Austin (as **assistant**): [cross] That's! My big brother! Don't call him an idiot. Only I can call him an idiot.

Sylvia (as **Caoimhe**): I think he was calling us idiots, actually.

Austin (as **assistant**): Oh, I guess so. [**Antistrophe**: Yup.] Anyway. [stammers]

**Sylvia**: [laughs]

Janine (as **Brontë**): [cross] I thought he was lovely.

Austin (as **assistant**): [conspiratorially] She started seeing someone new...

Sylvia (as **Caoimhe**): [cross] Who?

Austin (as **assistant**): [cross] I don't really know the details. They've been having midnight rendez-vous, which is annoying, 'cause that's when I'm supposed to have a midnight rendez-vous. Anyway—

Sylvia (as **Caoimhe**): What—

Keith (as **Antistrophe**): You're supposed to have a midnight rendez-vous?

Austin (as **assistant**): Everybody's supposed to have a midnight rendez-vous, it's a big part of... life!

[pause]

Keith (as **Antistrophe**): 'Kay...

Janine (as **Brontë**): [mutters] Okay, all right.

Austin (as **assistant**): None of you have midnight rendez-vous?!

Sylvia (as **Caoimhe**): It's been a while.

Austin (as **assistant**): Oh that's a shame. [**Sylvia** chuckles]

Janine (as **Brontë**): I'm traveling a lot these days...

Austin (as **assistant**): Anyway! I don't really know much. I just know her whole attitude changed...

Sylvia (as **Caoimhe**): Do you know— So you don't know who she's been seeing, you just know she's been seeing someone?

Austin (as **assistant**): Someone... Someone who seems like, I don't know, she's very... demanding. Takes a lot... of my Lady's time.

Keith (as **Antistrophe**): How literal are you being when you say her whole personality changed?

Austin (as **assistant**): I'm being... I'm being... I'm telling the truth! She's just gotten... Distracted? I don't mean, like, she has, like... She doesn't have amnesia! [**Antistrophe**: Right.] She's just... scatterbrained. She used to care so much—and this is why I really loved working for her—she cared so much about profit. [**Keith** chuckles] And now she just... It's like her heart's not in the game anymore!

Janine (as **Brontë**): [cross] Hmm.

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

Austin (as **assistant**): I tell her “oh! We made fifteen thousand asta tonight!” and she goes “oh that’s pretty good...” Pretty good?!

Keith (as **Antistrophe**): That is pretty good...

Austin (as **assistant**): [pause] It’s pretty GREAT!! All under my watch! I catch the cheaters from up here! I see all the little, snivelling wise-asses trying to get one over on us! Yeah, sure, Sal shows them the door, but I’m the one who sees them. You think Lady Teribald even notices that anymore? No.

Keith (as **Antistrophe**): Mm-hm. And they probably already knew where the door was.

Austin (as **assistant**): Some of them didn’t!

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

**Sylvia**: [cross] [laughs]

Austin (as **assistant**): [cross] Some of them showed up here like “where am I, let me give you my money!”

Sylvia (as **Caoimhe**): “Let me play this word game!”

Austin (as **assistant**): [exasperated] No one plays Wordzin...! You DO Wordzin!

Sylvia (as **Caoimhe**): Yeah, you lose Wordzin.

Janine (as **Brontë**): [cross] No, you do— you do it.

Austin (as **assistant**): [cross] If you’re bad at it. [sighs]

Keith (as **Antistrophe**): [cross] You can have it!

Janine (as **Brontë**): [cross] You just have to know—

**Sylvia**: [cross] Shaking my head.

Austin (as **assistant**): Anyway. [cross] If you—

Janine (as **Brontë**): [cross] Can I ask... Have you noticed any... Not changes in her personality, but changes... Uh, any new perfume smells? Any new jewelry, any new... Uh. Any changes in appearance, or anything like that?

Austin (as **assistant**): [half whispers] She does have a new necklace..

Janine (as **Brontë**): Mm-hm?

Austin (as **assistant**): It's beautiful...! White gold. And some sort of symbol, I don't know anything about symbols.

**Sylvia**: [cross] Is there—

**Keith**: [cross] Ooh, show her the book!

**Sylvia**: I was gonna say, were there any symbols in the book?

**Austin**. Sure, yeah, absolutely.

**Sylvia**: Yeah, okay, I'm gonna pull the book out [cross] and flip the—

**Keith**: [cross] I thought we said there was a symbol on the front.

**Austin**: There is, it's the same symbol that's painted on some of the... I want to say— I described it as being on the back of the garb that was in the trunk, you know. Um.

**Keith**: [cross] Hmm.

**Sylvia**: [cross] Yeah.

**Austin**: She shakes her head [cross] and says,

**Sylvia**: [cross] I like— Okay.

Austin (as **assistant**): It doesn't look anything like this. [**Brontë**: Hmm.] More um... I don't know... Not like this.

Sylvia (as **Caoimhe**): Could you draw it? [cross] Would you be able to—

Austin (as **assistant**): Yeah, I could try!

**Austin**: And takes a, uh... a piece of paper from the desk [**Sylvia**: Hm.] and, you know, a little pen and dips it in the ink. Uh. And then tries to— Tries and then crosses out a few times various swings at a symbol, [**Sylvia**: Mm-hm.] that is... None of you— Hmm, Antistrophe maybe actually. Maybe...! Uhm. [cross] Give—

**Sylvia**: [cross] Is this a check situation. [chuckles]

**Austin**: This is a check situation. Antistrophe, can you give me a Recall, I think it's called Recall, I think it might just be... Trying to remember exactly what it's actually called in the book. Uh, [cross] or not in the book—

**Sylvia**: [cross] Um, in a conflict there's a Recall roll that's insight/insight

**Keith**: [cross] Oooh.

**Austin**: [cross] Yeah, give me an insight/insight roll. This is— It's a hard one. This is um...

**Keith**: [groans]

**Austin**: This is gonna be difficult 15.

**Keith**: Okay.

**Sylvia**: Oof!

**Keith**: I did just get that +1!

**Austin**: That's not for this. That's for... [**Janine** chuckles] investigating or something, isn't it? [cross] Or what is it for.

**Keith**: [cross] It's just insight/insight open checks.

**Austin:** Oh okay! Well, then yeah. Give— You know, it is an open check, but it's a high... I guess I'll do it as an open check so you can use that ability, it's just that to really get what it is, it's gonna be 15. [cross] You know. But yeah, you can use that ability.

**Keith:** [cross] Yeah. Yeah.

**Austin:** So take plus— make sure you add +1 to this.

**Keith:** Yeah. Uhm... Would it help... if I was able to use my Mind Palace ability, whose name I forget.

**Austin:** Read me your Mind Palace ability!

**Keith:** Uh, [reading] Flash of Insight, when you roll a 13 or higher on a check performed to investigate a creature, item, or location [**Austin:** Mm-hm!], use this [cross] uh, at the start or during a conflict. You may ask up to... Um...

**Austin:** [cross] Well, let's see if you get up to 13.

**Keith:** Oh wait, no. No, no, no, that's not what I'm thinking of. [**Austin:** Okay.] [reading] You may perfectly recall the details of any scene you have visited within [cross] the past—

**Austin:** [cross] No. This is— This is a new thing.

**Keith:** [cross] Oh, okay. We haven't had that, okay.

**Austin:** Yeah. Uh-huh.

**Keith:** I forgot about that part of it, [cross] 'cause it's not relevant to my character yet.

**Austin:** [cross] No worries! Mm-hm. [chuckles] [cross] So, yeah, just give me that Recall, insight/insight.

**Keith:** [cross] Conflict... Recall, recall, 1.

[pause]

**Keith:** [low voice] No...

**Austin:** [cross] That's a 7. 7 is the lowest possible success, so in the open world I'll give you a little something here. Um. You think broadly that this symbol has to do with elves. [pause] Which is, like, an okay thing for you to think because you're not an elf, you know what I mean. [**Keith:** Okay.] So it's like, oh yeah I learned— I saw something sort of like this once in connection to elven [cross] culture, the Elevana league, something like that. You know.

**Keith:** Some elf stuff. That— It feels like something almost not even worth sharing. [chuckles]

**Austin:** Yeah, well, and it's one of those things where it's like... [cross] You know—

**Janine:** [cross] You should share it though.

**Keith:** Well, we saw that elf. [chuckles] [cross] Just a second ago.

**Janine:** [cross] I saw an elf in the mirror, yeah. Exactly.

**Austin:** [cross] Yeah. Uh-huh.

**Sylvia:** Did we all— Did we all see that, or [cross] did just—

**Austin:** [cross] Just Brontë walked up to it, so at the time—

**Sylvia:** [cross] Okay.

**Keith:** [cross] Oh, okay.

**Austin:** [cross] Yeah, only Brontë saw. [cross] Saw her.

**Keith:** Well I will mention then, like,

Keith (as **Antistrophe**): Ah, it's something to do with elves, I don't— I don't know anything past that. It's an elven symbol.

**Austin:** [cross] Um, given that—

Janine (as **Brontë**): [cross] I did see an exquisite elf in the mirror.

**Austin:** [chuckles] Er, the window. The reflection of the window. [**Sylvia** chuckles]

**Janine:** I thought you said it was mirror and then window.

**Austin:** It was just the window, no, you asked me [cross] if there was a window, right. So. Yeah.

**Janine:** [cross] Oh okay. Okay.

**Austin:** [cross] Sorry, if I said mirror I meant the reflection.

**Janine:** [cross] I thought I had passed a mirror to look at. [chuckles]

**Austin:** [cross] Sorry, I see.

Keith (as **Antistrophe**): Are you being literal or are you... just saying that again?

Janine (as **Brontë**): [cross] What?

**Austin:** [cross] To Brontë?

Keith (as **Antistrophe**): Yeah. “I saw an exquisite elf in the mirror”?

Janine (as **Brontë**): [cross] No, I did.

Sylvia (as **Caoimhe**): [cross] Brontë’s not an elf.

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

Janine (as **Brontë**): Yeah. I’m not an elf.

Keith (as **Antistrophe**): You’re not an elf? I thought you said you were an elf.

Janine (as **Brontë**): I know I have elf-like beauty and sort of a... preternatural elegance [cross] that defies many of my—

**Keith:** [cross] Sylvi, you're an elf.

**Austin:** [cross] Sylvia is an elf.

**Sylvia:** [cross] I'm an elf, yeah.

**Keith:** I think I got it confused.

**Sylvia:** And so is my character.

**Keith:** Right.

[pause]

**Sylvia:** [laughs]

**Austin:** Uh, yeah Sylvi, Caoimhe, even without a roll you can see the same thing that it took Antistrophe a roll, which is like, yeah that's sort of— it has an Elevana League-ish

[**Sylvia:** Yeah!] [chuckling] quality... Like, I guess so... You know?

**Sylvia:** Yeah.

**Austin:** You could also try to give a roll, any one of you could try to roll on this, but I'm... you know, Antistrophe is the one who's potentially read books about this stuff.

**Sylvia:** I'm down to give it a shot, [**Austin:** Yeah.] but like... as long as there's no— like, [amused] if I roll badly it's not gonna, like, burst into flames [cross] or anything you know.

**Austin:** [cross] No, it's not going to burst— That's not really how this game works so much. [cross] You know.

**Sylvia:** [cross] Yeah, I figured.

**Austin:** I would almost kind of threaten that. [cross] [scoffs] You've got no...

**Sylvia:** [cross] [sound of dice rolling] I got a 4, so like... I got no idea.

**Austin:** [cross] Yeah that's elf— that's an elf symbol!

**Sylvia:** [cross] Oh that's elf! Nice linework, yeah!

**Keith:** [cross] [laughs]

**Austin:** [cross] [chuckling] Yeah, exactly.

**Janine:** [giggles]

**Sylvia:** Oh is that the cool S? Nice! [cross] Different fantasy season...

**Austin:** [cross] I mean that's kind of the vibe, it kind of has a cool S vibe, in that, like, [Sylvia: Oh my god...] there's like a little angularness to it, I think— I think of it more— I do think of it as a cool S, but not THE cool S, like a different cool— Like a more, like— Almost more like, um, scaly or snakelike cool S, you know.

**Sylvia:** Ooh!

**Austin:** Like it goes like [whisperlike] pshaw! You know? [cross] I just drew it in my hand— or in my head.

**Sylvia:** [cross] Yeah exactly, you made the sound and I understood immediately.

**Austin:** [cross] Thank you. I appreciate that.

**Sylvia:** Um. I wanna see if I can pick up a trail out this window and down this path, [cross] this um, like... walk the...

**Austin:** [cross] Oh I love this. I love this. I love this. Here's how I— Here's what I—

**Sylvia:** [cross] Fire escape! That's the word I was looking for.

**Austin:** Here is why I love this, [cross] because I'm looking at my notes and I'm—

**Keith:** [cross] Oh no...

**Austin:** No, this is good actually! ‘Cause I have a thing of, like... I have a literal thing of, like, “if they try to track”/“if they don’t try to track,” so you are on— you’re on the good path, you know.

**Sylvia:** Oh, okay!

**Austin:** This is good, this is good that you’re deciding to track and to try— to try to trail her here. Um. What do you— What are you doing? How are you looking for clues? You’re looking for footprints, you’re looking for something else? You sensing something magical, what’s your vibe?

**Sylvia:** I feel like hearing about the... both... I’m not misremembering that Brontë mentioned seeing something in the reflection, right, you— [cross] you—

**Austin:** That’s correct.

**Sylvia:** You said that to us, okay. Um. And then the new necklace thing does make me be like, there could be something magical going on here, on top of just, like, looking for footprints. So... [cross] Maybe I’m—

**Austin:** [cross] Yeah, that makes sense.

**Sylvia:** I might be angling trying to get my bonus [cross] from the reagent here.

**Austin:** [cross] Take your bonus! Use your bonus.

**Sylvia:** Would this just be a +2 for... um...

**Austin:** Yeah I believe this is going to be...

**Sylvia:** Insight/insight checks ?

**Austin:** I think this going to be insight/insight again, ‘cause this is going to be... [**Sylvia:** Okay.] I think this is study, right, examining or investigating someone or something.

[**Sylvia:** Yeah.] You don’t have anything special for this, right, there’s not like a tracking [cross] skill or— Yeah, no.

**Sylvia:** [cross] I don't have a skill or anything, no.

**Austin:** And I don't— I actually don't even know if this system has an ability like that in here, so [cross] I think—

**Sylvia:** [cross] There might be something under, the like, the—what's it called—Wayfarer class or something?

**Austin:** [cross] Oh Wayfarer probably does have something. Yeah.

**Sylvia:** [cross] Might have an ability, but I haven't looked close enough.

**Austin:** [cross] Yeah, wayfarer's cool. Alright! Give me a—

**Sylvia:** I got an 11.

**Austin:** You got an 11! Alright. Um. [cross] Your...

**Sylvia:** [cross] I did roll a 1 on that, though. I rolled a 1 and an 8... [chuckles]

**Austin:** Not great... Um. You do sense— You do... First and foremost find some footprints, which are gonna be your primary lead here. But there is a um... Your— Your reagent tracking device thing shudders at a sort of mixture of powers. It kind of, like, begins its glow, its weird—it has like a weird glow to depend— to determine or to display what type of magic is at work, right?

**Sylvia:** Mm-hm. [cross] Yeah, yeah.

**Austin:** There is— There is definitely a sort of— the fire magic stuff that you picked up on the Kalsi's Flame version of it that you found back— all the way back at the kind of wagon, the stagecoach. But there is a secondary power burning deeper within, that like— a white light that ends up, like, overpowering the flame color, the blue flames of Kalsi inside of the reagent device. And then the whole thing just feels like.. It's almost like it's overwhelmed [**Sylvia:** Yeah.] And like, it's not— it's gonna need a few minutes to cool down, you know. Um. So yeah! You see the footsteps lead you... [amused] to

**Wilfur's** Wits and Weaponry. And then they continue on further east into town. They stop first [**Sylvia**: Huh.] at Wilfur's, which is closed for the night.

**Sylvia**: Yeah... Wait, wasn't that— No, Wilfur's wasn't one of the places that was being attempted [cross] to burn down, right.

**Austin**: [cross] No, you've not been to Wilfur's, you've not investigated Wilfur's, [**Sylvia**: Okay.] there's been no Wilfur's— Wilfur's hasn't come up besides me saying there's a place that's a weapons shop in town.

## Following the trail [01:00:47]

Sylvia (as **Caoimhe**): You two are good to keep following this with me, yeah?

Janine (as **Brontë**): Yeah.

Keith (as **Antistrophe**): [cross] Uh-huh.

Sylvia (as **Caoimhe**): [cross] To the east? Okay, cool. We're gonna...

**Sylvia**: I'm assuming I can keep the— I still have the trail even after we—they stop [cross] at Wilfur's, right?

**Austin**: [cross] Yeah! It does, it picks back up.

**Sylvia**: [cross] Well, yeah, I'm gonna keep—

**Austin**: [cross] You're not doing anything at Wilfur's, you're just moving on?

**Sylvia**: We could— [hesitates] My worry about spending too long here is that letting the trail [cross] get cold...

**Austin**: [cross] Fair.

**Sylvia**: Um. [cross] If...

**Keith:** [cross] I could do a quick study roll.

**Sylvia:** [cross] Yeah, go for it!

**Keith:** [cross] Just to— Just to check.

**Austin:** What are you looking for, what's your... [cross] What's your goal, what's your intent.

**Keith:** [cross] Um. I want to see if whoever passed by had stopped and did something here, if they passed by for a reason or if it was just a coincidence. [**Austin:** Um.] So I'm looking at— Looking for, like, time spent here.

**Austin:** Sure. Uh... I might just give this to you, so you don't waste, you know, more— Yeah... You're... [chuckles] Um. Let's see. There is a... Trying to think of how to give you the answer here being yes, something was done here, you know. [**Keith:** Hm.] Anyone have ideas here? It's like. Where my brain goes first is like, oh yeah there's like a— the steps afterwards are slightly heavier, you know. But what she picked up here was not like a suit of armor, you know, it was not like a big heavy— oh she put on plate mail! That's not what happened here. Um. [cross] So it's a hard thing to give.

**Keith:** [cross] Yeah. But if the— If you— If she turned to pick something up you could see where it's like—

**Austin:** [cross] Well she went in! The footsteps go— clearly go in, not just—

**Keith:** [cross] Oh they go in, okay.

**Austin:** Not just walk past, like, it's very clear, went up the steps, you know, onto the little front porch and then into this... this kind of shop. Yeah. [**Keith:** Mm-hm.] And then come back down, so it would be a really weird thing for her to turn, come up, and then go back down for no reason.

**Keith:** Um. Maybe whatever... Maybe she dropped something or put it on the ground briefly and there's, like, [cross] an imprint of—

**Austin:** [cross] Yeah, maybe there's a bag or something. Yeah. [Keith: Yeah.] A hundred percent. Yup! That sounds good. [pause] So yeah, she went here, she got something here and then left. And then, I actually, maybe here's a good way of— I figured out a better way of doing this. It's as if she picked up some people, like two people join her on the path, right. It's not just her footprints anymore. She, like, grabbed two people from this place.

**Keith:** Okay...! [cross] That's weird.

**Austin:** [cross] And they are travelling with her, so there are now six footprints.

**Sylvia:** Ohh do we have a cult situation. [cross] Um.

**Keith:** [cross] I think we already did!

**Janine:** [cross] Yeah, I—

**Sylvia:** [cross] Yeah but like a different one. [chuckles] Like, I was expecting lantern cult, but now it's different.

**Keith:** Yeah. Yeah.

**Sylvia:** Um. Where's the... I'm assuming we're just [cross] going to keep following after that, Yeah. So...

**Austin:** [cross] Yeah, they continue east through town. And then looks like they head north at that kind of center... I think it was supposed to be a fountain, this grey thing I put here but I'm not sure, [cross] I think it's a fountain.

**Sylvia:** [cross] Yeah yeah yeah.

**Keith:** [cross] Yeah that's what I thought it was.

**Austin:** Yeah, mm-hm.

**Sylvia:** [cross] Same.

**Austin:** [cross] Um. So yeah! You continue the path?

**Keith:** [cross] Yeah!

**Sylvia:** [cross] Oh, yeah, I'm—

**Austin:** As you continue to walk the path you begin to see light above the House of Benediction. A blue light begins to spark in the sky, [**Sylvia:** Oh no...] and now you know where you're headed, you're headed towards the House of Benediction. Um. Go ahead and, um... You know what, I'm not gonna make you do a roll 'cause you've successfully tracked her. I was gonna make you try to, like, get there quick, but I think because you tracked her, because you've continued on, you're able to run the rest of the way through the town.

You can feel the heat rising throughout the whole town. The air is just getting warmer and warmer, in the middle of the night, which is, like, not how it's supposed to work in this sort of almost desert climate? But there is warmth in the air, and the kind of blue flames of Kalsi do seem to be gathering above... something near the House of Benediction. You've run past the mining supplies, you see the House of Benediction and you can see that the light in the sky is actually not above the House of Benediction, it's to the north.

On the map you see there's two extra buildings to the north of the House of Benediction, the first one is like the Benediction's— the House of Benediction's kind of priests' quarters and home, right. And like offices and stuff like that. Like, the non-religious parts of that. Behind that... is the old Kalsi shrine! Which is inside of— Actually it's maybe probably not inside at all, it's just kind of outlined. And there's like a... There's a roofed area, but not an enclosed area to this shrine, that was just back here by the House of Benediction the whole time. And in front of that shrine or maybe, like under the rooftop, the roofed open shrine area, is Lady Teribald. And she is doing something like one of the dances, one of the ritual maneuvers that you read about in the book that you found. But it's not one from that book, Caoimhe, it's a different one. You don't quite know what it is.

In front of her are two people, are two... the two people she picked up along the way. And they're both wearing what seems like modified versions of dealers' outfits [chuckles] from the House of Chance! These are her personal bodyguards, Mister Crust and Mister Crumb. Um. [**Sylvia** laughs] Mister Crust is a... a beautiful... tall dude, with perfect hair. Kind of, like, brown swoopy hair and a beautiful smile and a large croupier's rake. That's like— And I say it's large, [chuckling] it's a two-handed weapon.

**Keith:** [laughs] [cross] So it's like a metal rake.

**Austin:** [cross] It's like a big metal rake, yeah. [Keith: Right.] And is wielding it almost like a baseball bat or a hammer or something, right. [cross] Like, it's tapping—

**Keith:** [cross] For like, beating.

**Austin:** Yeah. Uh-huh. Yeah. Uh. And then, Mr. Crumb has like one of the meanest looks you've ever seen in your life. Uh. You know a five o'clock shadow and... They're both wearing the uniform, but the difference is that Mr. Crumb is also wearing a long jacket, a long black, like, undertakers jacket over the uniform, whereas Mr. Crust has, like, the sleeves rolled up and is clearly wearing some sort of armored vest underneath, or an armored plate underneath the dealers' shirt.

And Mr. Crumb has a six-shooter on his hip, and is currently playing with a bullet. Like, doing coin tricks with a bullet. And as it bounces between the different fingers and knuckles of his hand, it's changing color, it's lighting up with elemental energy. And it's going like red for fire, and then, like, you know, yellow for electricity, volt, and then it goes black for dark. And it's kind of, like, clearly an elemental bullet that he could load into this gun. And I think he's the one who says

Austin (as **Mr. Crumb**): [menacingly, with a slight drawl] Stop right there. I've had enough of you poking around.

**Austin:** And Teribald is continuing her ritual. In the back. And I'm gonna add a clock!

**Sylvia:** [cross] [sighs] Yeah, I mean—

**Austin:** [cross] It's a four step clock called "Teribald's Ritual."

**Keith:** [chuckles]

**Janine:** Hmm...

**Sylvia:** Yeah that... Pretty straightforward. [**Austin** chuckles] Um. I'm not... gonna... stop.

**Austin:** [cross] Yeah, what do you—

**Sylvia:** [cross] Like, I'm gonna keep walking towards him, but pull my sword out probably [**Austin**: Mm-hm!] if he's still got his weapon out.

**Austin:** Oh yeah. [quietly] One second, let me... What was I fucking using for this, what was my...

**Sylvia:** Ooh I like the blue.

**Austin:** The blue is fun, yeah. Blue for the flame, you know.

**Sylvia:** Yeah! I literally— Yeah, it matches the fire.

**Austin:** It does! [quietly] There we go. And then uh. Let's draw some lines... Woah that's a bad line. There we go, one. Ooh, bad, whew. There we go. Uh, and there's no marks in it yet. Teribald's Ritual is about to begin. Um! I think that it's time... for initiative, if you're gonna keep moving forward...!

[Music interlude: "[Games of Chance \(Lady Teribald Combat Begins\)](#)" by Jack de Quidt plays]

## **Combat [01:09:10]**

**Keith:** [cross] Wow I sure. Am.

**Janine:** [cross] I was gonna say, it sounded... Yeah.

**Austin:** [chuckles] Wow you sure are? Is that what you said?

**Keith:** Yeah. [cross] Yeah.

**Austin:** [cross] Okay. Uh, alright! Let's... Let's... Talk through initiative, we've done it now a couple of times, we've done a bunch of fights over here.

**Keith:** Yeah it's funny, I still actually don't understand how initiative works in this game, but it's fine.

**Austin:** Wait, really? You're not— **[Keith: Yeah.]** It's just not coming to you? What's the— What's the point you're stumbling on?

**Keith:** Um, so... I don't understand how characters are grouped once the fighting starts.

**Austin:** One side goes, then the other side goes **[Keith: Right. Right.]**, then the first side goes again. And both sides can decide who in their group goes when they want.

**Keith:** So the... But then what is the initiative for? To see which side goes first?

**Austin:** [cross] Which side goes first.

**Sylvia:** [cross] Which side goes first.

**Austin:** And then— and then also which side goes last, because, you know. If you end up— there's three of you and two of them, for instance, right. And so right now if you win initiative it'll be you, them, you, them, you, and then you again. Because you'll start the next round, right. **[Keith: Sure.]** Which is really good. [chuckles] Uh. So, which I think at this point because you outnumber them, you're always going to have a person advance— Oh, I guess— She also gets to go, there's three of them and three of you, so actually there's three and three. **[Sylvia: Yeah.] [Keith: Okay.]** But yeah. Uh. So yeah! And the way that this works is, the difficulty is equal to the highest initiative on their side, that's what you're rolling against. [cross] Which is—

**Keith:** [cross] Right. And then versus the highest on our side?

**Austin:** Uh, that is— You do it as a group check, basically. [**Keith:** Okay.] So one of you gets to be the lead, the other ones support, like [cross] a group check.

**Keith:** [cross] That is— Okay, it's a group check.

**Austin:** [cross] It is a group check.

**Keith:** [cross] That was the missing piece for me, which is that it was a group check.

**Austin:** [cross] Yes. Totally. So yeah! And their— The difficulty here is 10, her initiative is 10.

**Sylvia:** [cross] Mine—

**Keith:** Uh, I'm not [cross] gonna lead here because mine is -3.

**Austin:** [cross] Well your actual initiative is not a total of -3, it's a 7 or something, right.

**Sylvia:** [cross] Yeah I—

**Keith:** [cross] Sure, no, my— My modifier is -3.

**Austin:** Yeah. Totally.

**Janine:** Oh.

**Sylvia:** Mine's +0.

**Janine:** Mine's also +0.

**Sylvia:** Okay, I'm good to roll [cross] 'cause I—

**Keith:** [cross] Yeah, and you both have dex— [**Janine:** Yeah.] Dex plus insight is the same, yeah.

**Sylvia:** Yeah. I rolled an 11!

**Keith:** [cross] Great.

**Austin:** [cross] Alright, that's an 11, that's pretty good!

**Sylvia:** [cross] We get initiative!

**Austin:** [cross] Are you taking the lead, Caoimhe?

**Sylvia:** Uh, if nobody else has, um, [cross] objections, but.

**Austin:** [cross] Yeah, I think before we roll a second person we should decide if that's yours, if you're the lead or not.

**Keith:** If it's difficulty 10 then I'm happy with that.

**Austin:** I mean, I guess at this point we don't even need to roll more, 'cause yes,

[**Keith:** Right.] you've won the initiative, correct.

**Sylvia:** [cross] Yeah.

**Janine:** [cross] Yeah, it's—

**Keith:** [cross] Yeah, we win already, yeah.

**Austin:** [cross] Yeah! Boom. Done. Easy. Alright! So you're gonna kick things off here, your side. Uh. Again, clearly big tough main person— or not main person, but big tough melee person in Mr. Crust, and Mr. Crumb more of a sharpshooter type.

**Keith:** Mm-hm.

**Austin:** And Lady Teribald doing the ritual.

## **Round 1 [01:11:54]**

**Sylvia:** I think what I'm going to try and do here is cast a non-Spellblade Ventis [**Austin:** Ooh, interesting.] which can target up to three people— 'cause Spellblade I can only

target one with. [**Austin**: Yup.] Um. And this I can target multiples with. And I do want to try and hit the two of them, the two of the bodyguards [cross] with the—

**Austin**: [cross] And not Teribald?

**Sylvia**: I mean, if I hit Teribald I'm using [cross] 30 MP.

**Austin**: [cross] Oh I see, interesting. Okay!

**Sylvia**: 'Cause it's 10 per target [cross] and I'm trying to be a little more economical with it.

**Austin**: [cross] Yup, I gotcha. That makes sense!

**Sylvia**: Um. [cross] Especially if I miss, 'cause it's insight/willpower.

**Austin**: [cross] What's this look like? With you not using your Spellblade version.

**Sylvia**: Um, I think... [hesitates] Hm...

**Keith**: Uh, can I have a tactical thought, Sylvi?

**Sylvia**: Yeah, go ahead!

**Keith**: If your Spellblade version is more economical MP-wise and also more powerful, or easier to hit or whatever, [**Sylvia**: Yeah.] there's a version where you're targeting Teribald, I have the heavy, and Janine has the ranged person, since Janine just got that [cross] shoot bullets out of the air move?

**Sylvia**: [cross] We could do that. That's not a terrible idea.

**Janine**: [cross] Mm-hm!

**Sylvia**: That's not a Teribald idea...! [**Keith** chuckles] Eh? Eh. Anyway.

**Austin and Janine**: [not convinced] [chuckling] Hmm.

**Sylvia:** I'm gonna just roll— I'm gonna go with what Keith said actually, I think that—that the vision of targets is not bad. Janine, are you down for that?

**Janine:** Yeah! Yeah.

**Sylvia:** Cool, okay! So nevermind, this is the version that I came up with, that I did earlier, so I don't have to come up with a new visual. [chuckles]

**Austin:** [cross] Aha...!

**Keith:** [cross] [laughs]

**Janine:** [cross] [chuckles]

**Sylvia:** [cross] I love how that works out!

**Keith:** [laughing] Sorry for making the visuals of the show less interesting.

**Sylvia:** No, no no no no no, you— I was like, well I couldn't think of a— I could not think of anything other than, like, handsigns and I'm like, that's too Naruto. [cross] So....

**Keith:** [cross] It is. It is very Naruto, yeah. [**Austin** chuckles]

**Sylvia:** It's extremely Naruto. [cross] So.

**Austin:** [cross] Alright!

**Sylvia:** I'm just gonna do the Spellblade version. Oh, [cross] rolled a 12 to hit.

**Austin:** [cross] That is a hit! Oh wait, sorry, who are you targeting again?

**Sylvia:** Uh, that is Lady Teribald.

**Austin:** Oh that is Lady Teribald, alright. That is a hit, how much damage do you do?

**Sylvia:** So that's high roll +15, [**Austin:** Whew!] which would be 9... [cross] 24.

**Austin:** [cross] 24! What's the— What's the actual attack look like?

**Sylvia:** So I've— I've kinda pictured it in the very JPRG way of like these, like, small, like, tornado projectiles almost? [**Austin:** Yup.] Um. Just like whirling air that, like, flies into my opponent.

**Austin:** Oh, sorry, wait, that's Lady Teribald is actually— wait one second I have to check— [**Sylvia:** Yeah.] I have to actually check one thing.

**Sylvia:** Go for it.

**Austin:** So it was an 11, right?

**Sylvia:** Uh, a 12.

**Austin:** A 12. A 12 does hit, I believe. [**Sylvia:** Cool.] So. Do your damage!

**Sylvia:** Yeah, so, like I said that's high roll +15, which is [cross] 24, I rolled a 9 and a 3.

**Austin:** [cross] Which is 24. As the tornadoes, you know, zero in on Lady Teribald, Mr. Crust hops in the way and takes that damage for himself.

**Sylvia:** Oh my god!

**Keith:** [cross] Wow.

**Austin:** [cross] Using Bodyguard Reaction, [reading] redirects all damage done to Lady Teribald to himself.

**Sylvia:** She's got an Elfta and Zelfta...

**Janine:** [cross] [laughs]

**Austin:** [cross] She kind of does! That's actually not wrong. So, yeah. That seems right.

**Sylvia:** Well hey, that's still a good hit.

**Keith:** [cross] That is a good hit, yeah.

**Austin:** [cross] Yeah, and as he gets kind of pushed back for a second, she's gonna take her turn and her turn is actually quite simple. She's chanting words. You can hear the word "Kalsi" in the words. And so she is gonna mark her ritual and that goes up to 1 out of 4. Back to y'all...!

**Keith:** Hmm. [pause] Uh. I can distract... [cross] Mr. Crust... by engaging with him.

**Janine:** [cross] I was gonna say—

**Keith:** What were you gonna say Janine?

**Janine:** That... Ugh, I mean... I can— We can... We can break from the... Okay yeah, no, actually, we have to do this. [chuckles] Sort of immediately breaking from the plan.

[Austin chuckles] But I have a—

**Sylvia:** [cross] That's fine.

**Janine:** [cross] I have something that we can do with Lady Teribald?

**Sylvia:** [curious] Okay.

**Janine:** Um. Okay. [chuckles nervously] Okay. So...

**Sylvia:** [laughs]

**Janine:** So. I'm going to fire an arrow. [chuckles]

**Austin:** Uh-huh...?

**Janine:** But this of course... will kick off a series of things.

**Austin:** Ah, I see. Okay.

**Janine:** So hang on. So— You know, I'm gonna explain the thing I'm planning to do,

[Sylvia: Mm-hm!] 'cause the roll trajectory is a little bit tricky.

**Austin:** Thank you. [cross] I appreciate that. [chuckles]

**Janine:** [cross] So I wanna do— Yes. I wanna do... my shit, which is the cascading arrow situation where I fire an arrow, I want to pay the 10 MP to make it barrage

**[Austin:** Uh-huh.], to gain “multi.” Uh. Hang on, [reading] the attack gains multi 2 or you increase the attack’s mult— Okay yeah, sorry, yeah. It gains multi so it would be two targets, and then I want to instead of dealing damage... **[Austin:** Mm!] I want to... What’s the difference between “shaken” and “slow”?

**Austin:** “Shaken” is uh... “Shaken” is you lose— [cross] your willpower goes down by one.

**Sylvia:** [cross] Decreases willpower.

**Austin:** And “slow” is your dex goes down by one. One die size.

**Sylvia:** Yeah.

**Austin:** So it’s a dex debuff, is “slow,” and a “shaken” is a willpower debuff.

**Janine:** [sighs] Uh.

**Austin:** Dex generally affects things like—generally—[cross] with things like, your physical defenses, your defense is just derived from your dex.

**Janine:** [cross] Reaction time and... Yeah.

**Austin:** Your willpower is your magical defense I believe...? [typing] [cross] I will say, one of the—

**Keith:** [cross] Uh, my defense is very high for that to be dex, ‘cause my dex is 6. [cross] Maybe it’s just ‘cause of my big armor.

**Austin:** [cross] But you have a— No, no, no, your— It’s ‘cause of your big armor. That’s why, yeah. And your shields, you have two shields on.

**Keith:** I do.

**Austin:** Yeah. And I think you are specifically wearing an armor type, Keith, that overrides your dex? If you take a look at your... your, um. I'm gonna click on your backpack really quick, Keith. Uh. Yeah you're already there, actually. "Bronze plate," you see, which says 11 defense. [**Keith:** Yeah.] A lot of other armor says, like, +1 defense, instead [cross] of having a raw number and that modifies your basic defense.

**Keith:** [cross] Right, yes, yeah. Totally. I remember this now.

**Austin:** Yeah. Your dex defense. Alright, so you were saying, Janine—sorry—that you were doing, like, a split shot, that instead of doing damage...

**Janine:** Yeah. Well that's the thing, is I'm trying to decide which is the most... likely to slow her down? Shaken, slow, or just taking 10 SL, or 10, sorry, [cross] 10 MP from her.

**Austin:** [cross] Oh, Mindpoints from her, taking 10 in Mindpoints. [**Janine:** Yeah.] Um, if your goal is to slow her down or stop her, [**Janine:** Yeah.] it may be... better to do... There's a move called, um... What is the thing actually called, it's a... Like... Not opport— Objective! [reading quickly] You work towards accomplishing an objective within the conflict, this will require an attribute check or an oppose check, complex goals will often require a clock. So you could, like, tug-of-war her clock basically. Um. She's not rolling to advance this clock, in other words. [**Janine:** Hmm. Right.] And so she's just getting through advancing every turn.

If you wanna try to, like, interrupt her in some sort of way... Though I do like the idea of you doing it with this... this attack, is kind of fun, you know. [**Janine:** Mm-hm.] And trying to sidestep the damage stuff, you know. Um. I would say if you... Here is what I'll say: If you give her "slow" she will always act last in the turn order, instead of acting first. Which will delay it, you know what I mean. Which gives you a lot of extra time, in a sense, to go.

**Janine:** Yeah, that sounds good.

**Austin:** So yeah, if you can hit her with this then you should be good.

**Janine:** Okay. [cross] Um.

**Austin:** [cross] And this is physical defense presumably.

**Janine:** [hesitant] Yes... So I think I— I think I just do the bow, [**Austin:** Mm-hm.] and then I would pay 10 MP to hit two different people, [cross] with the slow.

**Austin:** [cross] That sounds right.

**Janine:** Okay.

**Austin:** Yeah. Well you're doing— You're paying two to— Yeah. Yeah.

**Janine:** Yeah.

**Austin:** Uh, that is a [cross] 10.

**Janine:** [cross] 10.

**Austin:** And so who are the two you're targeting, her and...?

**Janine:** Um, I wanna target her and I wanna target gun... [cross] Gun haver.

**Austin:** [cross] Gun guy. Gun haver, who is Mr. Crumb. [**Janine:** Yeah.] That does hit Mr. Crumb. And that does hit her physical defense also. So instead of doing damage you're giving them both "slow."

**Janine:** Yes.

**Austin:** Okay! Spend your MP! Um.

**Janine:** [cross] Done. Sweet.

**Austin:** [cross] Those— What do the arrows look like, what is it that does— that makes someone slow with this?

**Janine:** That's a good question. I hadn't really thought about that. [**Austin:** [chuckling] Okay.] Because I've been thinking in JPRG logic, where it's like, it's blue? I don't know?

**Keith:** You bought slow arrows from the store, [cross] the arrow store. [**Janine** laughs]

**Austin:** [cross] Yeah that's totally fine. But I'm— Yeah. If you have— If you have magically enchanted slow arrows you can use, that's also fine, I just wanna know what it is, you know what I mean.

**Janine:** Yeah, so I mean, Brontë's not—other than the dancing, Brontë's not a very, like, magical character. [**Austin:** Mm-hm.] Um. He doesn't do any elemental-y stuff in any of his abilities, or anything like that, like, he's pretty, like, straightforward. So I kind of imagine it being like an intentionality thing. [chuckles] [**Austin:** Mm.] Is like a subconscious, like... vibe based arrows? I don't know.

**Austin:** [cross] Totally.

**Keith:** [cross] I think it's very Brontë to, like, have the arrows but, like, because they came about a catalog or a store then not really thought about it otherwise?

**Janine:** [hesitates] I... I don't know about that, like, I'm— Something about— I'm uncomfortable with the idea of him buying... like... poisons and stuff to put on arrows or things like that, like that I don't think is... is fully... is fully the thing. Like, I tend to think of him more as like... He tends to get into situations— Like, you know, he didn't bribe the bartender, right. [**Austin:** Yep, mm-hm.] [**Sylvia:** Mm.] He said "hey I can dance!" [chuckles]

**Sylvia:** Could this be, like, something to do with what you're targeting on them? Like, you're hitting someone in, like, the knee or the shoulder or whatever and that slows them down?

**Austin:** [cross] You could have like a heavy [**Janine:** Yeah.] arrow that's not— that's doing, like, blood damage, [**Sylvia:** Yeah.] that's, like, taking the wind out of them or hurting their joints like Sylvia suggested. The other half of this is, you could also— I know you're saying you don't see Brontë as being, like, a magic character, but your dances— Do you imagine your dances are magical? [cross] Or do you think that they're having a sort of emotional effect?

**Janine:** [cross] Well that's why I said I imagine— When I say he's not a magic character and he's not, like, waving his hands and casting an icicle.

**Austin:** Right.

**Janine:** But then I— You know, I said, like, I think there's maybe a degree of intentionality of, like, casting without really thinking about it. [**Austin:** Mm. Mm-hm.] Um. Or it is sort of like a subconscious, like, "well when I do this, certain things happen and that's good, so" [**Austin:** Right. Right.] And not really thinking about it as a spell thing.

**Austin:** Yeah. That makes sense! Um. Given that... Given that, it feels like Sylvi's suggestion makes the most sense. What I was gonna say was: You could also be, like, preparing these arrows with some sort of dance that we don't know, do you know what I mean. Like, imbuing them with some sort of slow magic through your dance, but if you're not seeing that in that way then I'd rather just go with the Sylvi thing that seems like it's fine. [**Janine:** Yeah.] You know. Maybe eventually we get there, maybe eventually you're [cross] enhancing your arrows with—

**Janine:** He's not like— He's not like in his room at the inn doing a private arrow dance, [cross] that's not— [chuckling] That isn't it.

**Austin:** [cross] Okay.

**Sylvia:** [cross] [laughs]

**Austin:** [cross] Listen some people want that! Some people are— that's the vision, so I wanted to put it on the table.

**Janine:** [cross] I know, that's— I don't think that's his thing. I— It's... Yeah.

**Austin:** Okay. Yeah, that makes sense. Alright, so then both of them are [cross] slow—

**Sylvia:** [cross] I'm not judging anybody for their private arrow dance.

**Austin:** [chuckles] [**Janine** chuckles] Yeah I'm not— I'm not trying to—

**Sylvia:** It's just not the vibe [cross] here.

**Janine:** [cross] Mm-hm.

**Austin:** [cross] That's right. Exactly. You know what the vibe is here, is that you have... you've slowed the gun guy, Mr. Crumb. But that's not going to stop him from trying to shoot at you. Ironically, um... He— Or actually I won't spoil this quite yet. Let's just see! Let's just see if he can [cross] target you.

**Janine:** [cross] Ironically...! [chuckles] Dot dot dot...

**Austin:** It is not ironic. [**Janine:** Uh-huh...] He is— He is in fact, having been hit he's gonna draw down on you, and see if he can hit you. [**Janine:** Eh.] Now he is slow, which means this is a much worse roll than what he normally would get, so maybe this will work out in your favor, you know. Okay. This is, uh. Spins the, um. He does not use the elemental bullet he's been playing with, he's just going to straight up try to shoot at you with the revolver. That is a 16!

**Sylvia:** [whistles]

**Janine:** [cross] Wow.

**Austin:** [cross] And he does 15 damage.

**Sylvia:** [cross] Wow.

**Keith:** [cross] Wow. That would've hit me.

**Austin:** Oh yeah. These folks do not play.

**Keith:** [cross] [sarcastically] Good thing we didn't rest.

**Austin:** [cross] So, "pcheew," you know, the sound of the gun going off.

**Sylvia:** [cross] [guiltily] Sorry...

**Austin:** Um. Uh. You made him move a little slow, but you didn't make him— I mean you did actually make him move a little less accurately, and he still hit you. So, damn good roll over there. [cross] Uh, take 15 physical damage.

**Janine:** [cross] [groans] Yeah. Okay, [cross] I'll take the 15 in this case.

**Keith:** [cross] Oh yeah, the— What, the dex die went down from a 1D— from 2D10 to 2D8.

**Austin:** [cross] From a 10— Exactly that. Uh-huh.

**Keith:** And then still rolled a 16.

**Austin:** Yeah. Or actually, went down from... Oh, yes, oh, and what he has is...

**Keith:** Is a +3

**Janine:** [cross] He has a +3, yeah.

**Austin:** That is from his enemy maneuver, +3 accuracy.

**Janine:** Ah.

**Austin:** Uh-huh. He has the special ability... Dead Eye, +3 accuracy— +3 on all accuracy checks. Back to y'all! And I think specifically now back to...

**Sylvia:** To, uh, [cross] Antistrophe.

**Austin:** [cross] Antistrophe!

**Keith:** Yup. Um. I'm going to go after Mr. Crust here. Um. Who—

**Austin:** Big boy fight.

**Keith:** [cross] Yeah, who I assume is near—

**Austin:** [cross] Big meaty men slapping meat.

**Keith:** [cross] [chuckles]

**Sylvia:** [cross] Yeah!!

**Keith:** [cross] I assume is near, um, Teribald?

**Austin:** That's— Yeah, I mean you know, all of the distances here are kind of fudged, [Keith: Sure.] but yes, in the last moment we saw he was taking the hit from the... the incoming, [Keith: Yeah.] uh, tornado, whirlwind. So yes.

**Keith:** So I'd like to stop that from happening by distracting Mr. Crumb in a fight. Uh. [cross] He's got that big—

**Austin:** [cross] I'm gonna— I'm gonna say this, you attacking him will not stop that from happening. That is a reaction he gets. [cross] What you could do—

**Keith:** [cross] Sure, it's just theoretical, but you know what will stop it from happening, is that if... [cross] he's taking all the damage from and from Sylvi.

**Austin:** [cross] Oh yeah, if you— Yes, that is— That would stop him.

**Sylvia:** [cross] Yeah.

**Keith:** [cross] Right.

**Austin:** If you did want to specifically stop it you could try to do an objective roll or something like that, [Keith: Yeah.] to try to permanently draw his attention away, you know what I mean. Um, but yeah.

**Keith:** Yeah. Well, let's just see how it goes [cross] normal style with fights, first.

**Austin:** [cross] Let's try it. Let's see what normal style goes. [sic]

**Keith:** And if that doesn't work then maybe we'll... I'll change tactic.

**Austin:** Sounds good.

**Keith:** He's carrying that big... the big rake. [**Austin:** Yup.] So instead of bashing with my shields, I'm going to, like, hold them out and swing them [**Austin:** Fun.], like it was a big blunt sword? [**Austin:** Yeah.] 'Cause I think that pushing against someone with a rake is not super effective. Um. And so I'm just gonna take these big, huge shields and start swinging them, you know, a sharp edge out. Uh. And let's see... I just wanna make sure that I have everything, because I had forgotten two things [**Austin:** Mm-hm.] last fight that we were in. Uh. Yeah, I guess it's just might plus might, +1.

**Austin:** Might plus might +1. That is a 15, that's a crit!

**Keith:** Ooh!

**Austin:** [cross] You've gotten so many crits!

**Sylvia:** [cross] Yo!

**Austin:** Let's open up our opportunities list! To see what you wanna do with this. Also your damage would be what with that?

**Keith:** Oh, high roll +5 +1. It's high roll +5, [cross] but then I get an extra +1, yes.

**Austin:** [cross] +1. Right, so that would be 13. [**Keith:** Yeah.] 7 + 5 is 12, +1 is 13.

**Keith:** And then coincidentally the test roll also was 13 [cross] damage.

**Austin:** [cross] The— Right, the “hey does it work roll.” Is also— [**Keith:** Yeah.] Happened to be— [**Sylvia:** Yeah.] Yes, okay. So! Uh. Alright! You've critted. You have opportunities here. [**Keith:** Uh-huh.] You could... You can find those in your— if you open up the notebook, there's an opportunities page. When you get a crit [reading] you can get an advantage, you can give an affliction, you can create a new bond, [amused] you can make a creature do a faux-pas, you can gain someone's favor [**Sylvia:** Hmm!], you can gain information, you can destroy an item—an item is destroyed, lost, stolen, or left behind—you can progress a clock, you can do a plot twist, you can scan for a vulnerability, or you can unmask and learn the goals and motivations of a creature of your choice.

**Sylvia:** Progress can also— It can— You can erase a part of a clock, too, for that one. [reading] You may fill [cross] or erase up to two sections on a clock, just to be clear.

**Austin:** [cross] Or erase, that's correct. Yup! Totally.

**Keith:** Okay. That's— So there's a lot of really good stuff here.

**Austin:** Yup.

**Sylvia:** Yeah.

**Keith:** Um. Can I open it up to the floor here between unmask, learning the motivations of Teribald, plot twist, having the ghost of M'Shalia show up, or, um. Yeah, I guess, between... between... Or I guess information. Uh, no, not information. Where's the vulnerability one? Scan for vulnerability— Oh, scan.

**Sylvia:** Uh. The thing— I'm fine with both. Like, vulner— The vulnerability is like... immediately I can see how that works, but the plot twist [excited] would be really interesting. Um. [pause] 'Cause who doesn't love when a ghost shows up? [cross] You know?

**Keith:** [cross] What if! Okay, but. What if... that is what that clock is meant to do.

**Austin:** You think the clock is— probably has more to do with Kalsi. [cross] But you don't know what.

**Keith:** [cross] Yeah. Right.

**Sylvia:** I feel like it's a "burning this building down clock"? [pause] Is— That's my guess?

**Keith:** Maybe... But those lanterns running around, they do all that? All, like, without even chanting? [cross] Uh.

**Austin:** Yeah, importantly, those lanterns don't seem to be here, there's no Embears or Flaries here. [**Keith:** Yeah.] Unclear!

**Keith:** I'm gonna— I'm gonna go plot twist, we're gonna plot twist it.

**Austin:** And what is your plot twist. Again, let's— Let's— What it says, if I can read from the book's, like, longer plot twist description. Maybe there isn't one actually. [reading quickly] Someone or something of your choice suddenly appears on the screen. That's kind of it. Yeah.

**Keith:** Uh. In whatever form... [**Austin:** Mm-hm?] you know, appropriate. Uh. [**Sylvia** chuckles] Lady M'Shalia shows up.

**Austin:** [stammers] It must be a ghost, right? [**Keith:** Sure.] I think, yeah, I think there is a... The... A sort of blue flame version of M'Shalia appears, who is— Actually maybe it's not even a blue flame, I think— I think there's something kind of funny— Tell me why this happens first of all. What is that you've done that is so... You've rolled a crit, but what is the action you've taken... that leads to the return of M'Shalia, of Jerriander M'Shalia?

**Keith:** Uh. Does it have to be an action I've taken, or does the crit sort of unlock a coincidence of the world.

**Austin:** I prefer it be tied to you and your actions. You know, this is— This is part of the... You're a hero, right. And— And it might be luck, it might not be skill, you didn't— [**Keith:** Right.] you weren't trying to do this, [**Keith:** Yeah.] but. [reading] The protagonists of Fabula Ultima are heroes and adventurers, larger than life characters with unique abilities and an epic, sometimes tragic destiny. Oh, you know what we should Keith?!

**Keith:** What.

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

**Keith:** [cross] Oh! Sure.

**Austin:** Um, [cross] what's that—

**Keith:** [cross] Although that gives me a specific benefit that I wouldn't be getting if we did that now.

**Austin:** Well what's the— What's the benefit you're talking about?

**Keith:** The specific benefit is that it stands in for the cost of something else, so I can use it in place of spending Fabula points or hitpoints [cross] for it.

**Austin:** [cross] Sorry, but I meant the thing that we were supposed to do but forgot to do last time.

**Keith:** Sure, okay. That's fine.

**Austin:** Can you read me that part of your Ruinbringer, um, [cross] skill? Or quirk.

**Keith:** Sure. Have we talked about Ruinbringer?

**Austin:** I thought we did. But you know let's just, for the record, read me all of Ruinbringer, which is your personal quirk.

**Keith:** Okay. [reading] You possess almost limitless power, but there is a price to it. You shall bring doom to this world. How do you know this? [**Austin** chuckles] Strange visions, markings that appear on your body, or something else. What gives you hope to stop what's coming? When you acquire this quirk, say which ruin you are supposed to bring to the world, that ruin immediately becomes one of your world's threats. Examples: the Demon Queen, the Great Comet, the God of Bloodshed. [cross] Until your ruin comes true—

**Austin:** [cross] Sourcerot.

**Keith:** Sourcerot. [continues reading] Until your ruin comes true, you cannot sacrifice yourself. In fact, servants of the ruin might even lend you a hand and free you from any imprisonments that would prevent you from fulfilling your role in their plans. When a rule or ability requires you to spend hit points, mind points, or Fabula points, you may instead let your ruin advance to completely ignore that cost. You describe what dark

omens manifest and the GM receives an opportunity that can be used to complicate—to add complications after the current scene has ended. At the end of each session, before assigning XP, roll 2D20. If you roll equal or lower to your current character level, your ruin advances. It will always advance if you are level 40 or higher. **[Austin chuckles]** When your ruin advances for the ninth time, you lose this quirk, and your ruin comes true, manifesting into the world as a supreme villain. Uh. However, you ultimately gain a heroic skill from those available for your classes.

**Austin:** [chuckles] Oh! Good! [cross] Et cetera.

**Keith:** [cross] Um. Steel yourself and face your destiny.

**Austin:** I think— So roll this 2D20, ‘cause we should’ve done this— We should’ve done this twice already, right? [cross] Or three times? **[Sylvia chuckles]**

**Keith:** [cross] Uhhh, yes. Twice. Twice.

**Austin:** Twice, ‘cause I think we counted that first session as a half session basically. **[Keith: Yeah.]** So yeah, go ahead and roll this for me twice, ‘cause I just wanna see if we would’ve already advanced twice.

**Keith:** I’ll say this... I don’t wanna— If this deflates anything, **[Austin: Yeah.]** it would have been impossible for me to roll a 1 or lower on 2D20.

**Austin:** But you’re not level 1. You’re level 5, Keith. [cross] You start at level 5 in this game. Yeah.

**Keith:** [cross] Oh I’m level 5! You start level 5. Right I only leveled up once but I leveled up from level 4 to 5. [cross] Right.

**Austin:** [cross] No 5 to 6.

**Sylvia:** [cross] 5 to 6.

**Keith:** [cross] Uh, from 5 to 6, yeah.

**Austin:** So yeah, you're looking here... Well that's 11, so that's safe, that's not bad.

**Keith:** [cross] Okay, that's 11.

**Austin:** Second one...

[pause]

**Keith:** [cross] 19.

**Austin:** [cross] Alright you're safe! Alright.

**Sylvia:** [cross] Good roll!

**Austin:** [cross] So, and I actually think this is— something interesting is happening here. Because this is your Ruinbringer power triggering, [**Keith:** Right.] but not in the way that the... the... supreme villain that you could summon would like it to advance—to come into being. [cross] Which is to say—

**Keith:** [cross] Right. The power is like pulsating, but it's not destroying anything, it's not sh—

**Austin:** Well in this case you did punch someone so hard that someone else was resurrected from the dead briefly. [chuckles] [**Keith:** Yes.] Um. Which did happen, like this is— You connecting [**Sylvia:** That rules.] your shield to his face, broke reality such that Jerriander M'Shalia shudders back into existence. A kind of ghostly amalgamation of her own form and a sort of lanternshaped person— or lantern-bodied person. All wood and paper. So it's clearly— And maybe wearing the robe you saw her in before? Almost looks like, um. A polygonal, like, s— Almost like a s— Not a stick figure that you draw, but a body made of, like, wooden sticks, you know what I mean? [**Keith:** Yeah.] Like, almost like, um, the training dummies in martial arts that have, like, the... They're made of wood, you know what I'm talking about?

**Keith:** Yeah, yeah, [cross] yeah, yeah.

**Sylvia:** [cross] Oh, the like—

**Austin:** With the, like, pegs sticking out?

**Sylvia:** [cross] The ones that have the, like, pegs sticking out? Yeah.

**Austin:** [cross] Yeah exactly, almost like that but add in some paper for the lantern part of the body, too. And then add like a blue flame around it in the sort of vague shape of M'Shalia. You know. So it's like a burning lantern, the flame has escaped the lantern, is both inside and outside, but is also this kind of wooden form. Who rises and says

Austin (as **Jerriander M'Shalia's ghost**): Lady! A second betrayal?!

**Austin:** And erases the one step of the ritual so far, having interceded on your behalf.

**[Keith:** Good.] And is now kind of squaring off with Teribald. Uh. On your behalf? On the behalf, maybe, of Kalsi itself? Hard to say. But again, the thing that I want to give you about Ruinbringer, you are drawing on this entropic, chaotic power as you do this

**[Keith:** Uh-huh.] Just for fun, [amused] erase 1 MP. **[Keith:** Okay.] There's a little spark of magic that you haven't felt in a long time, here. But it's connected with [cross] punching someone so—

**Keith:** [cross] A spark leaving?

**Austin:** Yeah, a spark leaving but it's a spark as in...

**Keith:** Being— Being used.

**Austin:** You used it!

**Keith:** [cross] I used it.

**Austin:** [cross] You used magic for the first time in a long time, you know? **[Keith:** Yeah.] You didn't use it in any way you've ever used it before, [amused] you've never previously punched someone so hard that [cross] a ghost came to life, or a ghost came into being.

**Keith:** [cross] [laughs]

**Austin:** But that's what just happened. And again, this doesn't advance your Ruinbringer track, you didn't— This is not the way the supreme villain tied to the ruin of Sourcerot wants Sourcerot [cross] power to be used, you know, you're not advancing that.

**Keith:** [cross] Just to be clear—I remember now that we did talk about this a little bit—but the way that Antistrophe understands Ruinbringer is, uh. [hesitates] He's in the denial phase?

**Austin:** [cross] Yes, a 100%, right, right. [chuckles]

**Keith:** [cross] This is like, ideas that have crossed his minds, he's trying to figure out why [Sylvia chuckles] are people losing magic, why did I lose my magic? Could it be this? No, that's obviously insane.

**Austin:** [sarcastically] Right, obviously not!

**Keith:** Right, so the thing is like, how do you know this, you know, [reading] is it strange visions markings or something else? Like, it's something else, which is sort of like an itch in the back of his mind, about like maybe it could be way worse than anybody realizes.

**Austin:** Yeah. Um. Jerriander shouts back at— Uh, sorry, Lady shouts back at Jerriander and is like, um...

Austin (as **Lady Teribald**): [sighs] You couldn't even begin to understand my motivations! I've seen so much since we last spoke...

**Austin:** Uh, and that's the end of this turn, I believe. Were you the last to go? Oh no, did they— No, big guy didn't get to go yet.

**Keith:** [cross] Big guy did not get to go. Yeah.

**Austin:** [cross] Mr. Crust has not yet... And seeing you, [amused] having been hit in the face so hard that— Oh wait, did you do damage? You did how much damage again? [cross] 20...

**Keith:** [cross] Uh, 13.

**Austin:** [cross] No, 13. 13.

**Keith:** Yeah, I don't do a lot of damage.

**Austin:** Yeah, gotcha. Boom. Um. Mr. Crust, not yet in crisis, you know, hefts up that big rake, that big croupier's rake, [**Keith:** Yeah.] and brings it down towards you... but does not hit with a 6.

**Janine:** [cross] Hm!

**Keith:** [cross] No.

**Sylvia:** [cross] Wow. Wow!

**Austin:** Does not— But if it did hit, it would've done a lot of damage! So.

**Keith:** [cross] That's a lot of damage, wow, yeah.

**Austin:** [cross] Be careful out there! Yeah.

**Janine:** Coulda, woulda, shoulda.

**Austin:** Coulda, woulda, shoulda. Exactly. [cross] And now we are back around.

**Sylvia:** [cross] Yeah.

**Keith:** [cross] Ooh, that's 12 + 12, that's like really not good [cross] for me actually.

**Austin:** [cross] Yeah, uh-huh. Mr. Crust might hit you, finally, [chuckles] [cross] we'll see.

**Keith:** [cross] Mr. Crust might hit me. And I've been actually hit because of those stupid lanterns that hurt you no matter what.

**Austin:** That do damage no matter what, uh-huh. [cross] Alright!

**Keith:** [cross] Um. I just— I just wanna make—

**Austin:** [cross] Speaking of those, I think— I think one of those appears, [Keith: Yeah.] uh, and is dancing around the head of Jerriander-Kalsi, you know, amalgam ghost.

[Keith: Mm-hm.] As a little, like a— She, like, summons one, almost like a... like a familiar.

**Janine:** I'm so torn about whether or not— maybe I'm missing something obvious, but I— [chuckles] or maybe this is exactly what you want. Uh. I'm so torn about whether or not Teribald is making fire or protecting things from fire. Um. [Austin: Mm.] From like, from, uh, Jerriander doing... doing fire things. [Austin: Mm-hm.] Um. [cross] I'm so conflicted.

**Austin:** [cross] I think that that motivation is unclear, is meant to— [Janine: Mm-hm.] Yeah, you have not— The Burzin mystery clock is not complete, right?

**Janine:** [cross] Okay.

**Keith:** [cross] Yeah, we've missed one clue.

**Austin:** You have missed a clue— or you didn't miss a clue, you just haven't discovered it yet, or maybe you never will, you know?

**Sylvia:** [cross] Oh man...

**Keith:** [cross] Yeah, sure. Maybe we missed it, maybe it's—

**Janine:** [cross] Maybe we're in the process! It could happen right now.

**Austin:** [cross] In the X-Files— In the X-Files episode you never will, right. You'll get— This would be an open-ended— You know, and get different reads on it, which is fun.

**Keith:** [cross] Right.

**Sylvia:** [cross] Yeah.

**Janine:** To be fair, we're engaging with the mystery right now and we need one piece of the thing, [cross] like, it's completely feasible that it's, it will come together.

**Austin:** [cross] That's true.

**Keith:** [cross] And hey, a puzzle piece just came back from the dead, so.

**Austin:** That's true.

**Janine:** True.

## **Round 2 [01:40:07]**

**Austin:** Alright! Your turns.

**Sylvia:** Back to the top of....

**Austin:** Yup.

**Sylvia:** Okay. So, we can all go ag— Does anyone have, like, an action they wanna take immediately? Um... [**Janine:** Umm...] Or should I swing on Mr. Crust. [cross] Should I cut the crusts off the sandwich.

**Austin:** [cross] There we go.

**Janine:** [cross] Is— Which one is— Is Crust—

**Austin:** Crust is tough, Crumb... is dumb, Crumb is gun.

**Janine:** Okay.

**Austin:** Crust is tough, tust... [cross] I can't do this, this is nothing.

**Keith:** [cross] [chuckles]

**Janine:** [cross] Eh...

**Sylvia:** [cross] Yeah...

**Austin:** Crust is dust... [chuckles] Uh.

**Keith:** [chuckles] Crust is dust! Crumb is dust.

**Austin:** Crumb also turned [cross] to dust. [chuckles]

**Janine:** [cross] You shoot a crumb like you can throw a crumb...

**Austin:** Right.

**Keith:** [cross] But you can't throw a crust.

**Janine:** [cross] But the— You hit someone with the crust. Like a weapon.

**Keith:** [chuckles]

**Austin:** Like a weapon. Yeah.

**Janine:** Yeah.

[pause]

**Sylvia:** [cross] Uhm.

**Austin:** [cross] I should've saved Mr. Crust and Mr. Crumb for when we were doing a Dickensian adventure, honestly.

**Sylvia:** [cross] Oh, I was thinking, like, um—

**Janine:** [cross] They need— They need, like, different— They would have to be, like, Mister Crustwussle.

**Austin:** [cross] You're right. Yeah, you're right.

**Sylvia:** [cross] [chuckles]

**Janine:** [cross] Mister, like, Crumb... Crumb...

**Keith:** [cross] A rake can rust, but a gun can...

**Austin:** [cross] Crumble. Uh-huh.

**Sylvia:** [cross] Rum.

**Keith:** [cross] [chuckles] Rum... ble. [chuckling] Yes, yeah, a gun can rumble.

**Austin:** A gun can rumble! That's kind of fun.

**Keith:** And a rake can rust!

**Austin:** That's true!

**Janine:** I was gonna shoot, uh, Crumb, but I don't think it matters, like, when [chuckles ] I do that. [**Austin:** Yeah!] So I'd say go for it.

**Sylvia:** Okay. Um. I think what I'm gonna do is... Oh wait a minute did I— No I did take my MP, I was like "my MP isn't—" No I did take the 10 off for that first spell. [**Austin:** Mm-hm.] I think I might [cross] also cast Elemental Weapon here?

**Austin:** [cross] Ooh, fun.

**Sylvia:** Because I get a free attack if I have [cross] the weapon equipped while I cast that spell.

**Austin:** [cross] Oooh, fun.

**Sylvia:** Um. And I'm torn between bolt and ice, 'cause I don't know if fire's gonna... Everybody here seems to have some sorta... Or maybe I should do fire... Now that I'm thinking about it, if they're— If Kalsi is, like... [cross] not on their side.

**Austin:** [cross] Yeah.

**Keith:** [cross] If only we had scanned them.

**Sylvia:** Yeah, but you instead summoned [cross] a ghost [cross] which I think is cooler, so.

**Keith:** [cross] Yeah it's better, [chuckles] it's better.

**Sylvia:** Yeah.

**Austin:** Also, you could— If you level up again, Keith, you could take that ability that's really good, that does [chuckles] let you scan people at the beginning of combat.

**Keith:** Oh, yeah.

**Austin:** It's a pretty good one.

**Sylvia:** Um.

**Keith:** I'm thinking of getting Potion Rain which lets me heal both of them at the same time [cross] on me and someone else.

**Austin:** [cross] That's also useful. That's also useful.

**Sylvia:** Ohh. [singing to the tune of "Purple Rain"] Potion Rain, Potion Rain. Anyway, um! I think I'm actually going to do fire, [**Austin:** Okay!] 'cause I kind of like the idea of doing that right after, like, investigating all this stuff. [**Austin:** Yeah.] 'Cause maybe even there's like some blue in the flame 'cause I'm casting it here.

**Austin:** [cross] I was gonna say, I think you're gonna get the blue flame, or a partly blue flame, that's really fun. Yeah.

**Sylvia** and **Keith:** Yeah.

**Keith:** [cross] Hey, toast— toast burns.

**Austin:** [cross] Uh, is there a— Is there a roll for this?

**Sylvia:** Well, no, Elemental Weapon just activates, [**Austin:** Okay.] flat. But I get to perform a free attack with the weapon as part of the same action.

**Austin:** Cool. Go ahead and do it.

**Sylvia:** Um, so, let me roll that. [cross] That's a 17.

**Keith:** [cross] Wow...

**Austin:** [cross] Who is this at? This is Mr...

**Sylvia:** That's at [cross] Crust, um.

**Austin:** [cross] At Crust. A 17 is gonna hit! 19 is gonna hit. [**Sylvia:** Yeah, and—]  
There's no special— Crust does not react differently to the fire damage here, [**Sylvia:**  
Okay, well.] does not seem to resist it, does not seem to take extra damage from it,  
[cross] uh, but—

**Sylvia:** [cross] That's fine. It looks cool.

**Austin:** [cross] What's the attack look like, with your flaming Flamberge.

**Sylvia:** I think it's like mid-swing, it just bursts into flames, um.

**Austin:** [cross] Hmm.

**Keith:** [cross] Mid swing.

**Austin:** [cross] Oh my god...

**Sylvia:** [cross] Yeah, well... It was a pretty good swing actually.

**Keith:** [chuckles] It was a good swing.

**Austin:** [cross] Uh-huh.

**Janine:** [cross] Hmm.

**Sylvia:** Um. It almost, like— It, like... When she, like, pulls the sword, like back at, like,  
the top of her, like, motion to swing back, it looks like it's, like, sparking. And then when  
it swings forward, that's when it, like, the flames sort of, like, burst into full bloom and,

like, dance along the sword while it's... colliding with Mr. Crust. I'm burning this toast, you know.

**Austin:** You are, and this was—sorry— This was just a physical— or not a physical attack, but a— still a physical defense targeting attack.

**Sylvia:** Yeah, it should be I believe. **[Austin:** Okay.] I don't know, it— [cross] I don't know really how it works.

**Austin:** [cross] Unless it says otherwise, unless it says “now you target...” But it doesn't say that, so. Yeah!

**Sylvia:** [cross] Yeah, it just says [reading] “until this spell ends all damage dealt by the weapon becomes of the chosen damage type.” [cross] So instead of physical, this is fire damage.

**Austin:** [cross] Love it. Alright! As you, uh, you— You slash into Mr. Crust—yes, now I understand Keith—you've toasted [chuckles] Mr— [cross] Was that Keith, you said toasted? Yeah.

**Keith:** [cross] Yeah. Yeah that was me.

**Sylvia:** [cross] No I said— I said that.

**Austin:** [cross] Oh, okay, well Sylvi—

**Keith:** [cross] No, I thought— I said toast burns!

**Austin:** Toast burns. [cross] You both arrived at toast, you both get that.

**Sylvia:** [cross] Well yeah, we both said toast, we both made toast jokes.

**Keith:** [cross] Really? Oh okay, I missed yours.

**Sylvia:** [cross] Yeah.

**Austin:** You've burned Mr. Crust, you've toasted him. But there is a downside, when you enter— When Mr. uh... Toast— Fuck. [**Keith** laughs] [**Sylvia:** Mr. Crust] [**Janine:** Hmm.] Mr. Crust enters— When Mr. Crust enters crisis he becomes Mr. Toast! [**Keith** laughs] And increases his defense by +1 +2, which now means that you'll need an 11 regular attack to hit him. I don't know that you know his magical def— or maybe you do, 'cause, yeah, you hit... No you didn't target him with that 01:44:39

**Sylvia:** I hit with... Uh, [cross] Ventis, didn't I—

**Austin:** [cross] But that— Didn't you hit—

**Sylvia:** [cross] Well, I hit her.

**Austin:** [cross] You hit her, you don't know his— Yeah that's exactly right, so.

**Sylvia:** [cross] And he took the damage, yeah.

**Austin:** So, yeah! [mutter] That is now a... boop boop. Okay.

**Sylvia:** [cross] It's a good hit, though.

**Austin:** [cross] It is a good hit. And is now in crisis, like I said! Um.

**Sylvia:** [cross] Phew!

**Austin:** [cross] And we're gonna just stay with him, as he— As you hit him, he's now, you know, surrounded by you and Antistrophe, and he's gonna like swing the big croupier staff, uh, croupier rake wide to try to hit both of you, um, with a wide swing...! [pause] [cross] That is only a 10!

**Keith:** [cross] Miss.

**Sylvia:** [cross] That's a miss, bro!

**Austin:** [cross] There you go! You both hop back out of the way of the rake as it swings out towards you. Back to y'all!

**Keith:** Does he take a, uh, penalty to accuracy on that?

**Austin:** Uh, yeah, well he's rolling dex instead of rolling...

**Keith:** [cross] Instead of might.

**Sylvia:** [cross] Oh he rolled a 1!

**Austin:** [cross] Instead of might, yup!

**Sylvia:** [cross] He rolled a 1 and a 9.

**Keith:** [cross] Is it might/dex?

**Austin:** [cross] It's might/dex, or it's dex/might.

**Keith:** [cross] Just 'cause of the— It's hard to tell 'cause it says dex/dex.

**Austin:** I know, it's might is the D8, the dex is the D12. Yeah.

**Keith:** Yeah.

**Austin:** Or sorry, the— Sorry, [cross] the other way around, the dex is the D8, the might is the D12. Yes.

**Keith:** [cross] The might is the D12, yeah.

**Sylvia:** [sighing] Pooh... [cross] Alright.

**Austin:** [cross] Alright! Back to y'all.

**Sylvia:** One of y'all! [**Keith:** Um.] Janine, you said you had something, right?

**Janine:** Yeah. Arrow.

**Austin:** Arrowwww.

**Keith:** [chuckles] Arrow.

**Sylvia:** [cross] Arrowww'd!!

**Janine:** [cross] Arrowww'd!

**Austin:** [cross] [chuckling] Ah, we're so old.

**Keith:** [cross] Wow, this is the second Home Star Runner thing today.

**Janine:** [cross] Yeah, I— I just tabbed into discord and saw fucking Trogdor in here.

**Austin:** [cross] Uh-huh.

**Sylvia:** [cross] I'm fine with that!

**Keith:** [cross] [laughs]

**Austin:** [cross] Oh my god...

**Janine:** [cross] From an hour ago.

**Keith:** [cross] It's the cool S that has fire!

**Austin:** [cross] [hesitant] It is... You know...

**Janine:** [cross] [hesitant] Eh... It is...

**Sylvia:** [cross] I love Home Star Runner, I'm not ashamed of it!

**Keith:** [cross] Yeah!

**Janine:** [cross] Yeah, yeah... [pause] Uhhh. It just makes me feel really old.

**Austin:** Mm-hm!

**Sylvia:** Fair! Same. [chuckles]

**Keith:** Uh, I watched some Home Star Runner, like, last year, a lot of it's still good. It's still good!

**Austin and Janine:** Yeah!

**Sylvia:** Uh-huh!

**Janine:** So I'm gonna do an arrow at Mr. Crumb. [**Austin:** Mm!] The Crumb thing is actually— 'cause now I'm thinking about, like... like a peashooter, like, yeah, you can shoot crumbs out of the thing.

**Austin:** Ah, yeah, uh-huh!

**Sylvia:** Yeah!

**Janine:** The other guy I don't fucking know. Um. I'm just double checking if I wanna, like, do any extra business [**Austin:** Mm-hm.] that involves doing it before I roll, and I don't think I do. I wanna just... shoot arrow, do damage.

**Austin:** Shoot arrow, do damage! [pause] Phew!

**Keith:** Nice.

**Austin:** That's a hit, [cross] 16!

**Sylvia:** [cross] Ooh.

**Janine:** [cross] Now...!

**Austin:** Yeah?

**Janine:** [cross] Here's the thing.

**Keith:** [cross] I heard it was just arrow, do damage, but there's more.

**Austin:** But there is more.

**Janine:** If it's a hit, which I'm assuming it is?

**Austin:** 16's a hit!

**Janine:** [reading] When you hit a creature with an attack, if the attack only targeted that creature and they are suffering from one or more status effects, you may have it deal extra damage equal to SL + the number [mumbles] of status effects on the creat— So [cross] that's 2.

**Austin:** [cross] So an extra 2 damage, that's not bad! That's something.

**Janine:** [cross] Yeah. Still! [chuckles]

**Sylvia:** [cross] 19!

**Keith:** [cross] 19, that's high.

**Austin:** [cross] That's pretty fucking good, yeah.

**Sylvia:** [cross] That's a good hit!

**Keith:** [cross] That's a good hit.

**Austin:** Boom. 'Cause note that Mr. Crumb had been slowed before, so. [**Janine:** Yes.] Very important. Boom! [**Sylvia:** Yeah.] Good shot on Mr. Crumb. Mr. Crumb stumbles back from this... this arrow. I think the arrow itself probably doesn't, like, drive into Mr. Crumb, but it does clearly, you know, hits the armored— [chuckles] the armored dealer outfit that he's wearing? Um.

**Sylvia:** [cross] Yeah, hell yeah!

**Austin:** [cross] And it has bruised him badly, you know. Um. Speaking of Mr. Crumb... Mr. Crumb is gonna fire back at you, Brontë! Using an elemental bullet... [pause] That is a 17! Against your magic def— Or actually, it's against your physical defense— No it doesn't! Yeah I said it, I wrote it here, [cross] targets your magic defense.

**Sylvia:** [cross] Targets magic defense!

**Austin:** What's your magic defense, Brontë?

**Janine:** 9...

**Austin:** That's a hit!

**Keith:** [cross] That's a hit, yeah...

**Austin:** [cross] Uh, now I'm gonna roll a 1D10. [reading] On a hit, roll a 1D10 to determine the elemental damage type. Ones are none, the round is a dudd, do half damage physical; 2 through 9 are various elemental types; and 10 is double duty, reroll until you get two different elemental types, disregard ones and tens!

**Janine:** Urgh...

**Austin:** Roll 1D10! That's a 1! It's a dud!!

**Keith:** [cross] Wooow!

**Janine:** [cross] Aha!!

**Austin:** [cross] [chuckles]

**Sylvia:** [cross] Let's gooo!

**Austin:** That elemental bullet, he loads it into the gun—you know it's flashing between all the different elemental types—loads it into the gun, pulls the trigger, and it just hits against you to do half of whatever the normal damage would be, which is... Let me look up what exactly that damage would be normally. Uh, that damage is normally HR +8, the high roll on that 17 was an 8, 8 + 8 is 16, uh, 16— Oh sorry, it's 8 + 8 + 3, so it would've been 19, [cross] half of 19 is 9, I think we roll— [cross] round down in this game.

**Sylvia:** [cross] It's half, right?

**Keith:** [cross] We round down.

**Austin:** Um. [cross] But I'll double check real quick.

**Janine:** [cross] I mean, here's— I'm just gonna make this all moot, I shoot the arrow out of the air. Or, I shoot the bullet out of his air.

**Austin:** You shoot the bullet out of the air?!?!

**Janine:** Yeah.

**Sylvia:** That's so cool.

**Austin:** [cross] Say— Explain.

**Janine:** [cross] [stammers] I'm not— Just— Yeah, fuck all that math, it doesn't matter, I shoot the bullet out of the air. 'Cause I literally [cross] just shot him, my bow is up, like I'm right here.

**Austin:** [cross] You use crossfire. Your bow is up, yes.

**Janine:** I can see— He's telegraphing his moves! Just like, no! Fuck you. [chuckles]

**Austin:** Alright!

**Sylvia:** [cross] That rules.

**Austin:** [cross] That does rule.

**Sylvia:** [cross] This is a cool game!

**Janine:** [cross] And that cost me... That cost me 17 points? But whatever, I'll take it.

**Austin:** [cross] Oh wow, that's a lot, but, yeah, it's—

**Janine:** [cross] Yes, it's mind points equal to the total result of their accuracy... [cross] Wait...

**Austin:** [cross] Incredible. Yeah.

**Janine:** Total... Yeah, total result of their accuracy. So 17.

**Austin:** [cross] Total result, yes. 17, boom. [**Sylvia:** Yeah.] Incredible.

**Janine:** It's expensive, but.

**Austin:** But fun!

**Sylvia:** [cross] Worth it!

**Janine:** [cross] Yeah.

**Austin:** You shoot the bullet out of the air. Crumb is worried. Um, and—

**Janine:** He should be!

**Austin:** I'm not going to advance the Teribald clock at this point. Um... I'm going to abstract this out a little bit? What I'm gonna do is have a... I'll do a coinflip every turn, to see if Teribald gets to advance the clock between needing to fend off the, uh, Kalsi Jerriander M'Shalia, you know, [**Keith:** Hm.] avatar ghost. So on a 1, um. She's rolling so a 2 is successful, a 1 is a failure.

That's a 2, so she's able to keep, you know, she's at this point drawing on... Um. She's throwing, like, daggers at the Jerriander ghost? And the daggers don't seem to be coming from anywhere, they're like materializing in Teribald's hands, with a sort of white magical light, and then when they hit Teribald— Sorry, when they hit Jerriander's ghost, they sort of disappear and reappear in Teribald's hands again. So she's like throwing magic daggers, but then as they hit they reappear back in the off-hand and then get thrown again, you know. And so she's able to keep her away long enough for her, for Teribald, to then do a couple of moves of the ritual dance about Kalsi. Um. Alright! Back around to y'all, that's the end of the second round!

**Sylvia:** Alright. [sighs] Uhm.

**Keith:** Uh, did I— I don't think I went that round.

**Austin:** [cross] Oh did you not go that round?

**Sylvia:** [cross] No, I don't think he did.

**Janine:** [cross] Yes.

**Keith:** [cross] Yeah, I haven't gone yet, yeah.

**Austin:** My bad! Sorry!

**Keith:** That's okay. [**Austin:** Uh.] Uh, yeah 'cause I was the last... I acted last on the first round.

**Austin:** You acted last— I did the same thing last time! Keith, you go! [**Keith:** Yeah. Uh.] I'm gonna delete that message in chat.

**Keith:** Okay. I'm gonna do the same thing that I did last time, but I am going to... Um... No I'm going to target the same guy, I'm gonna target Mr. Crust. With my shields. And I'm gonna press the button this time.

**Austin:** And... [cross] That is a... 10.

**Keith:** [cross] That is a 10.

**Austin:** I believe that that no longer hits Mr. Crust. [cross] It does not, you're short.

**Keith:** [cross] Okay. I'm going to use a Fabula point.

**Austin:** Did you get another Fabula point?

**Keith:** At the start of the game! Or at the start of the... the...

**Austin:** Didn't you burn that?

**Sylvia:** [cross] Keith never used it to assist.

**Keith:** [cross] I have— I never used it.

**Austin:** Oh you didn't use it to assist.

**Keith:** [cross] Right.

**Sylvia:** [cross] Yeah.

**Austin:** Sorry, well, you got it!

**Keith:** So I'm gonna reroll [cross] this 3.

**Austin:** [cross] And this will be your third Fabula point so you'll get an XP from this, right.

**Keith:** Sick. Yeah. [**Sylvia:** Mm-hm!] Alright, yeah. [cross] So I'm gonna reroll the 3, so it's— I'm gonna roll, uh...

**Austin:** [cross] You're gonna reroll the 3. 1D10!

**Keith:** Roll... 1D10... [cross] 8!

**Austin:** [cross] That's an 8, that is a hit!

**Keith:** [cross] Great, so it's 15 now.

**Austin:** [cross] And that is now your high die, also. Right?

**Keith:** Say— Say again? [**Sylvia:** Uh.]

**Austin:** That's your high die now, [cross] 'cause an 8 beats a 7.

**Keith:** [cross] That is my high die, yeah, so it is now  $8 + 5 + 1$  is uh...

**Austin:** [cross] 14! 14 damage!

**Sylvia:** [cross] 14. Yeah.

**Keith:** [cross] Yeah.

**Sylvia:** Make sure you write down or declare in the chat that you used your Fabula, [cross] just so it's easy to keep track of in the...

**Keith:** [cross] Yeah. I just lost where— Oh there it is. In "meta."

**Austin:** Alright, so I just wanna make sure I'm counting right here, Caoimhe you went first, then Mr. Crust went, then Brontë went, then Mr. Crumb went, and—I guess I see where I got confused, you interrupted Mr. Crumb, then it should have gone back to Antistrophe. [**Keith:** Yeah.] So then the thing I said before happens, Teribald does the thing that happened. [**Keith:** Okay.] And now we are back around, [typing] end of round two here! Alright.

### **Round 3 [01:54:00]**

**Austin:** Uh, Crust is hurt pretty bad, but is not out of the fight yet.

**Sylvia:** Well...! I'm happy [cross] to change that.

**Austin:** [cross] Okay!

**Janine:** [chuckles]

**Sylvia:** Um, I think that this is just... Once again, I gotta just swing on this guy.

**Austin:** Let's do it! [groans] [cross] 15 hits.

**Sylvia:** [cross] A 15. 18 damage.

**Austin:** [cross] 18 damage. What's this look like.

**Keith:** It's funny that we fail every single fuckign roll until we get to combat and then all of a sudden it's like, hit, hit, hit, hit.

**Austin:** [cross] Yeah! You know.

**Sylvia:** [cross] You know!

**Janine:** I mean part of it is that we get to— Sylvi and I get to start rolling dex [chuckles] in combat.

**Austin:** [cross] Yeah, that is exactly— Yup.

**Sylvia:** [cross] Yeah that is really the big thing.

**Keith:** We need to start coming up with reasons to roll dex [chuckling] outside of combat.

**Austin:** [amused] Eh.

**Sylvia:** [cross] I'm tryin'!

**Janine:** [cross] We could stab more people.

**Keith:** [cross] Start sneakin' around!

**Sylvia:** Yeah I do need be sneaking

**Keith:** You keep walking up to guys and being, like, I'm in— I'm a Hexcloak, I'm in charge here! And then they're like, uh, [cross] I'm not listening to you! [chuckles]

**Sylvia:** [cross] Yeah I'm playing a character! [chuckles]

**Austin:** [cross] Yeah, yeah, yeah, you're doing great, Sylvi. What's it look like when you fell Mr. Crust. With your firesword, your sword's still on fire, right?

**Sylvia:** Yeah. [**Austin:** Yeah.] Yeah, I really like this being illuminated by the, like, sort of mixed, like, normal fire and blue fire of her sword. Um. I don't wanna get... [hesitates] I think it— You got him in the... You've been getting him in the face, [cross] is how I've been picturing it, right Antistrophe? you've been like punching him basically?

**Austin:** [cross] [chuckles] Right, 'cause you punched him in the chin so hard that...

**Keith:** Uh, I've been like, yes, hitting with the... the side of my shield, yeah.

**Sylvia:** Because this is basically coming right after, I kind of like the idea of him having, like, spun out from a hit from Antistrophe, and then I get him sort of, like, in the torso, with like a wide swing of my sword. Um. And then he just— [cross] He hits the deck, he's done.

**Austin:** [cross] He hits the deck. He's done. Love it. [cross] Alright!

**Keith:** [cross] He hit's the deck, he's done.

**Austin:** That's right. [cross] Uhm.

**Sylvia:** [cross] He's done! On the deck.

**Austin:** [cross] You see

**Sylvia:** [cross] It's the deck 'cause he's a gambling guy, 'cause he's a card dealer.

**Austin:** 'Cause he's a— Right, he hits the deck. Yeah.

**Sylvia:** Yeah. [chuckles]

**Austin:** I actually think— I actually think Mr. Crust was a, [cross] Mr. Crust was a roulette guy, 'cause of the croupier's rake, you know, you rake all that money together, you know.

**Sylvia:** [cross] Mr. Crust is the— Ah. Well.

**Keith:** [cross] Hm.]

**Austin:** Though maybe that happens on card games, too, [cross] I don't know.

**Sylvia:** [cross] He's— His head's spinning like a roulette

**Austin:** [cross] There we go... I love it. [**Sylvia:** Yeah.] Alright, Mr. Crumb seeing you take out his buddy, um, fires another elemental shot at YOU this time. Loads another one of these elemental rounds.

**Sylvia:** Yeah, fair enough!

**Austin:** He doesn't have— He doesn't have all that many of them, but he's gonna fire another one at you. [pause]

**Sylvia:** Bring it.

**Austin:** What is your magical defense?

**Sylvia:** That is a hit. [cross] That— Mine is 9, so. You rolled a 14.

**Austin:** [cross] That is a hit. Alright. Let's roll that D10 again. I actually don't know that this will— Ooh it's a 10!

**Keith:** [cross] [laughs]

**Sylvia:** [cross] That's a double duty— Well!

**Keith:** Averages! Averages!

**Austin:** [chuckles] That's averages right there!

**Sylvia:** [cross] That's really funny.

**Austin:** Uh, roll 2D10, and it's a 6 and a 7, that is a fire and ice bullet!

**Keith:** [cross] Wow.

**Sylvia:** [cross] That's cool.

**Austin:** It's, you know, the kind of swirling color of red and white ice, or you know like blueish white ice, hits you square in the chest. I'm guessing you're actually not weak to either of those, right? [cross] Yeah, yeah.

**Sylvia:** [cross] I'm not, but... Ow!

**Austin:** [cross] But ow! Um, there are— if this fight had gone differently you could have wound up weak to some of these.

**Sylvia:** [cross] Um, how much damage does that deal? Yeah.

**Austin:** Uh, this does... Sorry, it's high roll plus, uh... Dududu... It's high roll +8, is what it is.

**Sylvia:** [cross] So... 17, I think?

**Austin:** [cross]  $6 + 8$  is 14, it's just high roll, right.

**Sylvia:** Oh, it doesn't get— the +3 is just for accuracy.

**Austin:** [hesitates] Oh, w— Yeah, I think that that's r— Oh, no, sorry—

**Sylvia:** [cross] Because that's how my attacks work.

**Austin:** [cross] Yes, the +3 is just for accuracy. Maybe I said that before, or maybe I said it the other way before, but it didn't matter because... the bullet got shot out of the sky, or out of the air, from... from Brontë. [**Sylvia:** So...] So in this case, yes, it is just the high roll +8, which is 14. 14 [cross] fire and ice damage.

**Sylvia:** [cross] Okay! I'm hurt, but I'm not in crisis.

**Austin:** [cross] Not in crisis, alright. You know, blows the smoke off of the front of the revolver's barrel, and says

Austin (as **Mr. Crumb**): [menacingly] That one was for Crust!

**Austin:** Back to y'all!

**Sylvia** and **Janine:** [chuckle]

**Janine:** I just— I just wanna shoot him. [chuckling] Again.

**Sylvia:** [breaks out in laughter]

**Janine:** [cross] I just... I, you know—

**Austin:** [cross] You just wanna keep— You just wanna fill this guy with arrows, I get it! Yeah, uh-huh!

**Janine:** [cross] I was thinking about, like, fancy shit, and then I just like the idea of like, "that one was for Crust" [cross] just— like a good sound of a bowstring, just "thunk."

**Austin:** [cross] Woosh-thwop! [laughing] Yeah! Give me an attack.

**Sylvia:** [cross] [laughs]

**Austin:** That's a hit. 11 is a hit! And 14 damage is a lot of damage! [cross] Sending Crumb into crisis.

**Sylvia:** [cross] That's really good.

**Austin:** Crumb does not have a crisis reaction, unfortunately.

**Janine:** Hang on. [**Austin:** Oh?] Are you forgetting?

**Austin:** What am I forgetting?

**Keith:** Your— Your thing with the effects?

**Janine:** [reading] When you hit a creature with an attack, if the attack only targeted that creature and they are suffering from one or more status effects...

**Austin:** [half-whispers] Oh, I am.

**Janine:** You may have it deal extra damage equal to...

**Austin:** I am forgetting...

**Janine:** 1 + 1.

**Austin:** So, there we go. Still into crisis, not yet dead, but well into crisis at this point. Significantly in. Uh, and yeah, stumbles back again, um. And because I promised that Lady Teribald would go last, it's back to you— It's back to you again, because of the slow, so.

**Keith:** Right, and that's me?

**Austin:** That's you!

**Keith:** Alright, I'm changing targets.

**Austin:** Humph, the one you were hitting is down.

**Keith:** Is down, yes, [cross] so it's—

**Sylvia:** [cross] [chuckling] Yeah, it'd be fucked up if you didn't. [laughs]

**Austin:** [cross] Yeah.

**Keith:** I'm done with the rust of the Crust, it's time for the rumble with the Crumbleee.

**Sylvia:** [cross] [laughs]

**Austin:** [cross] Huh! Yeah, famous fight, of course!

**Keith:** [chuckles] Uhh. [**Sylvia:** Oh...] Okay, so I've got my thing here. [cross] That's a—

**Austin:** That is a 10 to hit mister... Crumb. [**Keith:** Yeah.] That is a hit!

**Keith:** Oh thank god.

**Austin:** And 10 damage? Is that right? [cross] No other bonuses?

**Keith:** [cross] That's 10 damage.

**Austin:** Alright, [cross] what's this look like.

**Keith:** [cross] Oh, sorry, 11 damage.

**Sylvia:** [cross] Uh, 11.

**Austin:** 11. What's this look like?

**Keith:** Um. I'm just gonna charge forward, I don't have to keep swinging, that's hard to do, [cross] keep swinging those shields like they're big, blunt weapons.

**Austin:** [cross] It is. It is.

**Sylvia:** [cross] They're heavy!

**Keith:** I'm gonna go back to pushing, this guy's got guns, that's not a— You can't block my shield with guns, so this is a... This is a... [**Sylvia** chuckles] This is a classic shield bash.

**Austin:** It is a classic— Yeah, I see, I see. However. Uh. It's so funny— You're right, he cannot block the shield with guns, but he can counte-rattack you as you come in on him. He has an ability called Quickshot, [reading] when damaged by a melee weapon, uh, he counterattacks with a basic ranged attack. So as you swing in with that shield, you're also getting shot at here, you're getting John Wick-ed. It's a 10, which I don't think hits you.

**Keith:** Not even close.

**Austin:** Not even close. The bullet goes wide, or bounces off your armor maybe.

**Keith:** Bounces off the armor— [cross] Bounces off the shield.

**Austin:** [cross] Bounces off the armor. Yeah. Alright! And now, Teribald will go, and I will again— I think... I think at this point you get a little bit more, maybe clarifying a bit of what you were asking, Brontë. The ghostly form of Jerriander, drawing on the power of Kalsi, says

Austin (as **Jerriander's ghost**): I won't let you take my god's power!

**Austin:** So, very clear, Teribald attempting to kind of siphon the power from Kalsi? But you're not sure about motivations here, I would say. [**Janine:** Mm-hm.] Um. And, uh, let's roll that 1D2. Again, a 2 means Teribald gets to advance the clock. Does not get to advance the clock with a 1, that was a 1! And now I think we are back around one more time, that's the end of round three!

## Round 4 [02:01:40]

**Austin:** All you've got left between you and Teribald is, uh, this guy. Mr. Crumb, who is hurt VERY bad. [**Keith:** Yeah.]

**Sylvia:** Do you wanna just stick with the order we've been doing and I can start with the... [cross] attack on this guy?

**Keith:** [cross] Yeah, that's fine.

**Sylvia:** 'Cause I feel like once we get her... [**Keith:** I've—] bodyguards down we might even be able to just talk to her?

**Keith:** Maybe.

**Sylvia:** I don't know. Anyway.

**Keith:** She's not even close [cross] to filling the clock, so.

**Austin:** [cross] Well that's a—

**Sylvia:** [cross] I did not hit... That is a whiff.

**Austin:** [cross] You did not hit. That is a whiff! Woosh. The attack goes wide, you've rolled a 5 here, you've rolled a 2 + 1 + 2, [**Sylvia:** Yeah.] big miss. Mr. Crumb looks nervous at this point, um, and is like scanning the area for lines of retreat potentially. But it's also his turn, so...! Um. Uh. I think he is... He's not gonna flee, he's paid well, he's paid very well. He is specifically Lady Teribald's bodyguard, um. Oh I know what he does.

I think in this moment he doesn't aim at any of you, he's aiming at the avatar/ghost of Jerriander/Kalsi. And is firing another elemental bullet at her, in an attempt to hopefully save Teribald from what seems like a situation that's going bad. Actually being the bodyguard here. And is gonna fire an elemental bullet. I'm actually just going to jump to the damage type, 'cause it only really matters if it is [cross] the sort of damage—

**Janine:** [cross] That's not true.

**Austin:** Why.

**Keith:** [cross] If it's a 1 or a 10.

**Janine:** [cross] I need to know if it hits in case I want to shoot it out of the air.

**Austin:** In case you wanna shoot— Well it's gonna— It's gonna hit because it's two NPCs fighting, right.

**Keith:** [cross] Oh, okay.

**Janine:** [cross] Okay.

**Austin:** [cross] So it's gonna hit, unless you shoot it out of the air.

**Janine:** [cross] Well, how much would it cost if I wanted to...

**Austin:** I guess I have to roll the accuracy, [cross] right, to see if that—

**Janine:** [cross] Yeah, that's how much it would cost.

**Austin:** [cross] That's— I forgot that you have that thing. That's not normally how I do the NPC versus NPC stuff, so I'm gonna roll it.

**Janine:** [cross] I know! That's fair.

**Austin:** 12.

**Janine:** Okay! [cross] Well.

**Austin:** [cross] That's going to cost you 12. So are you going to spend it?

**Janine:** I usually wait to see how much it's going to hurt. [chuckles]

**Austin:** Okay. Well then let me do the 1D10. Uh. That is an air. And let me double check my Kalsi list. The air damage is not going to do... any sort of extra or different damage,

so the high on that is... a 7, 7 plus, uh... 7 + 8 is the... 15, I do 15 damage to the ghost.  
**[Janine: Hmmm.]** And importantly! What it will importantly do is open a window **[Janine: Yeah]** for Teribald to attempt to flee this turn.

**Janine:** Yeah, I'm— I'm shooting that out of the air, I— [chuckles]

**Austin:** There we go, [cross] yeah there's a huge—

**Janine:** [cross] Not happening, I'm protecting that ghost now, I'm on team ghost.

**Austin:** [cross] [chuckles] You're on team ghost!

**Janine:** How hot is the ghost?

**Austin:** Uhm...! **[Sylvia laughs]** Again, the ghost is sort of ghostly, fire projection, so very hot—

**Sylvia:** [cross] [laughing] I took that way too literally.

**Janine:** [cross] [laughs]

**Austin:** [cross] But underneath it is a sort of wooden, fighting dummy looking lantern being, **[Janine: Oh, okay.]** so it's kind of, um... Hot's in the eye of the beholder! You know.

**Janine:** Yeah.

**Sylvia:** How hot is Mokujin.

**Austin:** [amused] I don't think this is quite a Mokujin situation. **[Sylvia: Aw...]** We're saving that for a different show later this year, as you might know. But... It's not that dissimilar, I guess. **[Sylvia laughs]** I think it's more like a... Another thing here is a classic, um, the kind of wooden drawing figure, um... [cross] maquette?

**Janine:** [cross] Maquette? Yeah.

**Austin:** Yeah, exactly. Uh-huh. So. Has that kind of vibe. But then on top of it— and again, it's both wood and paper. And then outside of it is a sort of ghostly fire body that you can kind of see through to see the internal skeleton, so to speak. So that might— That might do it for some people, I'm not here to judge! [cross] Uh, anyway—

**Keith:** Sounds like she's leaving nothing to the imagination.

**Austin:** [laughs] Yeah, you can see all the way through!

**Keith:** [cross] [laughing]

**Austin:** [cross] Um. The bullet has this huge—

**Sylvia:** [cross] Damn.

**Janine:** [cross] I think for me it would depend on the ghost personality, so I can't really say one or the other right now.

**Austin:** [cross] Mm. Gotcha, yeah. Huge, you know, gale of wind, classic kind of the wind behind the bullet, until you shoot it out of the air, and make it go, like, spiralling of into the distance. You know, maybe it hits a tree or some brush or something, and there's like a [explosion sound], explosion in the distance. Meaning that Teribald continues to be kind of locked in combat with Jerriander. Um! Back to y'all!

**Keith:** Um. Since Janine can do so much more damage than me, I would like to take out Mr. Crumb here so that the rest of us can focus on [Austin: Sure!] Teribald before the round ends. [Austin: Yeah!] If possible.

**Austin:** That sounds great.

**Keith:** Um. And I'm already here, I'm going to provoke that opportunity attack, I guess, [Austin: [chuckles] Yeah. Yup.] I'm fine with that, I understand what it means to be fighting a man with a pistol, but I'm going to go on ahead with my swords here— [cross] Or my shields, here.

**Austin:** [cross] Your— Your shields, please.

**Keith:** [cross] So this is 15 damage, and it does—

**Austin:** [cross] I wanna note something, Keith, ‘cause it hasn’t come up yet, but you also—and this is not maybe the time for it, but you can make two— or you can make multiple attacks per round, ‘cause you’re wielding two of the same weapon, it’s just reduced damage. It’s a thing maybe worth thinking about going forward, ‘cause I’ve realized, [**Keith:** Yeah.] huh maybe Keith should be doing this! [cross] Um, it’s—

**Keith:** [cross] Yeah, I didn’t realize this at all!

**Austin:** Yeah it’s in [cross] the book—

**Keith:** [cross] Because— Because wielding two shields [**Austin:** Uh-huh.] is such a big thing...

**Austin:** [cross] Is such a weird thing, yes.

**Keith:** It’s literally against the rules, but there’s a rule that is like, well, character moves can override [cross] these broader rules.

**Austin:** [cross] That is exactly true, yes. [reading] When you perform the attack action, if you have two weapons of the same category equipped—this is on page 69. Nice.

[continues reading quickly] If you have two weapons of the same category equipped, or just two swords or two firearms, you may declare that you are attacking with both. You perform the two attacks in any order you prefer and they may both be aimed at the same target or different targets, but the following penalties apply: Both attacks lose the “multi” property if they had it and cannot gain it, and when calculating damage for both attacks, the high roll is always treated at being 0.

So you’re doing way less damage, ‘cause you’re not getting that big high roll bonus, but you’re doing whatever your base damage is with the thing. So if there is a situation ever where you’re like, I just gotta hit two people at once, you can do that, you know.

**Keith:** Okay.

**Austin:** So consider that. In this case, though, you hit— You rolled a 13, a 13 is going to hit with Mr. Crumb. And you're doing 14 damage [cross] which is—

**Keith:** [cross] 15 damage.

**Austin:** 15 damage, which is more than enough to knock him out. What does it look like.

**Keith:** Uhm... You know, some— You know in a cartoon when someone gets hit with something really heavy and they just, like, get that stun look on their face, and they just slowly kind of fall over like a tower?

**Austin:** Yup.

**Keith:** That's what it looks like.

**Austin:** [cross] [chuckles] It's kind of the—

**Keith:** [cross] If— If it was— You know, there's a version of this where there's, like, cartoon birds tweeting around.

**Austin:** Yeah. Yeah. Love it.

**Sylvia:** [cross] The cartoon lanterns.

**Keith:** [cross] [laughs]

**Austin:** [cross] [chuckling] Cartoon lanterns... Like, yeah, spinning around— Spinning around his head as he falls over. Amazing. Uh, he falls over. Um. And then it's— I think it is your turn now, Brontë. Because Teribald's gonna go last.

**Janine:** Right. Um. Okay... Um... [cross] Arrow, I—

**Austin:** [cross] I will say, Teribald is in crisis.

**Janine:** [cross] Yeah? Hmm.

**Austin:** From a combination of things. One is simply the fight that's been happening. And then second is, whatever ritual that she had been doing seems to have had a sort of cost of her own health.

**Sylvia:** Hmm...

**Janine:** Hmm... There's so much stuff I would try if I had slightly different stats, you know? [chuckles] Um.

**Austin:** [chuckling] Uh-huh?

**Janine:** But as it is... I think I'm on a certain track of solving problems with an arrow. [chuckles]

**Austin:** Oof, damn. When all you have is a bow...

**Sylvia:** [cross] We— Mm.

**Janine:** [cross] Mm-hm.

**Keith:** [cross] Every problem looks like an arrow.

**Austin:** That's right. Yup.

**Keith:** [laughs]

**Sylvia:** [sighs]

**Janine:** Meh...

**Austin:** Ooh, an 8 does not hit [cross] Lady Teribald, unfortunately.

**Janine:** [cross] Yeah, no, that's a whiff.

**Austin:** Yeah.

**Keith:** Is there— Is there anything we can do here?

**Austin:** Uh, [cross] well it's—

**Sylvia:** [cross] I have like an idea...

**Austin:** Well, it's Teribald's turn now, I believe? **[Sylvia: Yeah...]** Is that right? [cross] Okay...!

**Sylvia:** [cross] Yup! I think we've all gone.

**Keith:** [cross] And there's no more Fabula points left on the field...

**Austin:** There is not. Uh... However, there is Lady Teribald, who is going to... Pooh, does she push her luck here... Four on one is really [cross] brutal.

**Janine:** [cross] The ghost still is in play at least.

**Austin:** Yeah, the ghost still is in play. Um. I'm gonna do the w— I'm gonna do the 1D2 roll, but it's not to advance the ritual clock, it's going to be "can she attempt to escape here." 2 is what she's looking for. [typing] She does not get the 2. And so as she realized her two henchmen have been defeated, she kind of, like... She starts scanning for an escape route too late at this point, and is kind of cornered in by the four of you. There's not really a direction she can easily run, and so she summons two of these kind of, you know, magical daggers, and gets ready to throw them at whoever approaches. What do you d— Back to y'all, that's the end of round four.

## **Round 5 [02:10:39]**

**Sylvia:** I have something... [cross] that I wanna try, that might end up doing nothing.

**Austin:** [cross] Mm-hm? Let's see!

**Sylvia:** Um. I wanna try and grab her [cross] necklace off of her.

**Austin:** [cross] Ooh, I love it.

**Janine:** [cross] Oooh.

**Sylvia:** 'Cause that was the thing that the assistant said, she got a new necklace [Janine: Yeah...!] and then her entire personality changed. [Austin: Yup.] So like, you know, maybe she's just feeling herself more, but who could say! [Austin: Mm-hm!]

**Janine:** [cross] That's smart.

**Austin:** [cross] That sounds like an objective thing, [Sylvia: Um.] uh, it's like an action you're just taking during the round. [Sylvia: Yeah.] What are you gonna roll for that? Feels like a dex roll? Dex/something?

**Sylvia:** [cross] Now... That is what I was thinking.

**Austin:** [cross] Dex/might probably?

**Sylvia:** [cross] Okay less good, but I'll take it.

**Janine:** [cross] How strong is the necklace?! If it's might?

**Austin:** [cross] Uh, it is... [chuckles]

**Sylvia:** [cross] That's a good point.

**Austin:** I would take a magic stat maybe instead, I'd take dex/willpower or something, maybe.

**Sylvia:** [cross] Insight? Willpower's also good, either one's good for me.

**Austin:** [cross] Let me reread— Let me read exactly how willpower is written in the book. [Sylvia: Yeah.] Because you're— It's strong, it is a powerful thing. Um. Alright. [reading quickly] Willpower represents determination, charisma, and discipline. You use your willpower for diplomacy and persuasion, but it also directly influences your ability to cast spells and use special skills. Insight represents observation, understanding, and reasoning— It's definitely not that, so yeah, I think it's either dex/might or dex/willpower.

Depending on if you're drawing on [cross] your physical strength or your magical strength.

**Sylvia:** [cross] I think dex/willpower. Dex— Determination in the willpower description is what made sense to me. Um.

**Austin:** [cross] Yeah. Yup! Um. I'm gonna say that this is... risky. Remember, earlier I was like, I would tell you if you're gonna do something that [**Sylvia:** Yeah!] could potentially be a bad— a failure could really go wrong for you. Um. So, yeah.

**Sylvia:** That's fine. I kind of figured as much. I'm running toward someone who has magical knives at the ready and I'm not doing it in a defensive fashion, or in a... melee capacity, you know. Um.

**Austin:** Uh, Keith you just pointed something out. [**Keith:** Mm.] You said, "was Teribald a villain, should we have gotten a Fabula point when we showed up to this fight?" No, Teribald was not a villain in the [chuckles] game mechanics way. The figure in the reflection was. [**Keith:** Ooh.] So you all— When that happens—the thing, again, we gotta get used to here—when a villain shows up [**Sylvia:** Ohh!] in this game, a capital V villain— If this was— If Teribald was a villain at this point, she could have just spent one of her points, villains have a, just like y'all have your Fabula points, they have Ultima points, so she would have just spent an Ultima point to escape here. She was in the process of becoming a villain. She did not— She has not yet succeeded at that. She does not have Ultimate points. Um.

**Sylvia:** I feel way better about starting this fight now that I know she was in the process [cross] of becoming a villain though! [laughs]

**Austin:** [cross] Oh yeah.

**Keith:** [cross] Yeah.

**Austin:** What instead— You did see that figure in the mirror, and when you see a villain, you get a... You immediately get a Fabula point, I believe. I believe that's one of the

ways to get a Fabula point. So everyone should have [cross] a bonus Fabula point, it's on me for not having—

**Sylvia:** [cross] So does— Okay, we all get it? Okay cool. Yaaay.

**Austin:** [cross] You should all get it, yeah. I'll double check the way that that works, but I'm pretty sure that that...

**Sylvia:** Yeah, it just says “when a villain makes an entrance,” not when you, like, see them. [**Janine:** Mm.]

**Austin:** [cross] I think that that counts.

**Sylvia:** Okay.

**Austin:** You know, [cross] I described a beautiful strange figure in the thing.

**Sylvia:** [cross] Uh, I'm gonna...

**Austin:** Anyway, yes, give me your... And this is difficulty 13. [sighs]

**Keith:** [laughs]

**Austin:** What'd you roll, Caoimhe? [cross] You rolled a 4...

**Sylvia:** [cross] I rolled a 4! Can I use that Fabula point to just reroll that whole roll?

**Austin:** Yeah you totally could! A 100%

**Keith:** [cross] Yeah, you— Yeah.

**Janine:** [cross] Yeah, that's the play.

**Sylvia:** [cross] Cool. Might as well!

**Janine:** [cross] 1 and a 3 that's...

**Austin:** [cross] May as well. May as well. 1 and a 3, roll it all, dex and willpower.

**Sylvia:** Um. So let me just, real quick... [**Austin:** Mm-hm.] I wanna declare... [muttering] Reroll... Boop. And then...

**Austin:** [cross] And you're looking... You're looking for 13. [cross] That's 7.

**Sylvia:** [cross] That's a 7, I don't got it, I don't have it like that.

**Janine:** [cross] Hm... No...

**Keith:** [cross] Okay, we could use another one to reroll [cross] that 1.

**Austin:** [cross] Sorry. Well, you could— You don't— No.

**Sylvia:** [cross] I can't.

**Keith:** [cross] No, but I think that... Brontë could?

**Austin:** No, Brontë could spend one to give a +1 for the bond, but not [cross] to do a full reroll. Only the—

**Keith:** [cross] Oh, okay.

**Janine:** [cross] Yeah.

**Sylvia:** It really is! Whenever I'm not attacking somebody I roll [cross] like dirt. Like, that's crazy.

**Austin:** [cross] You roll like dirt.

**Keith:** [cross] Like dirt. It's been crazy. It's been crazy.

**Austin:** Yeah. Take 50 damage.

**Sylvia:** ... 50?!

**Keith:** [cross] [laughs loudly]

**Austin:** [severely] A power like you've never known before surges through you. [cross] You see the figure that Brontë saw in the reflection.

**Sylvia:** [cross] Okay, I'm out...! 50!!? [from a distance] Wow... Okay I—

**Austin:** I can only describe this person to you [Sylvia: Yeah.] as the... what you in your experiences of life have come to know, as a person from the Elevana league, have come to know as the sort of like... social definition of beauty and power. Um. [Sylvia: Cool.] You are floored— And it's a figure in white, in the sort of magical— In the blast, you know [amused] you kind of get flashbanged, and almost like a relief in the power and brightness that surges through you, you can see this figure. Um. Who puts a single finger to your lips as you fall asleep, as you get knocked out [cross] basically.

**Sylvia:** [cross] Oh, okay. I was picturing me in a sort of Yamcha crater position of sorts.

**Janine:** [cross] [chuckles]

**Austin:** [cross] I mean, that is what's happened.

**Sylvia:** [cross] Okay cool!

**Austin:** [cross] But in your— In your exp— In your phenomenological interior experience, you're having a magical "shh," like "shut the fuck up and go away", you know. Uh, but you've gotten Yamcha'ed by this thing.

**Sylvia:** [cross] Yeah. [stammers] It worked! I'm knocked down. Yeah, I'm at 0 HP.

**Austin:** Uh-huh!

**Sylvia:** I can't talk shit about the other party anymore. [chuckles]

**Austin:** Yeah, at— When you hit 0 HP something happens, this is the first time this has happened on this side, huh?

**Janine:** [cross] Yeah.

**Sylvia:** [cross] Yeah what happens?

**Keith:** [cross] Mm-hm. On this side.

**Austin:** [chuckles] Over there, let me tell you...

**Keith:** [cross] Yeah, yeah.

**Janine:** [cross] Hope they're okay...!

**Sylvia:** [cross] [giggles]

**Austin:** [cross] [reading] When a character's—this is on page 46—when a character hits 0, or a character's hitpoints fall to 0, the dangers and harms they've endured become unbearable. Will they break, will they run? Depending on their role within the story, defeated characters will have different options available to them. Uh, not NPCs, sorry I'm looking at— Here we go, player characters. [continues reading] Like villains, player characters follow their own special rules. Uh, the other characters, I guess I should say, um.

Regular NPCs, they lose all will to fight, whoever defeats them gets to determine their fate, they may get captured, forced to flee, knocked unconscious, or even slain. So when you hit those guys down to 0, you both— you all should have said what happens to them, I assumed knocked out, but I should have asked you. If you wanted them to flee, you could've let them— make them flee, you know. [**Sylvia:** Yeah.]

Anyway, villains can escape or surrender, that has not happened yet. And player characters can either sacrifice [chuckles] themselves or surrender. I'm guessing you're not gonna sacrifice yourself, [chuckling] giving your life in order to accomplish a seemingly impossible deed?

**Sylvia:** No... [cross] I don't think that this is the place to do that...

**Austin:** [cross] Okay. No, I don't think that that— I don't think that that's true, yeah, I think you're right. Surrendering! [reading] Characters who fall unconscious become unable to act in the remainder of the scene, even if their hitpoints are restored to above 0. So you can't get res'ed by any sort of, like, potion here. [**Sylvia:** Yeah.]

[continues reading] The gamemaster cannot kill a character who surrenders, but may impose a narrative consequence chosen from the list below, or a consequence that makes sense within the scene. If multiple characters surrender or, worst of all, if the entire group gets wiped out, the gamemaster may impose separate consequences or a single major consequence. They may also decide to bring the consequences of your surrender into play later on.

While a surrendering will never kill your character, the gamemaster can still impose heavy consequences. Uh. Given the mood of Fabula Ultima, however, permanent injuries should be avoided. You know, I'm not— Without your enthusiasm, I'm not gonna take a hand from you, we are not in the hand-taking season.

**Sylvia:** [cross] Okay! Not yet! [chuckles] No.

**Austin:** [cross] But if you want that you can have it obviously. Um. When you choose to surrender, [cross] which is what you're doing—

**Sylvia:** [cross] I am doing that, yes.

**Austin:** [cross] [reading] You immediately gain two Fabula points. [**Sylvia:** Mm-hm.] At the start of the next scene in which you appear you regain consciousness and recover an amount of hitpoints equal to your crisis score. [**Sylvia:** Okay.] And then we get a sample consequence!

So, examples. [continues reading] Darkness, you must change your theme to one of the following: anger, doubt, guilt, or vengeance, your choice. Despair: the enemy gets to make a decisive mood, where the heroes lose faith and approval from an important person or group. [**Sylvia:** Okay.] Loss: something incredibly precious, such as a magical artifact, the love of a person, or an ancient heirloom is taken from you.

And resentment: you are forced to erase one of your bonds and replace it with a bond chosen by the gamemaster. [**Sylvia:** Oh my god...] This new bond must be of hatred, inferiority, or mistrust, your choice. Or separated: you're no longer with your allies, you may be captured, dragged away, lost, or stranded in some unknown location. Um! I'm

trying to remember who decides the consequence here, I think I do [cross] but I'm gonna double check. I do.

**Sylvia:** [cross] I think you do, it makes sense for you to... Um. Just to, [**Austin:** Mm-hm.] I think dark— Just going over the samples, [**Austin:** Yes.] I think darkness would conflict with my quirk? [cross] So I don't know if that is on the table?

**Austin:** [cross] Yeah, I don't think I'm gonna— It's not darkness.

**Sylvia:** [cross] Cool.

**Keith:** [cross] Yeah, you're... You already are doubt.

**Sylvia:** I already am doubt anyway, but you know! Maybe Austin's like, you want revenge, but he can't do that. Yeah.

**Austin:** [cross] Yeah. No, no.

**Sylvia:** What happens...

**Austin:** A spear of fire drives through the back—orange fire, regular-ass hexcloak fire—spears through the back of... Lady Teribald, Lady Lady Teribald. And from behind her appears Aisling Revanj, standing over her corpse.

**Sylvia:** Goddamnit!

[Music interlude: [“Uh Oh! \(Lady Teribald Combat Ends\)”](#) by Jack de Quidt plays]

## After the fight [02:19:38]

Austin (as **Aisling**): [arrogantly] Seems like I arrived in the nick of time!

**Austin:** She says to you.

**Sylvia:** I'm unconscious.

Keith (as **Antistrophe**): You arrived way late! This fight was over.

Austin (as **Aisling**): [cross] But I—

Janine (as **Brontë**): [cross] Yeah, the hard part was well taken care of.

Austin (as **Aisling**): Oh. It seems like in my report it'll say that I ended it.

Keith (as **Antistrophe**): Um... I don't care? [**Sylvia** laughs] I don't care about your—

**Keith**: [chuckles]

Janine (as **Brontë**): Yeah, I— It has no bearing on us whatsoever...

Keith (as **Antistrophe**): I'm not worried about what your report says...

**Austin**: [amused] Uh, yeah! I think, looks at the figure, the ghostly figure of Teribald slash— Uh, sorry of Jerriander/Kalsi, and uh, kind of locks eyes. And you can see that the Jerriander ghost figure is, like, glaring deeply at Aisling? But is not... is not doing any sort of attacks or anything. Is kind of burning away, you can see that the wooden structure underneath the Jerriander/Kalsi ghost is beginning to— is actually beginning to burn, instead of being just kind of like the middle of the— the skeleton of the ghost is now beginning to burn, which suggests maybe there is a limited amount of time here still. Um.

Aisling leans down and picks up the charred body of—charred is too strong—picks up the fallen body of Teribald. And, you know, pulls her over her shoulder. And then walks past you, Caoimhe, and gives you a little kick to wake you up. Um. Go back up to crisis health. [**Sylvia**: Okay.] You see the body of Teribald over the shoulder of Aisling. Um. everybody take another Fabula point, as another villain has shown up on the stage.

**Keith**: [cross] Damn...

**Janine**: [cross] Wow...!

**Sylvia:** [cross] Yeah that makes perfect sense.

**Austin:** Mm-hm! I gotta be honest, 'cause of the rules here!

**Sylvia:** Yeah!

**Austin:** Um. And she's just gonna walk away.

[pause]

**Sylvia:** Yeah, I'm like... struggling to get to my feet, [cross] using the sword to—

**Austin:** [cross] Yeah.

**Janine:** [cross] I wanna— I wanna help Caoimhe up.

**Sylvia:** [cross] Thank you.

**Janine:** [cross] Presuming that you will take that help.

**Sylvia:** [cross] I will take that help! I just got— I just got destroyed...! [chuckles]

**Austin:** Uh-huh!

**Janine:** I also wanna mutter something about like

Janine (as **Brontë**): She's a real piece of work... Can't believe I bought her a drink...

**Austin:** [chuckles]

Sylvia (as **Caoimhe**): Sorry you wasted your money like that...

Janine (as **Brontë**): I have plenty.

Keith (as **Antistrophe**): Do you still write reports?

Sylvia (as **Caoimhe**): Yeah, sometimes.

Keith (as **Antistrophe**): Well, if you write one you should make sure to be thorough this time. [pause] [**Austin** snorts] I don't care though.

Sylvia (as **Caoimhe**): I— Yeah, I don't even know if anyone reads mine. Um...

**Austin**: Um. Coming— You can hear the sounds of someone approaching from the south. It is Ryn M'Shalia, the grandkid or the grand... uh... I guess not—

**Sylvia**: [cross] Niece?

**Janine**: [cross] Niece? Nephew? Nibbling?

**Austin** [cross] Niece... niece, or I actually think nibbling. Yeah, I believe nibbling. I believe Ryn is they/them in my notes, that's true.

**Sylvia**: [cross] Oh okay! Apologies.

**Austin**: Yeah, swings— You know, is running down and is like, you know

Austin (as **Ryn M'Shalia**): I heard the commotion! What's... What's... Oh my g— Is that...? Jerr— Aunt Jerriander?

**Austin**: And you know looking over at the ghost, the ghostly form that's slowly fading. Um.

Sylvia (as **Caoimhe**): Yeah... If you've got anything to say, make it quick, I don't think she's going to be here much longer.

**Austin**: She, like, shakes her head as you say that, to kind of confirm. Jerriander does. And says

Austin (as **Jerriander's ghost**): My time is short, I've given what I can. How did you summon me?

Keith (as **Antistrophe**): Uh... [hesitates] I didn't— I don't know...!

Austin (as **Jerriander's ghost**): You carry... a terrible power.

Keith (as **Antistrophe**): I don't carry any power anymore!

Austin (as **Jerriander's ghost**): Hm... That only makes it more dangerous. Ryn, please find my papers in the attic. This shrine needs an attendant.

**Austin**: And Ryn nods and says

Austin (as **Ryn**): I don't know anything about... gods or religions...

**Sylvia**: I— I dig the book out that I have. 'Cause I still have that book on me.

**Austin**: You do, yeah, mm-hm.

**Sylvia**: And like... say, like

Sylvia (as **Caoimhe**): Sorry I didn't tell you about this sooner. Just didn't want uh... Didn't want Aisling getting her hands on it.

Austin (as **Ryn**): No I understand... I just hope I can figure it out.

**Austin**: And Jerriander says

Austin (as **Jerriander's ghost**): I figured it out.

**Austin**: And so— And Ryn kind of nods and looks down at the book. And... [cross] And, you know— Yeah?

**Janine**: [cross] Can I just say? [chuckles] The way that you juxtaposed “you have a terrible power,” and then “hey by the way Ryn,” I really thought you were going to say “Ryn don't talk to these people anymore” [chuckles]

**Austin, Sylvia, and Keith**: [laugh loudly]

**Austin**: Noo... [cross] Just—

**Janine**: [cross] “They're dangerous.” [chuckles]

**Austin**: [cross] They're dangerous!

**Sylvia:** [cross] “Go home right now immediately.”

**Austin:** [cross] Go home! Yeah, uh-huh, you don’t belong here. [chuckles] You’re not ready for this.

**Sylvia:** [cross] “You’re not built for this.”

**Austin and Janine:** [laugh]

**Austin:** If you have any questions for Jerriander, now is the time, as bits of the wooden interior begin to completely burn away.

Keith (as **Antistrophe**): Uh, I need— I need to know what’s wrong with me, what is happening...!

Austin (as **Jerriander’s ghost**): I... can only sense... that you...

**Austin:** I think maybe— I think actually in a different voice. In Kalsi’s voice. You know, it’s like coming from the wooden bits inside almost. Um. As it burns, it’s the sound of burning, but you know, if you could turn the sound of sparks and wood burning into voice, [**Keith:** Hm.] is like...

Austin (as **Kalsi**): [hoarsely, with gravitas] You carry... the great destruction... the end of all things... the end of even the stars. What has come before...

Keith (as **Antistrophe**): [stammers] I— I’m a substitute teacher!

**Sylvia:** [laughs]

**Keith:** [chuckles quietly]

**Austin:** Uh...!

Austin (as **Kalsi**): History is often made by those... who simply try to survive.

**Austin:** And I think offers you something. I think... One of the— I think says

Austin (as **Kalsi**): For your service... I will offer you... a small light... to guide you... in your trials...

**Austin**: And one of the— the little lantern familiar kind of, like, floats over to you, and begins floating around your head.

**Keith**: Uh— What is it...?

**Austin**: It's a familiar! [cross] It's one of these little lanterns, one of Kalsi's lanterns! Yeah!

**Keith**: [cross] It's a familiar...

**Janine**: [cross] [intrigued] Oh!

**Austin**: [cross] I guess if—

**Sylvia**: [cross] If I've got a second I'm going to apologize to the ghost, just be like

Sylvia (as **Caoimhe**): I'm sorry we couldn't... resolve this properly.

**Austin**: Um... She says, um, in both of their voices

Austin (as **Jerriander/Kalsi**): Resolution requires perspective. Yours was limited. You could not know that Teribald had been enchanted by...

**Austin**: And she fades away.

**Keith**: Fuck! I was just about to ask about the elf!

**Sylvia**: Fuck.

**Janine**: [chuckles] Hmm.

**Austin**: [cross] Mm-hm! Yeah.

**Sylvia**: That's good shit, though. [chuckles] That's that good JRPG shit.

**Austin:** [cross] Yeah! We're doing it! We're doing ghost fades [chuckling] before she can tell you the name of the villain!

**Sylvia:** [cross] Yeah! Yeah!!

**Austin:** And we're doing, the mystery still has a sort of— You know, you could fill in the mystery sort of, but you just don't quite have all of it.

**Sylvia and Keith:** Yeah.

**Sylvia:** No, I'm here for all of it.

**Austin:** [sighs] Ryn says

Austin (as **Ryn**): Do you need a place to stay? Do— Do you need more tea?  
[**Sylvia** laughs] Hot or iced?

Keith (as **Antistrophe**): Uh. I think I'm— I think I'm good on tea.

**Sylvia:** The... I think we're able to stay at the inn, right?

**Austin:** Yeah. You still have your inn— [**Sylvia:** Yeah.] your inn spot, for sure.

**Sylvia:** Yeah. I'm good to just stay there. [**Keith:** Hm.] But, like, I can say to Ryn, like,

Sylvia (as **Caoimhe**): We'll say our goodbyes in the morning.

Austin (as **Ryn**): Alright. I'll look forward to it.

**Austin:** Um. Do you have a name for this lantern buddy? Any thoughts?

**Keith:** Uhm. I'll think of a name. While it's sort of bouncing around.

**Austin:** Mm-hm! Sounds good.

**Keith:** How big is it?

**Austin:** It's the same size as the ones that you were— it's like the lanterns hanging—the paper lanterns hanging outside of [cross] the shops.

**Keith:** [cross] I'm sort of thinking that it's like... like knee high?

**Austin:** Uh, yeah, that's a— maybe shin high, more than knee high, but it's— **[Keith:** Okay.] You know, yeah. Almost like a Japanese paper lantern type, you know, or Chinese, you know that kind of East-Asian... **[Keith:** Yeah.] There's a lot of styles though, there's not just one style of that, but you know what I mean. **[Keith:** Yeah.] I think. Maybe you do.

**Keith:** I gotta see how familiars work in this game.

**Austin:** I think what it's gonna be is Faithful Companion, the Wayfarer's skill. Which I'll just post in the thing! [mutters] Perpetua east— Ohh aww, Janine, [chuckling] that's very cute and funny! Janine posted a paper lantern, **[Keith chuckles]** blushing paper lantern. It's great.

**Sylvia:** [cross] Aw!

**Austin:** [cross] Uh, yeah, [reading] together with the rest of your group design a level five beast, construct, elemental, or plant creature—I'm just bringing over the one that already exists basically—that becomes your companion. This creature has no initiative score and does not level up, but can have two basic attacks. Gains a bonus equal to SL—it's an SL 1-1 right now—equal to SL, accuracy checks and magic checks, and their maximum hit points are equal to their—whatever, so I'll modify all that to match appropriately.

The companion doesn't get a turn during conflicts, but on your turn you can use an action to have the companion perform an action only once per turn. If you leave a scene your companion leaves with you. If your companion falls to 0 HP, they flee and rejoin you at the start of the next scene in which you are present with HP equal to their crisis score. When you rest your companion also gains the full benefits of resting.

So you're gonna basically get an ability to do some fire damage [**Keith**: Mm-hm.] and then whatever other abilities I end up putting on this thing. I think it needs an extra attack [chuckling] basically, because right now [cross] it only has the main fire one that y'all have been seeing it use.

**Keith**: [cross] Right, it only has the fire.

**Austin**: Um, so, yeah. I guess it only has Burn Out, which is that 10 damage, when it hits 0 HP, that hit you a bunch of times, Keith. [chuckles]

**Keith**: Right, yeah.

**Austin**: So. Um. Yeah! Uh. Amazing! Um. [sternly] Now do you go rest?!

**Keith**: Yes.

**Austin**: [cross] [cross] You managed to pull that off.

**Janine**: [cross] Yeah, also buy inven— IP. Buy IP.

**Austin**: [cross] Yeah, yeah, yeah. Buy IP. 10... 10 asta per IP. [cross] And then yeah, when—

**Janine**: [cross] I wanna max everyone out.

**Austin**: Is there— Yeah what is the maximum IP... [typing]

**Janine**: There is a max, 'cause I have a thing that specifically gives me one extra or something.

**Austin**: [cross] Yes, I think that that's— 'Cause Keith has a bunch.

**Keith**: [cross] Yeah I think the— I think the default is like 5?

**Austin**: Uh, yeah, let's find out.

**Keith**: And I think I have 8, or something.

**Janine:** I guess the way it all works is like, we can type in a 100 and it'll just max us out, right? [**Sylvia:** Yeah.]

**Austin:** Oh it should max you out, yeah, that sounds right.

**Sylvia:** [cross] Yeah my max is 6.

**Keith:** [cross] Yeah I'm at 8 max.

**Janine:** [cross] My max is 8. So I've bought 7, how much did everyone else get.

**Keith:** [cross] 7.

**Sylvia:** [cross] Uh. 5 for me.

**Austin:** Uh, okay!

**Janine:** Okay! Well that means I... [chuckles] So I'm gonna take the 178 that was supposed to be the cut of the Lady that we killed for my cool dance.

**Austin:** [cross] [laughs] Yes! A 100%!

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

**Austin:** [cross] Yeah you didn't ever deliver that. That's true. You still have it.

**Keith:** [cross] [laughs]

**Janine:** [cross] We were on our way! Yeah, and— and.

**Austin:** [cross] You were on your way!

**Keith:** [cross] Good catch. Very good catch.

**Janine:** [cross] Uh-huh! I was—

**Austin:** [cross] Yeah. And I did not have her assistant take it from you, so yeah. A 100%.

**Janine:** [cross] No, I was sitting and fucking waiting, [**Austin** chuckles] like I need to pick the right moment to spring this so I don't immediately lose it. [cross] [chuckles] By opening my big fat mouth.

**Austin:** [cross] [amused] Yeah! No, you did it. It's a great— It's a great use! It's good!

**Janine:** Uh, so that means I only have to take 12...? Out of my own personal stash.  
[cross] To cover us.

**Austin:** [cross] 'Cause it's 1... Yeah that sounds right.

**Janine:** [cross] For 178.

**Keith:** [cross] Rich stay rich...

**Austin:** [cross] [chuckles] In this case, Brontë's buying you stuff!

**Janine:** [cross] Hey, I worked for it!

**Sylvia:** [cross] Yeah.

**Austin:** [cross] And yeah, Brontë did work for this!

**Keith:** [cross] Yeah buying us stuff with money that... that he wasn't supposed to have!

**Austin:** [chuckles] Well— Doesn't matter, it's still good! [cross] Teribald was more rich!

**Sylvia:** [cross] I'm...! Yeah, I'm fine with it! Yeah.

**Keith:** I'm just saying...!

**Austin:** All you can do is, [chuckling] apparently in this world, [cross] is count on—

**Janine:** [cross] You're right, I should— I should have thrown the money at her corpse.

**Austin:** [chuckles]

**Sylvia:** [laughs]

**Austin:** [chuckling] You should have given it to Aisling.

**Sylvia:** Yeah the corpse isn't even here anymore, so you couldn't even do that.

**Austin:** Uh. What the fuck was I— Oh, I was looking for resting rules to make sure that you all— [cross] that we all go through that right.

**Sylvia:** [cross] I literally was just on the surrendering stuff and it's right below that, so. Do you want me to read this?

**Austin:** Yeah, please!

## **Resting [02:31:12]**

**Sylvia:** [reading] When the heroes rest there is a chance for calmer, more intimate roleplaying. This is known as a resting scene. During this type of scene players can spend some time roleplaying conversations and describing what their characters do while sitting near the campfire or relaxing around town.

At the end of a resting scene each PC may do one of the following: create a new bond towards someone or something, add a new emotion to an existing bond, erase an emotion from an existing bond and replace it with a different one. When you add new bonds or change their emotions describe how and why your character's view of others has shifted.

**Austin:** Love it. That is on... page... [cross] 90?

**Sylvia:** [cross] That is page, uh, 91.

**Austin:** 91, 91, **[Sylvia:** Yeah.] yes I see. Also you recover all of your hitpoints and recover from all status effects.

**Janine:** Yaaay.

**Austin:** So! You are all gonna get a new bond! Do y'all just wanna take the bond with the person you don't already have. [cross] That's my suggestion.

**Keith:** [cross] Yes.

**Sylvia:** [cross] I mean, that was my plan, regardless, yeah.

**Janine:** [cross] Yeah, I do.

**Austin:** And then— So then, remember bonds in this game do not have to be complex, you don't need to write up a whole thing, so I'd love to just say what you're giving everybody here. Your bonds are... admiration or inferiority, loyalty or mistrust, affection or hatred.

**Janine:** Uhm. What if the— What's the benefit of negative bonds again?

**Austin:** It's just that that's what you're drawing on [cross] when you do your bond ability.

[Sylvia: Yeah.]

**Janine:** [cross] Okay. Okay.

**Austin:** There's no particular— It's not like a hard benefit.

**Janine:** Um. I think I'm gonna go with mistrust with Antistrophe 'cause of all of that stuff that just happened?! [chuckles]

**Austin:** Ah! Fun! Yeah, sure.

**Keith:** Yeah that's fair. [Austin chuckles] I'm processing that.

**Austin:** Yeah. [chuckles]

**Sylvia:** I am torn between... I think affection might make the most sense for the bond with Brontë now, just because it's like, yeah he's kind of a clown, but he does seem to mean well and is looking out— like, [cross] trying to help out.

**Austin:** [cross] He's your clown. Yeah. Yeah.

**Sylvia:** [cross] Yeah exactly!

**Janine:** Aw.

**Austin:** [chuckles] Antistrophe?

**Keith:** Uhm. I'm going to create a bond of loyalty with Caoimhe.

**Austin:** Ooh, fun! [cross] Why is that?

**Sylvia:** [cross] Aw, thanks!

**Keith:** Um! She's just been sort of the de facto leader, [**Austin:** Yeah!] going around town, [**Janine:** Yeah!] and uh, did choose to not arrest me that one time.

**Austin:** That's true, yeah.

**Keith:** And so... [cross] I feel like that makes the most sense, yeah.

**Austin:** [cross] [chuckles heartily]

**Sylvia:** [cross] Yeah man, you're cool as hell.

**Janine:** [cross] [chuckles]

**Austin:** [chuckling] Great, love it!

**Keith:** But also...! Hasn't been wildly effective as a leader? So admiration didn't feel exactly right.

**Sylvia** and **Austin:** [chuckle]

**Austin:** Jeez, okay, [cross] yeah I get it!.

**Sylvia:** [cross] No I— I'm fine with that. [**Austin:** Yeah.] I got Yamcha'ed today, [cross] like I can't really...

**Keith:** [cross] Yeah.

**Austin:** [cross] You did get Yamcha'ed. It's true... It's true, you did. Uh, cool! Yeah. And I guess, it's probably worth saying, speaking of, Aisling did leave with that necklace on the corpse [cross] still, so...

**Sylvia:** [cross] Yeah.

**Janine:** [cross] [disapprovingly] Yeh...

**Austin:** We'll see— We'll see what happens here! Um. Yeah! So you have a little time before breakfast maybe, Ryn invited you for breakfast and tea. [chuckles] Um, I'm curious if you— Or maybe the night before, if you, like, debrief about any of that stuff about whether you understand what happened there, about Sourcerot, about the revelations around the ruin stuff with Antistrophe...

**Sylvia:** Yeah! I kind of want to check in on Antistrophe and be like

Sylvia (as **Caoimhe**): Hey, are you good...? After the ghost stuff?

Janine (as **Brontë**): [somewhat sarcastically] That's a charitable approach, sure, let's go with that.

**Austin and Janine:** [chuckle]

Sylvia (as **Caoimhe**): I dunno! Like, I would be shaken if that happened to me!

Janine (as **Brontë**): Yes, yeah, yeah.

**Austin:** You'd be shaken so you'd have one less, uh, [cross] willpower or whatever the fuck it is?

**Sylvia:** [cross] Yes, exactly. My... My dice would decrease.

**Janine:** [cross] And then I could dance and make you weak.

**Austin:** [chuckling] Exactly, yeah.

**Janine:** [chuckles]

**Sylvia:** Yeah, yeah, yeah.

Sylvia (as **Caoimhe**): Don't dance around Antistrophe right now!

**Austin:** [chuckles]

Janine (as **Brontë**): Wasn't gonna be an issue, but got it.

Keith (as **Antistrophe**): [stammers] It didn't really make a lot of sense to me...! I mean... I can't even do normal magic stuff anymore, let alone big, scary, dangerous magic stuff. What does it even mean that because I can't use magic that makes my magic more dangerous. That doesn't— I don't know what that is.

Sylvia (as **Caoimhe**): I... I mean... I don't necessarily want to, like, freak you out, but maybe it's what caused your magic to go away? Is whatever Jerriander was talking about?

Keith (as **Antistrophe**): But I'm not the only— I'm not the only one that lost magic!

Sylvia (as **Caoimhe**): No, [cross] you're not wrong.

Janine (as **Brontë**): [cross] It could also— It could also be that you didn't lose magic so much as your ability to direct it. And maybe that's what makes you dangerous, is that you can't direct what you have.

Keith (as **Antistrophe**): Okay, when the ghost showed up, I felt a little bit of something...

Janine (as **Brontë**): Magic?

Sylvia (as **Caoimhe**): [cross] Yeah, in what way?

Keith (as **Antistrophe**): [cross] Magic. Yeah, something magic.

Sylvia (as **Caoimhe**): Okay. Like it was like you were casting something?

Keith (as **Antistrophe**): [cross] Just like— Eh... No, just like a little sort of... you know, little bit of it, of magic.

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

Keith (as **Antistrophe**): Which is admittedly... [cross] wild.

Janine (as **Brontë**): [cross] Are you sure it was magic, and not, like, an itch or... did you have to go to the bathroom...

Sylvia (as **Caoimhe**): I don't think an itch is going to bring a ghost out.

**Janine:** [laughs]

Janine (as **Brontë**): Well no, that's true, [cross] it could've been coincidental.

Keith (as **Antistrophe**): Right, it would be coincidence if it was something else. And the ghost said it was me!

Janine (as **Brontë**): Yeah... The ghost said scary things to you...

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

Janine (as **Brontë**): [cross] So you... You have no... This is all news to you entirely...

Keith (as **Antistrophe**): Totally news.

Janine (as **Brontë**): Hmm.

Keith (as **Antistrophe**): I mean, look!

**Keith:** And I— I do, like, a... Do you remember in Arrested Development when Joe tries to do a trick and nothing comes out, [**Austin:** Mm-hm.] he's supposed to do a fireball and nothing happens, [**Sylvia:** Yeah.] I sort of do that motion of like, I try to cast something out of my hands and it's just, like, nothing.

**Austin:** Yeah, nothing happens.

Keith (as **Antistrophe**): See a few years ago the wall would've been gone.

**Austin:** Actually you know what, [chuckling] roll 2D20.

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

**Janine and Keith:** [laugh]

**Austin:** Let's just see! This won't add to your score but it will— Okay, no, no. 12, 12 is not low enough, yet. [**Janine and Keith:** Hmm.] One day it will be! One day not that far from now maybe. [**Keith:** Mm-hm.]

Sylvia (as **Caoimhe**): We... We'll keep, like, looking for any— Like, we can find people who might have information about this, or like... have any idea what Jerriander was talking about.

Keith (as **Antistrophe**): Yeah. Well if it's connected... with the magic stuff... That is why we're out here...

Sylvia (as **Caoimhe**): It does, like— Logically it feels like it might be, but I've never seen someone who's been afflicted with Sourcerot suddenly regain the ability to cast magic that I've never seen before. Like... I don't know anybody who can bring back the— spirits like that, you know.

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

Sylvia (as **Caoimhe**): Sorry, I don't mean to freak you out, I just like... [cross] We're gonna—

Janine (as **Brontë**): [cross] Rationally discussing the issue is the least freak out-y part of it. [chuckles]

Keith (as **Antistrophe**): The ghost could be wrong! By the way. [**Austin** chuckles quietly]

Janine (as **Brontë**): [cross] The ghost's probably not wrong.

Sylvia (as **Caoimhe**): [cross] Yeah, I don't know, that was the first one I met...

Keith (as **Antistrophe**): I just mean theor— I guess theoretically a ghost could be wrong.

Janine (as **Brontë**): It would be very interesting if you managed to summon a ghost and the ghost said something that was completely off-base. I don't know how often that happens, I suppose it happens at some point, somewhere.

Keith (as **Antistrophe**): I guess it depends on... how off-base the ghost— the person that they're a ghost of was.

Janine (as **Brontë**): Well a priestess is probably gonna be fairly on base.

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

Sylvia (as **Caoimhe**): [cross] A priestess that spoke with, like, two voices!

Janine (as **Brontë**): Yeah.

Keith (as **Antistrophe**): [cross] Oh yeah.

Sylvia (as **Caoimhe**): [cross] That was, like, not the Jerriander— That was not Jerriander's voice when... they told you that. [cross] Or at least it didn't sound like it.

Janine (as **Brontë**): [cross] Maybe— Maybe you need to worship a different god?

Keith (as **Antistrophe**): [sighs]

Janine (as **Brontë**): And that would... [cross] do something. [chuckles]

**Keith**: Do I worship a god?

**Austin**: I don't know, do you? [cross] Uh, the—

**Keith:** It hasn't come up.

**Austin:** [cross] Uh, the— The Hundred Burroughs generally, I think, accepts at least that the Ennead is... something you might call a set of Deities, you know. Whether you believe in them or worship them or whatever, [**Keith:** Mm-hm.] there certainly are nine very powerful entities that fit the sort of thing that people have worshipped historically. [**Keith:** Right.] I suspect, since the Hundred Burroughs is kind of all about there being a great deal of variance, many of the Burroughs it's common to worship them, some of them it probably isn't, you know.

Keith (as **Antistrophe**): I study the gods, I don't really worship the gods. I do god stuff...? Or I did.

Sylvia (as **Caoimhe**): That might not be as past tense as you think anymore. We're gonna get to the bottom of it, though. Like...

**Sylvia:** [amused] There's a little bit of Caoimhe hiding how, like, excited she is to look into this. Like oh this is a fun mystery! But she's just trying to be, like, good bedside manner here, of like

Sylvia (as **Caoimhe**): [compassionately] We're gonna figure this out, you know.

Keith (as **Antistrophe**): Yeah, I mean. I'm sure that it's gonna be fine...

Sylvia (as **Caoimhe**): Yeah...! [pause] Yeah...

Janine (as **Brontë**): That's the spirit!

Keith (as **Antistrophe**): No, the spirit was back there...

**Sylvia:** Shaking my head.

**Keith:** And then I pull my collar. Like a big— like a joke.

**Sylvia:** [laughs] [cross] Shaking my head more.

Keith (as **Antistrophe**): [cross] The ghost, the ghost was the spirit.

Janine (as **Brontë**): See Antistrophe's in good humor! [chuckles] Everything's fine!

Sylvia (as **Caoimhe**): Yeah! [not convinced but hopeful] Every— Yeah...

**Austin**: Mm-hm!

Janine (as **Brontë**): And Caoimhe, you didn't see anything alarming, or? Everything's alright with you, even though you really... [cross] took a nosedive there, a little frightening...?

Sylvia (as **Caoimhe**): [cross] I... How do I even describe what I saw... There... I saw a figure... that felt familiar and unfamiliar all at the same time... And then I was just... I was out. You saw it. Um...

**Sylvia**: Wait, Austin, real quick, that was the— The figure I saw was the same as the reflection right?

**Austin**: [cross] The figure, yeah. 100%.

**Janine**: [cross] It was the hot elf.

**Austin**: The hot elf.

**Sylvia**: I don't think I describe it that way, but I do be like— I do describe, who I saw and— [cross] It was—

Janine (as **Brontë**): [cross] You saw the hot elf!

**Keith**: Yeah. You make a curvy motion with your hands.

**Sylvia**: Yeah, yeah, yeah.

**Keith** and **Janine**: [cross] [laugh]

**Sylvia**: [cross] And then I tug my collar!

**Austin and Janine:** [cross] [a single chuckle]

**Keith:** [cross] [laughs]

**Sylvia:** There was, like, silver hair over one eye with— and the visible eye was glowing, [cross] am I right in remembering that description?

**Austin:** [cross] You are! Yeah. Mm-hm.

**Janine:** [cross] Yes! Yeah, glowing blue.

**Austin:** Glowing blue.

**Sylvia:** Yeah.

**Janine:** [cross] Interesting...

Sylvia (as **Caoimhe**): [cross] The eye is the thing I remember the most... It felt like it was looking right through me.

**Keith:** Um. Would it be possible to make another study check, now that I have a better description of who this elf is?

**Austin:** Oh...! Yeah, 'cause you'd be studying trying to recall descriptions of that elf instead of just describing, um, [cross] the symbol, yeah.

**Keith:** [cross] The symbol. Right.

**Austin:** Sure, give me a recall check. It's hard still, this is still, you know, I'd say this is a... 13, to get— [cross] to get anything real juicy? It's open-ended so you can use a +1, but again, you're looking for a high roll for a— Mm-hm.

**Keith:** [cross] Okay. Right. Okay, I have a few ideas.

**Austin:** Hey [cross] that's a 10.

**Keith:** [cross] Okay so that's a 10.

**Austin:** 7 is the lowest, 10 is a little bit higher than that. Um...

**Keith:** I'm gonna use one of my Fabula points [cross] to reroll the 2.

**Austin:** [cross] Oooh, I love this.

**Janine:** Ooh.

**Keith:** 'Cause I just got a couple Fabula points back— Oop I hit the wrong button.

[mutters] Meta, okay.

**Austin:** I thought we were done, I'm gonna reopen my fucking notes! I wasn't expecting another roll.

**Janine:** [chuckles]

[mouse and keyboard sounds]

**Austin:** Uhh...! [cross] Oh it's just that.

**Keith:** [cross] It's 1D8?

**Austin:** 1D... Yeah, your insight's 1D8, so yeah, 1D8.

**Keith:** 1 D 8. Oof.

**Austin:** Ooh, a 2 again, [cross] unfortunately.

**Sylvia:** [cross] Yeah...

**Janine:** [cross] Okay, huh...

**Austin:** Okay a 10 is... The figure that they're describing to you... sounds like ways in which—

**Keith:** Okay! Sorry! Sorry Austin.

**Austin:** Yes?

**Keith:** I can roll for free, another Fabula point. BeCause if I spend it, I get it back immediately next time we play.

**Sylvia:** [cross] Is that how that works?

**Austin:** [cross] You cannot roll the same thing twice.

**Keith:** [cross] Arghhh.

**Austin:** [cross] You cannot spend Fabula— for Fabula bonuses twice in one go. Sorry.

**Keith:** That's okay. [cross] I thought I had a trick.

**Austin:** [cross] I appreciate you trying to game it here. But yeah.

**Keith:** I did.

**Austin:** Uh-huh. [chuckles] Uhm, unfortunately. And unfortunately I don't think anyone else can help Antistrophe remember something that only— from his memory, you know. [cross] Um. So.

**Sylvia:** [cross] Yeah.

**Janine:** [cross] A particularly vivid description might [chuckling] inspire...

**Austin:** Yeah. Keep— Keep describing her...!

**Keith:** [cross] [chuckling] Keep describing her! [chuckles]

**Sylvia:** [cross] This is that Always Sunny scene where they're drawing the lady and it's just like—I don't know if this scans for anybody... Um. I can't find it right now.

**Austin:** That's okay. If you find it you let us know.

**Sylvia:** Yeah.

**Austin:** Um. Alright. The figure that is described... You know, there's a sort of, um... You know how, um, there is a sort of idealized body that gets represented in for instance

ancient Greek architecture, right. Or in the artistic interpret— or the artistic expression of any culture there is often a sort of idealized form. **[Keith: Yeah.]**

The form being described is almost exclusively given to legendary, you know, not prehistorical but like ancient era Elevana, before the Elevana league was the Elevana league, type heroes, right. Kind of legendary heroes that represented the nine city states of what would become the Elevana league. **[Keith: Okay.]** And it's kind of used, you know, [cross] for all of them.

**Keith:** [cross] This is like the Lu Bu of the elves.

**Austin:** Sort of like the Lu Bu or sort of like the— I'd say probably more like the Guan Yu of the Elves. **[Sylvia: Oh!]** Like the... Lu Bu is so... wild. Whereas Guan Yu is noble, there is a nobility to... to this body type. You know, or like the Achilles, or like the... You know, [cross] there's a certain sort of...

**Keith:** [cross] Sure, sure. I just was trying to think of someone that's like kind of real.

**Austin:** [cross] Yes. Yeah, yeah, yeah. I gotcha, yes. Well Guan Yu also real, but also considered the god of war, right, **[Sylvia: Yeah.]** and so that sort of blending is really it. Um. It is that sort of, like, you know... that crossover between a historical figure who is nevertheless legendary in some way. Gets described with these sort of features here. Which is deeply caught up in Elevana, you know, beauty standards and ideology **[Sylvia: Yeah...!]** and a lot of their narcissism or their kind of cultural chauvinism, all of that stuff is all caught up in that, right. And so— And so, yeah.

But in other words, you don't— Figures like that kind of fall to the wayside post the formation of the Elevana league. Partly because there is such a breadth of... So much of the Elevana league was about a sort of coming together that there was a move towards a wider reign— you ended up with a historical period where aesthetically the kind of historical and heroic figures became extensions of not some Ur-elf, you know, visual ideal, but of, oh, the ones from Parasolia have fiery features, and the ones from Fulmin have, you know, blond hair and boltlike eyes. You know, like, really leaning hard into the elemental blessings to be like, look at the range of elves on display. Whereas

this is the sort of unifying, you know, proto... There is a sort of Übermensch-y quality happening here, you know, [cross] um, ideologically.

**Keith:** [cross] Sure.

**Sylvia:** [cross] Yeah, I think—

**Keith:** [cross] Well look at the range of elves on display!

**Austin:** Yeah, uh-huh! Yeah, mm-hm. So. Yeah! There we go.

**Janine:** [quietly] I— I googled and found... [chuckles]

**Austin:** Oh please, what'd you find. I need to know.

**Janine:** [reading with emphasis] Full Body Photo [cross] of the Most Beautiful Elf Woman Ever Blond Hair AI, from AI art gal dot com.

**Austin:** [cross] Oh my god...

**Sylvia:** [cross] Oh good lord...

**Austin:** [cross] Go to hell. This is not her.

**Keith:** [laughs]

**Janine:** [cross] She also has big pig ears!

**Austin:** [cross] [laughs] It would be funny if it was the case.

**Keith:** [laughing] It's like someone took, like, Keebler elf ears [cross] and stretched them out onto a human. They do look like pig ears.

**Janine:** [cross] [chuckles] Yes.

**Austin:** [cross] Yeah. Yeah. Uh-huh. Yeah. It's great. It's fantastic. Uh, alright!

**Keith:** I'm enchanted... [laughs]

**Janine:** [laughs]

**Austin:** [cross] Oh nooo! You touched the amulet!

**Janine:** [cross] Oh no.

**Keith:** [cross] Ah, I just took 50 damage.

**Austin:** You took 50 damage...!

**Keith:** Yeah.

**Austin** Uh, any other things here, any other shots, do we get our— do we get our... any sort of our, like, Mulder, you know looking at the files and [cross] being like, I think I know what happened.

**Sylvia:** [cross] Oh I'm like writing a report [**Austin:** Yeah.] to, like— about, like... Talking about, like... "Though the gods of old are forgotten, they haven't forgotten us," [cross] is like one of the things she says. Yeah.

**Austin:** [cross] Love it.

**Janine:** [cross] Oooh.

**Austin:** [cross] Crushed it. Crushed it!

**Sylvia:** Yeah.

Janine (as **Brontë**): You should be a poet, Caoimhe.

**Austin** and **Keith:** [chuckle quietly]

Sylvia (as **Caoimhe**): I don't think that pays very well.

**Austin:** [chuckles]

Keith (as **Antistrophe**): [cross] Does this pay well?

Janine (as **Brontë**): [cross] Depends on where you are, it pays decently where I'm from, but.

Sylvia (as **Caoimhe**): [cross] Not really.

**Sylvia**: [chuckles]

**Austin**: Alright!

**Sylvia**: I think that's it.

**Austin**: I think that that's it. [cross] Let's talk— Oh?

**Sylvia**: [cross] Oh! I do— Really quick, it doesn't even need to be a full scene, just like Caoimhe talking over— like helping Ryn [cross] understand some of the stuff she read in the Kalsi book.

**Austin**: [cross] Mm-hm. Oh I love that. Yes, yes.

**Sylvia**: Just to be like, yeah this is a bit confusing here, but I think it means this, and here's where the rituals are and that sort of thing.

**Austin**: Amazing! Yeah. Alright! I think, you know, the next morning comes, you're able to get breakfast with Ryn. And, you know, for the sake of a hook— planting a hook, unless you all have a feeling of what you're doing next, which is always open, you know, let's bring us back over to the world map actually. Uh. World map.

**Sylvia**: I love a hook, personally.

**Austin**: Yeah! I think it's a simple one here, right. Which is you're currently in Burzin and a letter arrives to you. Arrives at the post office and, you know, someone comes and finds you and says, ah you know— someone finds out where you're staying, you're staying at the Clear Water Lodge, Clean Water Lodge [chuckles], and a request comes in sending you to a nearby town. I'll let you decide actually, do you want to be called to Parasolia, Sun-Scorched Mine; the Balming Willow, Salix; or Cenn, City of Iron Chains.

**Sylvia:** Oooh...!

**Keith:** Can you give those again?

**Austin:** Sure, they're on the map near you here. [**Sylvia:** It's...] Parasol, Sun-Scorched Mine; the Balming Willow, Salix; or Cenn, City of Iron Chain.

**Keith:** Um. These all— This all sounds good. We have no other information besides these are three

**Austin:** No this is me— I haven't done this— I haven't built this next session yet necessarily. [**Keith** and **Sylvia:** Yeah.] But I think this is a request coming in to you specifically, Caoimhe. You know, this is a request from the Hexcloaks.

**Sylvia:** Yeah.

**Janine:** My vote is for Balming Willows, [cross] that sounds lovely, I love balm.

**Keith:** [cross] My vote is also for Balming Willows, yeah.

**Sylvia:** I think it would be fun to get a different sort of area [**Austin:** Yeah.] than the burning town of Burzin, you know.

**Austin:** It also lets us go back to the one place that we had defined from Cartograph, [**Sylvia:** Yeah!] 'cause this is where, Sylvi, I think your and Ali's [cross] character was from.

**Sylvia:** [cross] What was his name... Arley. Arley, right? I think...

**Austin:** [cross] Arley. Arlo? Arley. Arley, because I think Keith, you and I were playing Harlow. I think. I think that that's right.

**Keith:** [cross] Right.

**Sylvia:** [cross] Yeah.

**Keith:** We were not playing Harley.

**Austin:** That's right.

**Sylvia:** The big, like, Weeping Willow city, [cross] is kind of how we described it.

**Austin:** [cross] The big Weeping Willow city, that is correct!

[Music outro: "[Perpetua](#)" by Jack de Quidt plays]